

WELCOME TO CAMP

We are very excited about returning to Camp Sol Mayer this April to hold the Texas Southwest Council's 2026 Camporee, and we hope you and your units are as well!

While updating and evolving our program, we promise to provide a quality program for your scouts. Our driving motivation for program is ultimately to enhance the camping experience for scouts in the Texas Southwest Council.

The primary purpose of any Scouting America camp is for Scouts to have fun! While advancing in rank and merit badges are undoubtedly important aspects of the camping experience, we must ensure that our Scouts can engage in many camp programs they will enjoy. Therefore, we encourage advanced planning on the part of your unit with your Scouts to contemplatively prepare for our camp-wide program opportunities. Scouts who participate in activities of their choosing and have fun at camp will stay in Scouting and return to camp.

This guide contains essential information about programs. If you have any program questions before camp, please get in touch with us. Our contact information is on the next page.

GENERAL INFORMATION:

Physical Address

Camp Sol Mayer
299 Camp Sol Mayer Road
Menard, TX 76859

Emergency Telephone Number

Camp Sol Mayer does not have a permanent telephone number. Therefore, for emergencies only, you may contact the Camp Administrator via her cell phone. For non-emergency communication, we ask that you email the Camp Administrator or contact the unit leader.

CAMP LEADERSHIP

Camp Administrator

Brenna Kidd
(432) 940-1007
b.kidd@yahoo.com

Council Blackpug Administrator

Kevin Franke
(202) 717-7441
Franke.Scouting@gmail.com

CAMP PROGRAM

This year, our theme (Expedition: Wayfarers in the Wilderness) is meant to engage scouts with orienteering instruction and challenges. Hence, our camp wide program will reflect these goals while bringing to life a truly adventurous storyline.

Throughout the morning and early afternoon on Saturday, Scouts will race around camp, complete scout skills games, and pour their all into fully conquering the challenges before them.

In order to be fully prepared for these events, patrols should plan on revisiting or honing some of these skills in advance. The stations are built to test their fire building, communication, teamwork, 1st Aid, knot tying, pioneering, and most importantly, compass and orienteering skills.

During afternoon free time, the patrols can choose to relax, play a friendly game of ga-ga ball, spend some time finding the rest of those hard-to-find items for their scavenger hunt, or take advantage of our open areas.

This year, the climbing tower will be available as well as the waterfront for kayaking. NOTE: If your scouts wish to participate in aquatics activities, proof of a valid swim test is required. **Please bring that with you to check-in; without it, they will not be allowed to participate.**

After dinner on Saturday, troops will head to the amphitheater for campfire.

CAMP SCHEDULE

Friday

6:00 - 10:00 Arrival and Check-in

9:00 p.m. Leader's Meeting

Saturday

Breakfast in Campsites

8:30 a.m. Opening Flag Ceremony

9:00 a.m. - 12:00 p.m. Program Rotations

Lunch in Campsites

1:30 - 3:30 p.m. Program Rotations

3:30 - 5:30 p.m. Free Time Activities

Dinner in Campsites

8:00 p.m. Campfire at Amphitheater / Awards

11:00 p.m. Lights Out

Sunday

8:00 a.m. Breakfast in Campsites

9:00 a.m. Scouts Own Service (Each unit is responsible for their own worship service.)

12:00 p.m. Camp Closed

Note: Please don't forget to take care of the clean-up duty your troop signed up for before leaving camp!

CHECK IN

Troops should check in at the Admin Building by 10:00 PM on Friday, April 17. Units may arrive as early as 6:00 PM. If the troop has a special need and cannot arrive at camp during these times, please notify the Camp Administrator at least one week in advance to accommodate the troop. Upon arrival, a member of the staff will direct you to your campsite.

PAPERWORK

A unit leader should take all of the required paperwork to the Admin Building:

- Troop Roster: A copy of your BSA-generated roster with the names of those youth and adults in attendance highlighted.
- Medical Forms – Parts A&B: For each person (in alphabetical order by last name)
- Valid Swim Test (for anyone wishing to participate in Aquatics activities.)

FURTHER EXPLANATIONS

Roster: To better serve your troop, we are asking that you bring a Scouting America-generated roster that indicates Scouts and leaders who will be camping with us during the weekend. You must list all adults and youth who will be spending at least one overnight on your Scouting America-generated roster. You can retrieve this roster from my.scouting.org. Simply log in to your <https://my.scouting.org/> account and find the “Member Manager” tab on the left-hand side. Find the roster information there under “Roster Details”. You can export certain roster information from there including a list of every Scout registered in your unit. From there we would ask that you highlight those in attendance for your camporee adventure.

Medical Form: A copy of Parts A&B of the Annual Health and Medical Record is required for all Scouts and adult leaders attending camp. We will return all medical forms to the troop after the camp concludes. Many units put their forms in a loose leaf notebook for ease of handling and return. This is helpful to camp staff as well. Please bring forms in alphabetical order by last name. Find forms at: <https://www.scouting.org/health-and-safety/ahmr/>.

HEALTH AND SAFETY

First Aid

Each unit should take care of its own needs as much as possible. For more serious issues, come to the health lodge. We encourage each unit to bring a first aid kit to take care of the usual minor cuts and injuries Scouts experience. Drink water and sports drinks frequently to prevent dehydration.

Buddy System

All programs stress the use of the buddy system, whereby campers engage in activities with at least one other person so that they can monitor and help each other. The Guide to Safe Scouting requires using a formalized buddy system in certain adventurous or higher-risk activities.

Rest at Camp

The amount of sleep a Scout gets can make the difference between a great camping experience and a poor one. Each person needs an adequate amount of sleep to function in a cheerful and positive manner. The camp Scoutmaster is responsible to see that each Scout can get at least eight (8) hours of sleep each night.

CAMP REGULATIONS

Alcohol, Illegal Drugs, and Controlled Substances

The Texas Southwest Council does NOT permit the consumption, possession, or use of alcohol, illegal drugs, or controlled substances on camp. Staff will ask violators to leave camp. Staff may take additional actions, including notification of local law enforcement officials.

Tobacco

The Texas Southwest Council does not permit smoking or the use of any tobacco product in the presence of youth members at any Texas Southwest Council Camp. We prohibit smoking or the use of tobacco or e-cigarettes in or around buildings or around camp program areas. Every camp will have a designated area for smoking. Please ask the Camp Administrator where the appropriate smoking areas are when you arrive. Note that Texas law now does not permit smoking by anyone under 21 years of age.

Prescription/Non-Prescription Medication

A Scoutmaster may dispense any prescription if properly labeled with frequency and dosage by the pharmacy and in its original container. If not properly labeled, the Health Lodge must administer medication. All units must keep prescription drugs dispensed by the unit locked with restricted access and keep records detailing dispensing activity. Keep all drugs needing refrigeration in the refrigerator in the Health Lodge. Dispose of all needles in a sharps container also located in the Health Lodge.

Drinking Water

Proper amounts of water are still crucial to the health and safety of participants. We encourage units to use water coolers, but units must provide separate cups or water bottles for each person. Leaders should encourage each Scout and Scouter to carry drinking water with them. DEHYDRATION AND RELATED INJURIES CAN BE SERIOUS! HIGH WATER INTAKE IS A MUST. SOFT DRINKS OR COFFEE DO NOT REPLACE WATER!

Camp Curfew

No Scout may be out of their campsite after the posted curfew time unless accompanied by an adult, following YPT guidelines, or with authorization from the Camp Administrator to participate in an activity.

Firearms, Ammunition, Fireworks, Bows and Arrows

Camp does not allow personal firearms of any type (including rifles, shotguns, handguns, BB/paintball/air soft guns, black powder, cannons, potato/tennis ball bazookas, catapults, blow guns, bows, arrows, slingshots, or water guns), ammunition, laser pointers, and fireworks in camp. The Camp Administrator reserves the right to confiscate and return upon departure from camp any item that they consider a potential risk to the general health and well-being of the camp. The Camp Administrator requests that Officers of the Law notify them in person of any exceptions to this rule.

Fires, Liquids and Propane Fuels

When you arrive at camp your check-in procedure will include a fire ban status report. Due to the rural nature of our camps, often the local Fire Marshal will mandate a burn ban. The camp management team has assured the local authorities of full cooperation when a burn ban is in effect. Please understand that the local marshal may at times grant special dispensation at their discretion to allow programmatic burns when appropriate. If there is no ban, build fires only in designated areas and under proper supervision. Use liquid or propane fuels only under adult supervision. Do NOT use liquid fuels of any type to start fires. Store liquid fuel in approved containers and, along with propane cylinders, store under lock and key. Scouting America policy prohibits the use of open flames in tents. This includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking material. This also includes cigarette smoking.

Transportation

The unit must make arrangements for safe transportation of your Scouts to and from camp. Seat belts are required for all occupants of motor vehicles. The bed of a truck or a trailer is never an appropriate place for Scouts or Scouters to ride.

Vehicles in Camp

Council policy requires that all leaders and visitors keep their vehicles in their campsites, and do not drive on property throughout program hours. The Camp Administrator can make exceptions as needed.

Closed Toe Shoes

While sandals and flip-flops are certainly comfortable to wear around town, camp is not the best place to wear them. There's a lot of walking over rugged and uneven terrain. Our camp has a no open-toe shoes policy.

Health Lodge

The Health Lodge is staffed by a medical professional and is available for camp emergencies. Leaders must conduct their own first aid in camp, just as if you were on a weekend camping trip. Please do not use the Health Lodge for minor injuries such as scrapes, splinters, or common bug bites. In the event of a medical emergency such as broken bones, sprains, deep cuts, or sickness, please send the affected Scout to the Health Lodge with a buddy and/or leader. Except for emergencies, it is the responsibility of the unit leadership to provide transportation for campers who require the attention of a doctor or the services of a hospital. **Do not leave the camp with a medical emergency without having someone check in with the Health Lodge or Camp Director.**

Inclement Weather

Our biggest concern is the safety of our campers and staff. Should severe weather threaten camp, we will take the appropriate steps to ensure everyone's safety.

Camp Emergencies

Only the Camp Administrator can declare an emergency in camp. This could include but is not limited to, thunderstorms, tornados, lost camper, or another camp-wide emergency. To report an emergency, a leader should contact the nearest staff member who will notify the Camp Administrator.

Emergency Siren

Emergency use: If you hear constant honking from a vehicle, a shelter-in-place is being ordered. All persons on camp property must immediately go to a camp building to shelter in place. No further movement is permitted until the shelter in-place has been lifted. Camp staff will assist with directions.

Other Emergencies

A staff member may designate all scouts to meet at the parade field in the event of another emergency. Please do so promptly if requested.

You Must Check Out of Camp

Leaders must follow youth protection guidelines when transporting unit member(s) to the doctor or hospital. Remember to take the insurance forms with you for completion at the doctor or hospital. You may obtain your Scout's health record from the Health Lodge before going to the doctor or hospital. The adult leader must be prepared to pay for any prescription that the doctor may prescribe for the patient. The Texas Southwest Council will not pay for

prescriptions, hospital, or emergency room bills. The Camp Administrator will work with you to notify the parents in the event of any serious illness or injury. If parents will not be at home during the weekend of camp, have them advise you how you will contact them, including phone numbers. Directions to doctors' offices and hospitals are available at the Health Lodge.

CAMP MAP

