

GEORGE W. PIRTLE

SCOUT RESERVATION

2024 BSA Summer Camp Leaders' Guide



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GENERAL INFORMATION

The goal of this guide is to help Leaders have an understanding of all of the things that George W. Pirtle Scout Reservation has to offer first year campers and experienced scouts.

2024 CAMP DATES

<u>Date:</u>	<u>Camp:</u>
June 5th - 8th	Webelos
June 9th - 15th	BSA Week 1
June 16th - 22nd	BSA Week 2
June 23rd - 26th	Venture Week



Contact Information:

East Texas Area Council, BSA
1331 East Fifth Street
Tyler, Texas 75701 903-
597-7201

Camp Director
Rebecca Fellows
806-549-2161
Email: beccafellows@icloud.com

REGISTERING:

Reserve your space with a \$100 deposit by February 15, 2024 to be eligible for early discount. Paid discount fees by April 15, 2024. All fees due by May 15, 2024.

Register for camp at https://scoutingevent.com/585-SummerCamp2024_ScoutsBSA

CAMP FEES:

Scout fees = \$299 (discount of \$25, to \$275 if paid in entirety by April 15, 2024)

Webelos fee = \$175 (discount of \$25, to \$150 if paid in entirety by April 15, 2024)

Standard Leader fee = \$100 (Two deep leadership is required at all times)

Maverick program requires an additional \$10 fee for each Scout (This does not apply to Webelos)

Any additional leaders staying during the week are subject to the standard leader fee or a by the meal basis



OPEN ADMISSIONS POLICY

It is the policy of the East Texas Area Council BSA to admit all persons in accordance with and in compliance with the rules and regulations of the BSA. George W Pirtle Scout Reservation is for use by all Scouts. Participation in the program and activities are open to every Scout regardless of race, color, creed, religion or national origin. We want everyone to be able to enjoy our beautiful facility.

SCOUTS WITH SPECIAL NEEDS

GWP is committed to assisting all Scouts. Special needs can be but are not limited to CPAP needs, physical handicaps and dietary restrictions.

We have campsites and shower facilities reserved for Scouts with physical special needs and we pledge to do our best to accommodate every possibility. Please contact the camp director for more information. If a Scout or adult has a special dietary need and the camp director has been previously notified, we can and will make arrangements to meet the needs.

Please notify the camp director at least two weeks prior to coming to camp so that the camp can begin to make preparations for your arrival.



CAMPERSHIPS

Camperships may be offered by the East Texas Area Council to Scouts with a financial hardship. Camperships do not cover the entire cost of camp (up to 50%). We believe that a Scout is thrifty and should work to pay his own way, but we do not want to deny summer camp to a Scout simply because he/she cannot afford it. Campership applications can be requested from the Scout Office. The deadline for Camperships is May 1. Camperships will be credited into the Troop account at ETAC Service Center

REFUND POLICY



Unit deposits are non-refundable if the troop decides not to attend summer camp. Individual camper fees are refundable on a sliding scale with a documented and unavoidable justification:

- 0% refund will be issued if requested less than two weeks prior to camp
- 50% refund will be issued if requested two weeks prior to camp
- 75% refund will be issued if requested a month prior to camp
- 100% refund will be issued over one month prior to camp (regardless of the nature of the request)

Certain provisions can be made for unexpected major events (severe family illness or loss).

Individual fees may be transferred to another scout or the scout may attend an alternate week of camp in the same year. Alternate attendance is contingent on available space in a provisional troop that agrees to “adopt the Scout”.

VALUABLES

Each troop should provide adequate protection for its valuables. A foot locker with a lock is recommended. The East Texas Area Council and George W. Pirtle Scout Reservation are not responsible for lost or stolen items.

MAVERICK SCOUT PROGRAM

GWP offers Scouts who are attending summer camp, but cannot attend camp with their unit, the opportunity to be “adopted” by a provisional troop for the week. The Maverick Scouts will camp with another troop and participate as a regular camper for the week. This program requires a \$50.00 deposit to reserve a space for each Scout and ALL fees will need to be paid one week before the Scout attends camp (two weeks for out of council Scout). There is an additional \$10.00 fee for participating in the maverick program.

The scoutmaster should register the maverick in the online system just as he would a troop/pack, but with only one Scout in attendance. Scouts who are participating in the maverick program should arrive between 2:00 – 3:00 pm on the Sunday of check in and report to the headquarters building to meet their provisional scoutmaster and campsite guide. Maverick Scouts must have their completed medical form in order to check in. Unregistered “walk-ons” will NOT be accepted without prior contact with the camp director.

CAMPSITE RESERVATIONS

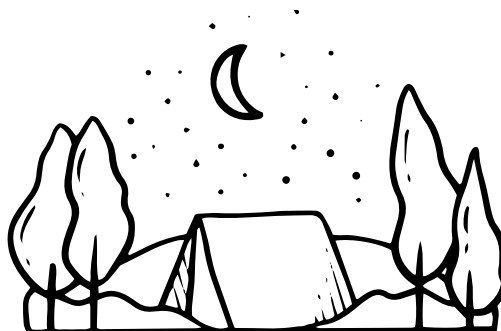
You may request a campsite for your troop when you register online, but campsite requests are not guaranteed to be granted. Please be aware of the following situations:

- Assignments will be based on medical issues, troop size, early registration and demand.
- There may be more than one troop assigned to a campsite.
- Assignments are determined on a campsite by campsite basis.
- Campsite assignments will be determined by the camp director.

TENT RENTALS

If you would like to rent green canvas tents from GWP the cost is \$20 per week.

You should let the camp director know how many tents that you want to rent prior to camp. Your troop guide will help you set up the tents. It is your responsibility to fold the tents correctly (if dry) and place them under the washstand shelter or make arrangements for retrieval at your campsite.



ONLINE REGISTRATION SYSTEM

The East Texas Area Council is currently using a new online registration system. To register go to https://scoutingevent.com/585-SummerCamp2024_ScoutsBSA

The system will be taking reservations for all summer camp weeks.

The Merit Badge schedules will be available online when the program has been fully developed and will be open for registration in early 2024. This gives you plenty of time to get the Scout's individual information into the system prior to trying to get them registered for their specific merit badge sessions/classes. The merit badge registration will close one week prior to the check in day for your week of camp. Make changes to a Scout's schedule or add any Scouts that decide to come to camp at the last minute before the registration closes.

It is imperative that you not only register your Scouts but schedule their merit badges also. Enrollment numbers are pulled as soon as the registration closes for your week of camp.

It is possible that adjustments will be made to the merit badge schedule for a couple of reasons. If no one has signed up for a specific merit badge class, then that class will be canceled, and the facilitator will be moved to another merit badge area. On the other hand, if enrollment numbers are extremely high for a merit badge, then it is possible that an additional session for that badge would be opened.

MERIT BADGE REGISTRATION

Review merit badge requirements for each merit badge for each Scout. Scouts should take merit badges that are age and skill level appropriate. Keep in mind that some merit badges require physical strength, stamina and coordination (canoeing, climbing, lifesaving, rifle shooting, rowing, shotgun shooting, swimming and archery). Due to this, some Scouts may not be physically able to complete certain merit badges.

Pay attention to the distance between the program areas when selecting merit badge sessions. For example, it is a mile between the waterfront and the shooting ranges. Scouts only have 15 minutes between sessions. There is a map of GWP included in this Leader Guide and on the council online registration site at https://scoutingevent.com/585-SummerCamp2024_ScoutsBSA. Also some merit badges will take more than one class period or overlap

The registration for merit badge sessions will close one week prior to camp. This ensures that the staff has time to print the necessary rosters and verify inventory needed for courses. ALL

COURSE REGISTRATION WILL BE DONE BY THE LEADERS THROUGH THE REGISTRATION SYSTEM.

This is important to ensure the best use of camp staff and resources.

Have Scouts complete the merit badge prerequisites before coming to camp.



CAMP PHONE AND MAILING ADDRESS

The emergency phone number for George W. Pirtle Scout Reservation is 806-549-2161 (Rebecca Fellows, Camp Director) Please discourage parents from making calls to this number and remind them that Scouts are not located near a phone. If they do call, they will need to give the Scout's name and Troop number. Cell phone service is available from most providers. It is a troop decision on Scout usage of cell phones at camp. Keep in mind there are few places to charge phones at camp.

Mail runs daily. Outgoing mail can be dropped off at the headquarters building. The incoming mail will be delivered to unit leaders. We suggest that parents send mail the week prior to their scout being in camp so that it has a better chance of arriving in camp while the scout is in camp.

The camp mailing address:

Scout's name Scout's

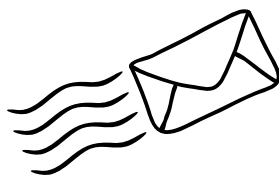
Troop number

Camp Pirtle

440 C.R. 1241

Gary, TX

75643

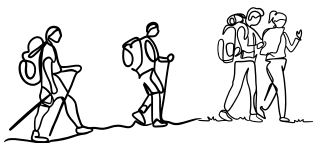


LOCATION AND AMENITIES

East Texas Area Council provides classic camping for all scouts at George W. Pirtle Scout Reservation. Beautiful GWP is nestled in an East Texas pine forest. GWP is positioned on the banks of Lake Murvaul near the community of Gary, Texas and just a few miles from Carthage. GWP has received a Nationally Accredited rating from the National Camping Accreditation Program annually since 1965.

GWP has facilities for many scouting activities. These include:

- Rifle/Archery/Shotgun ranges
- Pool and waterfront
- Trading post
- Climbing/rappelling tower
- Chapel
- Nature - FYC - Outdoor Skills (Scoutcraft) - Handicraft pavilions
- Health lodge
- Council ring
- Dining hall
- Headquarters building
- Handicap accessible campsite
- Hiking trails
- Hand washing basins
- Open pit latrines
- Shower houses with flushable toilets



Pirtle has many assets ready for Scouts to use in a classic camp setting.

GWP MISSION

The mission of the George W. Pirtle Scout Reservation is to serve the needs of each Scout by providing a quality opportunity to learn within a safe and supportive environment while GWP continues to improve the quality of our product through management and leadership dedicated to excellence.

CAMP MOTTO

One camp, one staff, one dream.

THE AIMS OF SCOUTING

The George W. Pirtle Scout Reservation follows the Aims of Scouting. The basic goals include Character Development, Leadership Training, Citizenship Training, and Personal and Mental Fitness.

THE METHODS OF SCOUTING

Scouts BSA achieves its aims through the methods used in Scouting. GWP is an ideal setting in which a Scout can learn the Aims of Scouting. The methods are:

- Troop and patrol method
- Advancement plan
- Adult association
- Uniform
- Outdoor adventure
- Leadership
- Personal growth
- Scouting ideals

PIRTLE GRACE

For stately pines, and sun-drenched shores.
For starry skies that above us soar.
For the food that gives us health and might.
For the friends that make our days so bright.
We thank you, oh Lord. Amen





GWP STAFF PLEDGE

The GWP staff members pledge to:

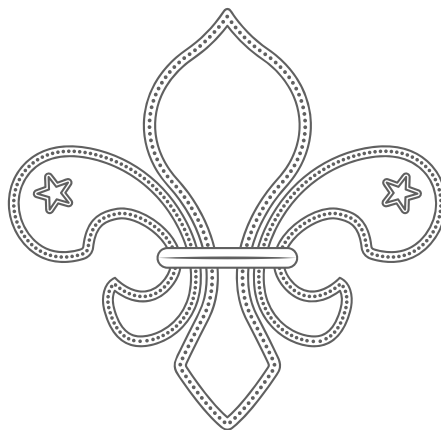
- Treat our guests friendly, courteously, and with respect.
- Acknowledge all our guests with a warm welcome and thank them for coming.
- Ensure our guests receive the best service.
- Look ahead to anticipate our guests' needs.
- Deliver accurate and complete help to our guests in a timely manner.
- Utilize staff training and Scouting knowledge to better serve our guests.
- Succeed in showing our guests a memorable summer camp experience.

CAMP PROGRAM

The GWP camp program aims to provide everything needed for your troop from the time you arrive until your departure. Many activities must be scheduled and carefully planned. Other activities simply happen due to opportunities or the actions and desires of Scouts and their friends. To maximize these opportunities, consider carefully the activities your troop schedules during the week. These activities include those led by camp staff and adult and youth leaders.

Our program is designed to allow time for Scouts to work on advancement while also reserving time for them to experience things unique to GWP. Our goal is to provide an environment in which each Scout is able to participate in everything that GWP offers while making memories to last a lifetime.

GWP offers a six-period schedule allowing Scouts the opportunity to earn up to six merit badges in class time alone. A Scout does not have to sign up for all six periods. In fact, it is recommended that a Scout not take a full load of merit badges so that they may experience all of the other activities that camp has to offer.



DRESS CODE IN CAMP

All Scouts and adults are encouraged to properly wear a complete official BSA uniform at camp. The camp schedule notes when the FIELD uniform (no military class) should be worn and when the **ACTIVITY** uniform (t-shirt) (no military class) can be worn. (Military Class A refers to a dressy formal attire not common for scouts)

Closed-toed shoes, socks, and a shirt must be worn at all times. Scout shorts or cargo type shorts are appropriate.

Athletic shorts do not provide needed support for some activities (i.e. climbing). All shorts must be an acceptable length, no short shorts. Clothing should be appropriate for all genders and ages.

CLEANING DUTIES OF TROOPS

Showers, toilets and latrines are available for Scouts and adults. These facilities must be kept clean at all times or privileges will be revoked. Troops will be assigned times that they are responsible for cleaning these common areas.

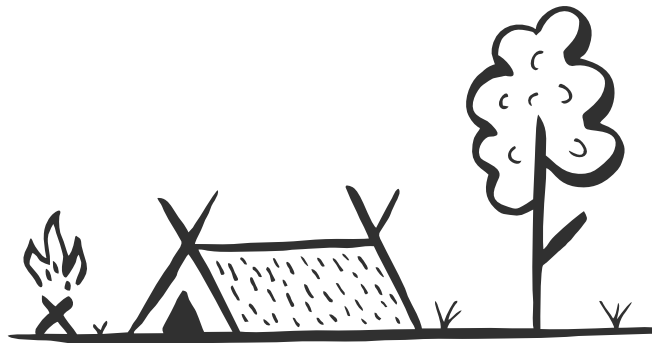
Trash bags and cleaning supplies will be provided, check with your troop guide or a camp commissioner for availability. Regular trash pick-up will be made.

CAMPSITE INSPECTIONS

Your campsite will be inspected daily to make sure everything is in order at camp. Your Senior Patrol Leader will be briefed on Sunday about inspections.

If you use personal tents in camp. All tents must be made of flame-retardant material. It is the policy of BSA that all tents must be posted “NO FLAME IN TENTS”.

Make sure that you have everything ready for inspection before your Scouts leave for their first merit badge each day.



CHECK IN AND CHECK OUT



CHECK IN

Units are requested to arrive at camp between 2:00 and 4:00 pm on Sunday. Scouts should arrive at camp as a unit. When all Scouts in the unit arrive at the same time, the check-in process is much easier and faster.

1. Scouts should travel to camp in their standard FIELD uniform.
2. When you leave your gathering place, be sure to place your unit number in your vehicle's window.
3. Vehicles will be met on the road as they enter the camp. All vehicles carrying Scouts will be directed to the parking lot. Staff members in the parking lot will direct these vehicles where to park. Camp commissioners and troop guides will meet the unit in the parking lot. Only one vehicle per troop, containing gear, will be allowed into the campsite at a time. Unload gear as soon as possible and return the vehicle to the main parking lot. One trailer will be allowed to remain at the campsite during the week. The trailer must be parked in a manner so as not to block camp maintenance, emergency vehicles, or other campsites. Anyone caught exceeding the 10 miles per hour speed limit in camp may have their in-camp driving privilege revoked. **Remember, under no circumstances should passengers ride in trailers or pickup beds.**
4. The Scoutmaster or their designee will be directed to the headquarters (HQ) building to begin check in. The person doing the check in should have: all paperwork (includes BSA medical health forms for all adults and Scouts and all YPT documents for adults), checkbook or credit card (if balances need to be paid). Make sure that camp clerk, program director or camp director know of any special needs at least 2 weeks before arriving at camp (CPAP, physical, dietary, etc.) **Covid rechecks may still need to be administered to each participant.**
5. Once the process is complete in HQ and BSA medical health forms are checked off by the health officer, the troop guide will begin the camp tour.
6. The unit will then go to the campsite.
 - set up camp quickly, keep in mind you may be sharing the campsite
 - store and secure gear
 - have everyone change into swim trunks for swim checks (buddy tags issued at pool)
 - do NOT settle into camp at this time
7. From the campsite, your Troop Guide will continue the camp tour. They will point out program areas on the way to the pool for swim checks. Buddy tags will be completed by the aquatics staff. Units will also be shown where the waterfront is and they will be explained the difference in buddy tags and boating tags. Units will be introduced to the Dining Hall Steward and shown where their table is.
8. Return to the campsite and finish unpacking.
9. Both the flag retrieval (5:45 pm) and dinner (6:00 pm) are at the dining hall.
10. Senior Patrol Leader, Scoutmaster, and Key Staff meeting at 7:30 pm in Founder's Lodge.
11. Opening campfire for all Scouts and Leaders will be at 8:30 pm at the Council Ring.
12. Taps/Lights out 10:30 pm.



EARLY CHECK OUT - Prior to last morning of camp

Arrangements must be made with the Program Director and with the Business Manager. Follow the last morning of camp check out procedures below before leaving.

CHECK OUT PROCEDURES- Last morning of camp

1. Pack all personal gear the night before, double check so as not to leave anything. Prepare the campsite for final inspection by troop guide. You may have a final inspection approved by a camp commissioner.
2. Police the area, including hosing down the washstand and latrine area.
3. Fold and stack any rented GWP tents in the washstand. (Or as directed)
4. Remove or dismantle any temporary campsite “improvements” that were made during the week the day before leaving. (See camp ranger about permanent improvements.)
5. One vehicle at a time may be brought into the campsite to pack the unit’s gear on the last morning of camp. All other vehicles must be in the parking lot waiting for the Scouts.
6. Your troop guide will arrive and check the campsite for trash and damaged tents. Once you and the troop guide have completed the inspection you may leave the campsite.
7. Return and check in all camp equipment to the warehouse.
8. Arrangements must be made to pay for any GWP equipment that is damaged due to carelessness before the troop leaves camp.
9. Pick up your troop’s health forms, medications, etc. from the headquarters building. Return the GWP lock box if your troop borrowed one.
10. Remember, **A SCOUT IS CLEAN**. Leave the campsite in better condition than you found it.



HEALTH AND SAFETY

MEDICAL SERVICES

A health officer is on call 24 hours a day at camp. Area hospitals are 20 minutes away. Initial First Aid treatment should be administered immediately by scouts or adults on site. Additional First Aid treatment may be given at the health lodge by the health officer except in the case of an emergency.

It is the duty of all leaders and Scouts to see that all injuries or illnesses, minor or serious, are reported to the health officer. Cases of serious injury or illness should be reported to the health officer and the camp director. It is important that all major treatments be reported to the health officer since we must keep a record of all cases treated for insurance purposes.

In the case of a medical emergency that requires a trip to the hospital, a scout leader will be asked to transport the Scout to one of the local hospitals. This allows the health officer to remain in camp should they be needed again.

If a Scout becomes sick (cold, flu, virus) at camp, we will send the Scout home. Once well, the Scout may return the next week of camp, if desired, to make up any missed days at no additional charge as a maverick Scout with a provisional troop.

INSURANCE

The East Texas Area Council provides accident and sickness insurance for each person registered with the Boy Scouts of America or Exploring and attending GWP summer camp as well as other official scouting events such as camporees, camping schools, trips, conferences, training courses, day camps, meetings, etc.



BSA HEALTH FORM

Those attending district or council activities must provide a completed copy of BSA health form to the health officer in order to participate.

A copy of these forms may be found on this website: www.scouting.org

Be sure that you are using the most updated BSA health form. We will need a completed current BSA health form for admission to camp. Other forms (school, sports, etc.) may be attached for informational purposes only.

The form has four pages and is in 3 parts. All participants use the same form.

- Part A (page 1) is to be completed by all BSA unit members for all events. This is the consent form and permission form.
- Part B1, B2 (page 2-3) is to be completed for any event. This is a health history. (allergies, etc.)
- Part C (page 4) is to be completed annually by all BSA members for all events that exceeds 72 consecutive hours, a resident or long term camp setting, or when the nature of the activity is strenuous and demanding, such as service projects, work weekends or high adventure treks. Part C is to be completed and signed by a certified and licensed healthcare provider.

It is important to note that when Part C is required, for the safety and wellbeing of participants, that the recommendations on the height/weight chart and other risk factors should be considered and that the area where the activity will take place be considered in your pre-planning before taking part in any activity. The recommendations on the height/weight chart should be strictly adhered to if the event will take the unit beyond a radius wherein emergency evacuation is more than 30 minutes by ground transportation.

Examples of strenuous activities that require Part C include but are not limited to: service projects, work weekends, high adventure treks, hiking, backpacking, tour camping, jamborees, NYLT or Wood Badge training courses, climbing, rappelling and COPE.

MEDICINES AT CAMP

All medicines for leaders and Scouts at camp must be locked up.

Medicines may be given to the health officer with written instructions on BSA health form at check in to be locked up in the health lodge. Medicines kept in campsites MUST be in a lock box. Inside a vehicle is NOT sufficient.

If available, GWP will loan a lock box to a troop for the week if they do not have one.

TWO DEEP LEADERSHIP

The Boy Scouts of America requires that 2 adults age 21 or older accompany troops on all their outings. This policy will be in effect at George W Pirtle Scout Reservation.

Start leadership selection now. The second leader may be a parent or a rotation of parents, or any registered leader that is 21 or older from another unit. This requirement may also be met by combining with another small troop. There must be two adult leaders in camp at all times.

All adult Scouters staying with Scouts in camp are considered “scoutmasters”. Under the troop system of camping, you are responsible for your unit at all times. This means that the majority of discipline and organization of the troop is your responsibility. It is never the camp staff's job to take over your job as a leader but to aid you in achieving the utmost respect of your Scouts.

All leaders that are in camp must be trained in Youth Protection. This is the BSA YPT training that is received through an online course or a face-to-face training. The course is found at www.My.Scouting.org. This course is available at camp on Monday morning at a time to be announced or by appointment for any leaders arriving later in the week. ALL adults staying overnight at camp must provide YPT documentation upon arrival or must complete it or they will be unable to stay on the property.

If a unit fails to meet the requirement of two deep leadership with current YPT, the camp management is required to take the steps necessary to achieve this or move them into a provisional site if space allows.

DRUG, ALCOHOL, TOBACCO AND VAPING USAGE PROHIBITED

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

The George W. Pirtle Scout Reservation is an alcohol-free facility.

Adult leaders should support the attitude that young adults are better off without tobacco and not allow the use of tobacco products at any BSA activity involving youth participants. This includes electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

The George W. Pirtle Scout Reservation is a smoke free and vape free facility.

SCOUTS LEAVING CAMP DURING THE WEEK

Scouts are not allowed to leave camp during the regular camping period without the approval of their parents, unit leaders and the camp director. With prior approval, a Scout may leave camp with a responsible adult once he/she has signed out in the headquarters building. If the Scout is returning to camp, he/she must sign back in at the headquarters building.

LIQUID FUELS AT CAMP

It is the policy of the East Texas Area Council to limit the amount of liquid fuels in camp. Liquid fuel lanterns are restricted to the personal use of adults only. Under no circumstances are liquid fuels or lanterns allowed in tents. Gasoline and kerosene may not be stored in the campsite. All liquid fuels must be checked in to the maintenance area upon arrival on Sunday. All fuels will be locked up. Anyone wishing to use their own fuel may do so during specified hours.

FIREWOOD IN CAMP

It is the policy of the East Texas Area Council to not have wood from outside of the camp property brought into camp. We do not want to spread any invasive species into camp property. **DO NOT BRING YOUR OWN FIREWOOD.** Use the downed limbs and wood you find on the camp property. If you need help finding wood speak to the director.



FIREARMS AND FIREWORKS

Firearms and fireworks are prohibited on scout property. The only firearms allowed are those used to instruct shooting sports merit badges. These firearms along with archery equipment must be locked up when not being used for a session.

In an effort to support your Second Amendment rights, any firearms that are brought to camp by licensed individuals need to remain safely locked inside a locked vehicle. If that is not possible the camp director or camp ranger can assist you in locking the firearm in the camp's gun safe for the duration of your stay.

VEHICLES IN CAMP

Drivers in camp must be licensed drivers that are at least 18 years old. (exceptions may be made by camp ranger or camp director)

All vehicles must follow the 10 mile per hour speed limit.

One vehicle at a time per troop will be allowed in campsites during check in and check out for the purposes of unloading and loading gear.

During the week all vehicles must stay parked in the main camp parking lot. One trailer per troop can be parked in the campsite. The trailer must be parked in a manner so as not to block camp maintenance, emergency vehicles, or other campsites.

Under no circumstances should passengers ride in the back of pick-ups or in trailers.

GOLF CARTS IN CAMP

Golf carts will be allowed in camp for medical or maintenance use only as inspected and approved by the Camp Director and Camp Ranger.

New National Standards require that all operators be certified.

Camp Ranger must be notified to ensure that the required training be completed.

BICYCLES IN CAMP

GWP allows bicycle usage in camp. Riders must wear a helmet. Riders must slow down when passing pedestrians and say out loud which side you are passing on. If bicycles are going to be ridden after dark they must have a light on them.

CAMPSITES

There are 14 campsites prepared for traditional tent camping. Each campsite has a hand washing station, an open pit latrine and a campfire ring.

CHAPEL

The chapel is an a-frame style open concept building. It serves as a place for non-denominational worship services. There is outdoor seating for those that attend the services.

CLIMBING TOWER

The 42 feet tall climbing tower will be available for Scouts to climb and rappel for Climbing merit badge and rappel for Camping merit badge.

COPE/ZIPLINE

Our zipline met approval standards in December 2022. We are in the process of getting staff COPE certified at the time of publishing this leader's guide. It is our hope to be able to offer COPE for summer 2024. The zipline will be part of COPE.



COUNCIL RING

The open-air council ring has a stage for the opening and closing campfires. There is seating for Scouts and guests.

DINING HALL

Meals are served cafeteria style in the dining hall. For all meals, troops will eat together at their predetermined seating area. Troop table waiters will assist in setting up tables and in cleaning the troop area after each meal. Troop table waiters should arrive 5 minutes before meals to prepare.

Flag ceremonies and camp wide announcements will be held directly before meals as noted in the daily schedule.

Menus are developed and approved by a professional nutritionist and prepared by experienced cooks.

Special dietary needs must be submitted to the camp director at least two weeks prior to attending camp.

It is preferred to give dietary restrictions while registering for camp!



FOUNDER'S LODGE

The founder's lodge is the Order of the Arrow building with the red door. Availability of this facility will be judged on how it is kept clean by the users.

FYC, OUTDOOR SKILLS and NATURE AREA PAVILIONS

Program area pavilions for First Year Camper, Outdoor/Scout Skills and Ecology/Conservation have picnic style tables and all supplies for Scouts to embrace scouting skills like Pioneering, Orienteering, Forestry, Geology, First Aid, Knot Tying, and all sorts of safety skills.

HANDICRAFT AREA



The handicraft area is attached to the Founder's Lodge. There is a covered teaching area and a covered pavilion just a few yards from the building. This space is used for merit badges such as Art, Indian Lore, Wood Carving, Leatherworking and Basketry.

HANDICAPPED ACCESSIBLE CAMPSITE

There is one campsite that is wheelchair accessible. There is a sidewalk leading into the campsite. There is an electrical outlet for medical uses.

HEADQUARTERS BUILDING

The headquarters building is located near the main parking lot. This is where the offices of the camp director, program director and camp clerk can be found. There is a men's restroom inside and a women's restroom outside.

HEALTH LODGE

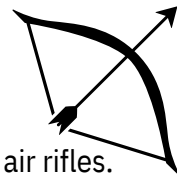
There is a health officer in camp on duty 24 hours a day to provide first aid service and medical advice.

NELSON BUILDING

The Nelson building is the covered pavilion attached to the back of the trading post. It has a stage, seating and sawdust flooring. This building is used for a gathering space for both small and large groups. Nelson building is often used during inclement weather as a back-up space for campfires.

ARCHERY, RIFLE AND SHOTGUN RANGES

All ranges have covered shooting areas for shooting arrows, shotguns, .22s and air rifles.



SHOWER HOUSES

There are four shower houses available to Scouts. Each shower house has hot/cold running water. Commissioner site 1, 2, 3 and near the warehouse. Staff showers are for staff only.

SWIMMING POOL

The 36,000-gallon pool has a 3 foot shallow end and a 12 foot deep end. There is a slide for the Scouts to use. The private, individual dressing rooms each have a sink, toilet and shower.

TRADING POST

A stock of necessities will replace the forgotten toothbrushes, flashlights and batteries. Items to enjoy during their leisure time will also be available to Scouts. Campers may need to purchase supplies and merit badge pamphlets for their merit badge sessions from the trading post. Our trading post contains a host of snacks and refreshments. Scouts are responsible for their own money. Please be aware of the posted trading post hours once you arrive at camp.



WATERFRONT

The waterfront is located on the shores of Lake Murvaul. There is a boat marina for the Pirtle boats to dock in. There are canoes, kayaks, rowboats and paddleboards. PFDs are required.

REST AND RELAX TIME

Scoutmasters need to schedule time to rest. That is right! Too often, you do not take the time to sit and enjoy the beauty of the camp around you. Make sure that scouts and adults alike take time to rest and relax.

During scoutmaster down time, they may earn the coveted “Scoutmaster Merit Badge” by completing the required items on the information sheet. The information sheet will be given out at the Sunday evening leaders’ meeting, and they will be available in the headquarters building.

CAMP ACTIVITIES

SERVICE PROJECTS

Any unit wishing to perform a service project while in camp should **SIGN UP WITH MERIT BADGE REGISTRATION(1ST AND 2ND PERIOD)**. Prior notification will allow the camp to gather or purchase the necessary supplies. The unit may provide its own tools since the camp has a limited supply.

RELIGIOUS SERVICES

A Scouts Own (non-denominational) Chapel Service will be held every morning at 7:00 am. Scouts are welcome to bring instruments to play music with the camp chaplain. For some Scouts, this may be the only exposure that they receive to religion and values. The camp chaplain is always available.

FAMILY NIGHT

Parents and guests are invited to camp to participate at the closing campfire ceremony. All guests must sign in at the headquarters building.

If guests wish to eat a meal furnished by the dining hall, the Scoutmaster for the Troop will need to register the names and number of guests with the camp clerk by the prior Wednesday. Those registered guests will need to report to the headquarters building to check in by 5:00 pm to pay \$8.00 per meal at the Trading Post to receive a meal coupon/voucher from the camp clerk. Guests may bring picnic dinners for their family and their Scout to eat in the dining hall.



LEADERS' ROUNDTABLE

Our first leaders' roundtable will be held on Sunday evening at 7:30 pm at Founder's Lodge. Camp leader meetings may be every weekday morning after breakfast by the coffee pot in the dining hall.

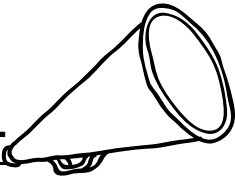
LEADER OPPORTUNITIES

Leaders should ask at registration for information on opportunities that are offered to leaders that week at GWP. Leaders can participate in shooting sports and climbing at assigned times. When this guide was being finalized, we were looking into possible activities that we could offer leaders such as CPR, Philmont First

Aid and HAM radio usage. The list of activities may vary for each week due to availability of instructors.

ENHANCE CAMP EXPERIENCES

TROOP SPIRIT



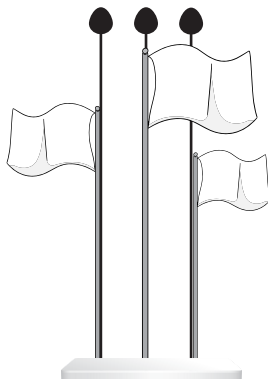
The troop that comes to camp with ideas, spirit, and challenges makes the rest of the camp come alive. Bring your troop cheer to camp and show everyone your scouting spirit. We will reward those troops that show outstanding spirit while they are at camp.

FLAG CEREMONIES

There are opportunities for troops to lead the opening or closing flag ceremonies at the dining hall. Your troop will form a color guard and present or retrieve the US, Texas, and GWP flags.

CAMPFIRE PROGRAMS

Each troop will have an opportunity to perform a skit, song or cheer at the final campfire if they wish. Please sign up with the program director prior to the campfire. We also encourage troops to have evening programs in their campsites during the week. You may want to consider inviting other troops and staff members to your campsite during the week.



JOIN THE ACTIVITIES

These are some planned activities that you can prepare for ahead of time:

- Knot Off Extravaganza - have scouts practice tying knots before camp
- Cook Off - scoutmasters plan and prepare for the tastiest and/or most creative Dutch oven dishes – not limited to dessert
- Pirtle Golf Association (PGA) - scoutmasters play golf with homemade golf supplies
- Belly Flop competition
- The Golden Shield Challenge
- Battle of Lake Murvail
- Life Walk-(reflect on the Scout Law on daily walks-more info at registration)



HOME AWAY FROM HOME

Your campsite is your home for the week so work on making it comfortable with temporary improvements and decorations. Permanent improvements must be approved by the camp ranger before they are constructed.

LEADERSHIP IN CAMP

SCOUTMASTER LEADERSHIP

There must be two deep leadership in camp the entire week.

PATROL ORGANIZATION

Everything we do in scouting is based on the patrol method. The same is true for much of what we do at summer camp. Have patrols already organized and patrol leaders elected. They will need to work on ideas as a patrol and the patrol leaders represent the group at camp.

Patrols may be recognized as an “Honor Patrol” after completing 9 of 11 achievements listed on the Honor Patrol Requirements Information Sheet. This information sheet will be given out at the Sunday leaders’ meeting and available in the headquarters building.

ROLE OF SENIOR PATROL LEADER (SPL)

The Senior Patrol Leader (SPL) is the top leader in the troop. They will be treated as such during your week at camp. Encourage them to attend all SPL meetings and that they check on their Scouts throughout the week to make sure they are having a good time. The SPL will be asked to evaluate the week on Friday, so encourage them to make notes throughout the week about the things the whole troop feels are important.



JOB OPPORTUNITIES

SUMMER CAMP STAFF POSITIONS

Each summer we hire 30-40 people to operate our summer camp program. If you, or someone you know is interested in a unique summer job unlike anything else you will ever experience, contact the camp director. Young men and women must be 16 years old and be a registered member of BSA (or willing to become a registered member) to work on summer camp staff. We are continually recruiting GWP staff for the upcoming year. Applications can be found on the Council website.

COUNSELOR IN TRAINING (CIT) POSITIONS

The Counselor In Training (CIT) program is a volunteer program designed for 14 and 15 year old Scouts to give them the opportunity to have “working” experience as a GWP staff member. All CIT’s must receive their parent’s permission and approval of their unit leader. During the week CITs will be required to take one merit badge class while serving as a CIT. CIT’s are neither charged nor paid, though they do receive recognition. CIT’s must have a complete field uniform. Complete uniform consists of Scout pants or shorts, Scout socks (if visible), Scout field uniform shirt (with appropriate patches sewn on), approved belt, and Scouting T-shirts for the week. It is recommended that they have at least three sets of activity uniform and one field uniform shirt. Laundry facilities are available for them at the staff shower house. GWP provides one or two t-shirts to each staff member.



CAMP CHECKLIST

- When registering, make sure to mention any special needs (physical, dietary, etc.) that your Campers may have.
- Register all scouts for merit badge sessions at least two weeks before camp.
- Pay the balance of all camp fees to the East Texas Area Council Service Center at least two weeks prior to camp.
- Conduct your OA election before coming to camp. Election results must be submitted to the East Texas Area Council Service Center by the deadline published by Tejas Lodge 72.
- Leaders and Scouts MUST have BSA medical health forms (Parts A, B, C) completed and signed by a physician, youth require parent signatures, when you check-in.
- Collect up to date YPT documentation from all scoutmasters.
- Arrange your transportation. Units should arrive at the camp parking lot around 2:00 pm on Sunday. Drivers picking up Scouts on Saturday or Webelos on Thursday should be notified to arrive at the camp parking lot between 8:00 and 9:00 am.
- Inform parents that Friday night is family night in camp. All guests are required to sign in at the headquarters building. Food service in the camp dining hall will be available for guests that preorder through the scoutmaster at \$8.00 per guest. Guests are invited to the Friday night campfire.
- Go over camp dress code with your scouts. Scout shorts, or similar shorts are preferred over light weight material “basketball” type shorts.
- Complete your patrol organizational chart. Units not having complete patrols should organize temporary patrols for the camp period.
- Have your Senior Patrol Leader review this GWP Leaders’ Guide for Summer Camp.
- Bring your troop and patrol flags to display them. The troop and patrol flags can be brought to the flag ceremony at the poles in front of the dining hall.
- Bring any special equipment that may be needed by your troop or patrol; i.e. stunt and campfire program props, instruments, lanterns, coolers, and troop libraries/merit badge pamphlets and an airtight, pest resistant container for food in your campsite.





PACKING LIST

REQUIRED FORMS FOR ADULT AND YOUTH PARTICIPANTS

- Medical form – Parts A, B, and C (which requires a doctor's signature) Medication Form and medication
- Hold Harmless Form
- YPT (for ALL adult participants)
- FIELD uniform (required for flag raising and breakfast) (please do not use military Class ABC) Troop Tee Shirts – Activity uniform (if applicable)
- Order of the Arrow Sash (if applicable)
- 5-6 pairs of socks
- 5-6 pairs of underwear
- 5-6 tee shirts
- 5-6 pairs of shorts
- Belt
- Swimsuit
- At least 2 towels
- 2 pairs of shoes (in case of rain); remember closed toe shoes are required at all times
- Shower shoes
- Hat
- Toiletries (soap, shampoo, toothbrush, toothpaste, deodorant, comb/brush)
- Insect repellent
- Sunscreen
- Sleeping bag, pillow, cot, tent
- Watch
- Flashlight with extra batteries
- Water bottle
- Scout Handbook
- Pen or pencil, notepad, or paper
- Pocket knife (must have a Totin' Chip)
- Optional gear might include:
 - Cot/ Air Mattress/Sleeping Pad, Cord/Rope/ Clothesline / Clothespins, Day Pack, Alarm Clock,
 - Camera, Sewing Kit, Mess Kit, Compass, Camp Chair, Trading Post Money



Map of GWP

