



Summer Merit Badge Camp 2025 Participant's Guide

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2025 Summer Merit Badge Camp Dates

Camp Week	June 23 – June 26
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Camp Fees

We want everyone to be able to come to camp, so we have kept our rates low again for 2025.

Deposit and fees can be paid at: <https://scoutingevent.com/694-2025camppost>

- Youth - \$250
- Adults - \$150



Location

From Lubbock, take US highway 84 to the center of Post.

Turn west on US highway 380 (W. 8th St.) and begin looking for the sign to Camp Post, BSA. Turn south at this sign onto state highway 669 (S. Avenue M), which is three blocks west of US highway 84.

Travel along highway 669 for two miles and turn right at the sign for Camp Post.

Google Maps Link

Click [here](#) to view camp in Google Maps and get directions from your hometown!

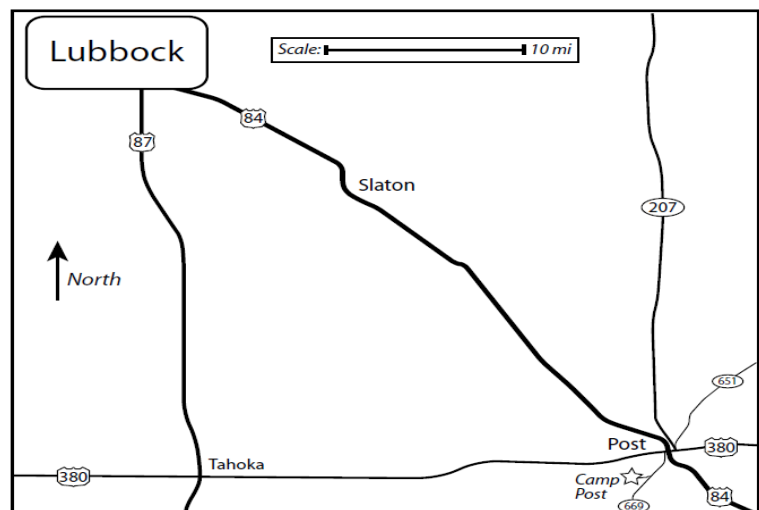
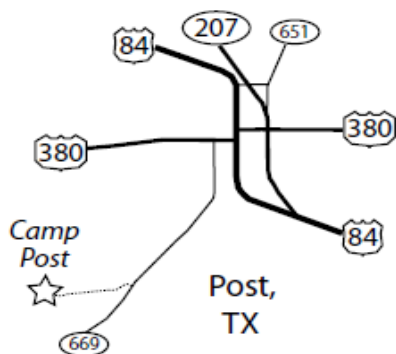
Roads

99% of roads leading to camp are state or interstate highways. The final 1/8 mile is a historic road and easement. This road is typically well maintained by the county, but can be bumpy, especially after heavy rainfall. There is also a low dip and ravine that can be impassible in severely inclement weather. In that case, we will make arrangements for parking and transporting gear.

Transportation

Each troop is responsible for transportation to and from camp. Please condense the number of vehicles brought to camp.

Proximity Map



Arrival at Camp

Arrival at camp will be Monday, June 23rd. Check in will be from 7:30am-8:30am. Please eat breakfast before arrival. Flags will be at 8:30am.

The sooner you arrive, the easier it'll be to get you set up into your bunkhouse before Merit Badge program begins, which will be promptly at 9:00am.

Departing Camp

Camp will end at 5:30pm on Thursday, June 26th. Please remember to check out at the Camp Office and collect your Med Forms from the Camp Medic.

Camp Information

Housing Facilities

Camp Post has two bunkhouses and an additional building called the Scout Master Hut as housing. All three buildings have air-conditioning. The East Bunkhouse has several rooms, with two bunk beds each. The West Bunkhouse is an open concept with several bunk beds. The Scout Master Hut will be for Adult Males, and cots will be provided, or you may bring your own. There are bathrooms and showers across from the bunkhouses; however, there is no bathroom at the Scout Master Hut, but a porta-potty will be provided. **You may choose to stay in a bunkhouse, or tent camp. You must provide your own tent.**

Trading Post

The Trading Post will have a fully stocked inventory of great camp merchandise. We will carry items including cold drinks, water bottles, candy, scouting items, t-shirts, merit badge books, as well as grooming and hygiene items. It is recommended for Scouts to bring about \$50-100 for the Trading Post. (Credit/Debit cards are accepted)



Dining Hall and Meals

All meals are served in the dining hall, cafeteria style. Units will assemble at the flag poles then we will dismiss for meals by unit or some other grouping.

Servers, Dishwashers & Kitchen Staff Volunteers

We will have staff working the kitchen and can always use the help with maintaining the cleanliness of our Dining Hall (cleaning off tables, taking out trash, sweeping, etc). Please feel free to offer to help if time allows!



Uniforms

The average temperature of Post, Texas in June ranges between min 71.2°F (21.8°C) and max 93°F (33.9°C). With that in mind, Troops will be permitted to wear whatever they deem as comfortable for their uniforms, whether that be matching Troop t-shirts or UPF shirts with some sort of light-weight, breathable shorts or the official Scouting America field uniform. The STAFF will be in a breathable, UPF fishing shirt and khaki or green shorts.

Program

Trail to First Class (TFC)

Camp Post will offer a robust Trail to First Class program. We offer both a morning session and an afternoon session, along with opportunities to earn the Totin' Chip and Firem'n Chit in the evenings. Your Scouts will also get to enroll in two additional merit badges.

Program Fees

Some merit badges have additional fees for required materials. These materials are available at camp from the Trading Post. These merit badges would include:

- Leatherwork \$15

Merit Badge Offerings *(subject to change based on staffing and are first-come, first-serve)*






All the classics with a few extras thrown in! Camp Post offers Eagle required and non-required badges, but most importantly, we offer a fun learning experience at camp!

Areas	Merit Badge
ScoutCraft	Camping (Eagle)
	First Aid (Eagle)
	Swimming (Eagle)
	Climbing
	Pioneering
Nature	Astronomy
	Indian Lore
Handicraft	Art
	Leatherwork
Other	Chess
	Motorboating (Both 3 Hour Sessions)
	Cycling (Eagle)
Shooting Sports	Archery
	Shotgun
Trail to First Class	TFC (Both 3 Hour Sessions)




Registration for Merit Badges will open May 16, 2025.


Evening Programs

Our evening programs will be the Climbing, Cycling, Chess, and Astronomy merit badges. Each evening we will be offering the opportunity to participate in these merit badges once the sun goes down, and it's not as hot. Ever climb a tower at dusk? Ever bike the South Ridge of Camp as the summer sun is setting? With little light pollution, and vast openness, you can see the stars from all directions for Astronomy. Camp Post is the perfect setting for some stargazing! Or relax and learn about the great game of Chess!

	<p>Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.</p> <p>Notes: This merit badge will be a partial due to Req 9</p>
	<p>First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.</p> <p>Notes: This merit badge will be a partial due to Req 15</p>
	<p>Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.</p> <p>Prerequisites: Must successfully pass the BSA swimmer test</p>
	<p>Climbing is not a sport that requires tremendous muscular strength, it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.</p> <ul style="list-style-type: none"> • Prerequisites: Know how to tie the following: <ul style="list-style-type: none"> (a) Figure eight on a bight (b) Figure eight follow-through (c) Water knot (d) Double fisherman's knot (grapevine knot) (e) Prusik hitch applied to rope
	<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 also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.</p>

	<p>Astronomy - In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars.</p>
	<p>Indian Lore - Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.</p>
	<p>Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide—even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and park benches to formal international tournaments.</p>
	<p>Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.</p>
	<p>Shotgun Shooting - Learning to shoot is like mastering any other skill — it takes study and practice. The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities.</p>

	<p>The Motorboating Merit Badge is a fun merit badge for Scouts interested in Sea Scouts. The Motorboating Merit Badge allows Scouts to learn about different types of motorboats and motors, so they can safely navigate the open waters. Scouts will get hands-on experience driving and handling a motorboat while learning about the various types of personal floatation devices and explaining the rules and laws that apply to recreational boating in their communities.</p> <p>Prerequisites: Must successfully pass the BSA swimmer test Recommended: \$11, https://courses.boatus.org/course/id/BTUS100S</p>
	<p>Cycling - Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge.</p> <p>Notes: This merit badge will be a partial due to Req 5</p>
	<p>Leatherwork - Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.</p> <p>Prerequisite: Req 5. Do ONE of the following:</p> <ul style="list-style-type: none"> • (a) Learn about the commercial tanning process. Report about it to your counselor. • (b) Tan the skin of a small animal. Describe the safety precautions you will take and the tanning method that you used. • (c) Recondition or show that you can take proper care of your shoes, a baseball glove, a saddle, furniture, or other articles of leather. Discuss with your counselor the advantages or disadvantages of leather vs. synthetic materials. • (d) Visit a leather-related business. This could be a leathercraft supply company, a tannery, a leather goods or shoe factory, or a saddle shop. Report on your visit to your counselor.

	<p>Art - This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.</p> <p>Prerequisite: Req 6. With your parent or guardian's permission and your counselor's approval, visit a museum, art exhibit, art gallery, artists' co-op, or artist's workshop. Find out about the art displayed or created there. Discuss what you learn with your counselor</p>
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More information about Merit Badges and their requirements can be found at <https://www.scouting.org/skills/merit-badges/all/>

Areas	Merit Badge	S1	S2	S3	S4	PM	E
ScoutCraft	Camping (Eagle)						
	First Aid (Eagle)						
	Swimming (Eagle)						
	Climbing						
	Pioneering						
Nature	Astronomy						
	Indian Lore						
Handicraft	Art						
	Leatherwork						
Other	Chess						
	Motorboating (Both 3 Hour Sessions)						
	Cycling (Eagle)						
Shooting Sports	Archery						
	Shotgun						
Trail to First Class	TFC (Both 3 Hour Sessions)						

Branding¹

The Currycomb brand is known far and wide across West Texas, New Mexico, and Oklahoma. Show your friends that you visited beautiful Camp Post by having your items branded.

¹ Branding is only suitable for certain resilient materials. We do not recommend branding anything thin, meltable, or living. Available program after Friday Closing Campfire.

What to Bring Checklist

Please label belongings so we can help get them back to you.

Required Documents

- ☐ Medical Form – Parts A, B, B1 & C for every participant, signed by physician
- ☐ Copy of Insurance Card
- ☐ Medications (if applicable)

Personal Gear

- ☐ Day Pack (carry stuff during the day)
- ☐ Close-toed Shoes (for in camp)
- ☐ Folding Camp Chair
- ☐ Bathing & Hygiene Supplies
- ☐ Quick-dry Towel (for shower)
- ☐ Scout Uniform or Activity Uniform
- ☐ Scout Handbook
- ☐ Sock & Underwear
- ☐ Pajamas
- ☐ Merit Badge Supplies & Completed Work
- ☐ Writing Materials
- ☐ Chapstick
- ☐ Bug Spray
- ☐ Whistle
- ☐ Spending Money for Trading Post
- ☐ Bathing Suit (for Swimming MB only)
- ☐ Pool Towel (for Swimming MB only)
- ☐ Sandals/Swim Shoes (for pool or shower only)
- ☐ Bedroll/Sleeping Bag & Pillow
- ☐ Tent, Rainfly & Stakes (if you chose tent at registration)
- ☐ Cot (if you chose tent at registration)
- ☐ Lightweight, Breathable Tops & Bottoms

Scout Essentials

- ☐ Pocketknife (folding or sheathed)
- ☐ Extra Clothing
- ☐ Water Bottle or Hydration System
- ☐ Trail Food (do NOT store in tent)
- ☐ First-aid Kit
- ☐ Rain Jacket or Poncho
- ☐ Flashlight or Headlamp
- ☐ Sun Protection (Sunscreen, Hat, UV Shirts, etc)

Items Not To Bring

Electronic games and devices
Radios, iPods, etc
Matches & Lighters

Laser Pointers

Personal Archery/Shooting Equipment

Items Not Allowed

Fireworks
Alcoholic Beverages or Illegal Drugs

Personal Firearms

Pets

Personal ATVs, Golf Carts, etc.

Use or possession of tobacco products by anyone under the age of 21 is illegal in Texas. All camp buildings are smoke and vaping free. The only authorized location for adult smoking or vaping is the parking lot or your personal vehicle.

Schedule

Merit badges sessions will be offered Monday – Thursday.
The schedule below is an example of a typical day at Camp Post.

TIME	Activity
7:00 AM	Breakfast
8:30 AM	Morning Flags
9:00 AM	Trading Post Open until 5pm
9:00 AM	Session 1
10:30 AM	Session 2
12:00 PM	Lunch
1:30 PM	Session 3
3:00 PM	Session 4
5:00 PM	Evening Flags
5:30 PM	Dinner
7:00 PM	Climbing or Cycling
7:00 PM	Trading Post Open Until 9pm
9:00 PM	Astronomy or Chess
10:00 PM	Lights Out

Refund Policy

Refunds are issued due to accident, illness, death in the immediate family or family relocation.
“No Shows” will not receive a refund.

Refunds will **NOT** be available after the June 1st due date for units or individuals unable to attend camp.

Please contact our Scout Executive, Nathan Baie at Nathan.Baie@scouting.org if you have any questions about refunds.