

LOST PINES SCOUT RESERVATION



BOY SCOUTS
OF AMERICA®
CAPITOL AREA COUNCIL

WINTER CAMP 2022 LEADER GUIDE

Session 1: December 19-22, 2022

Session 2: December 27-30, 2022

Version 1.4

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 Winter Camp experience. Your scouts will advance along the trail to Eagle by completing key Eagle-required merit badges – many that are not offered at any area Winter Camp. They'll also be able to take a variety of elective merit badges and participate in a few special programs. Most of all, they'll have a great time and will come home with a real feeling of accomplishment.

Adult leaders will find Winter Camp a pleasant experience (the winter weather at Lost Pines is generally mild), and a great opportunity to take or renew training.

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, or your scouts, 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 Winter 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 Winter Camp experience you'll find anywhere!

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

We have six 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:

- Climbing
- Eagle-Required Academy
- Living History
- Nat-E-Con
- Scoutcraft
- Shooting Sports

In addition to our program areas, we offer an ATV Safety Program for your more experienced scouts, and a suite of adult leader training opportunities. We hope all participants take advantage of all a Winter Camp experience at Lost Pines Scout Reservation has to offer!

Why are they “Lost Pines”?

Lost Pines Scout Reservation is part of a 75,000-acre area of central-eastern Bastrop County which contains a substantial population of loblolly pines*. Early settlers referred this area as the “Lost Pines” because it is separated from the pine forest of East Texas by eighty miles. These tall pines are possibly the remnant of a larger pine forest along the Colorado River, which shrank during, or soon after, the Pleistocene, or Ice Age, an epoch stretching from about 1.65 million to 10 thousand years ago. Some ancient, possibly geological event such as a moving glacier, worked to separate the Lost Pines from their East Texas cousins. In other words, these pines have been “lost” since long before Europeans came to Texas!

***Loblolly** A species of pine with flaky bark, spiny-tipped cones, and long needles in groups of three, are found throughout the southern United States.

Fees

Scouts BSA Youth	\$240 (\$260 after December 4 th)
Adult Participant	\$120 (\$140 after December 4 th)
Provisional Scout	\$260 (\$280 after December 4 th)

Registration closes on November 30th

Payment Schedule

	Due	Scouts BSA Youth	Adult Participant
Deposit	At registration	\$25	\$25
First Payment	October 1 st	\$115	-
Final Payment	November 1 st	\$100	\$95

Mailing Address

All scouts 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 unit 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 / Unit 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

Director of Support Services

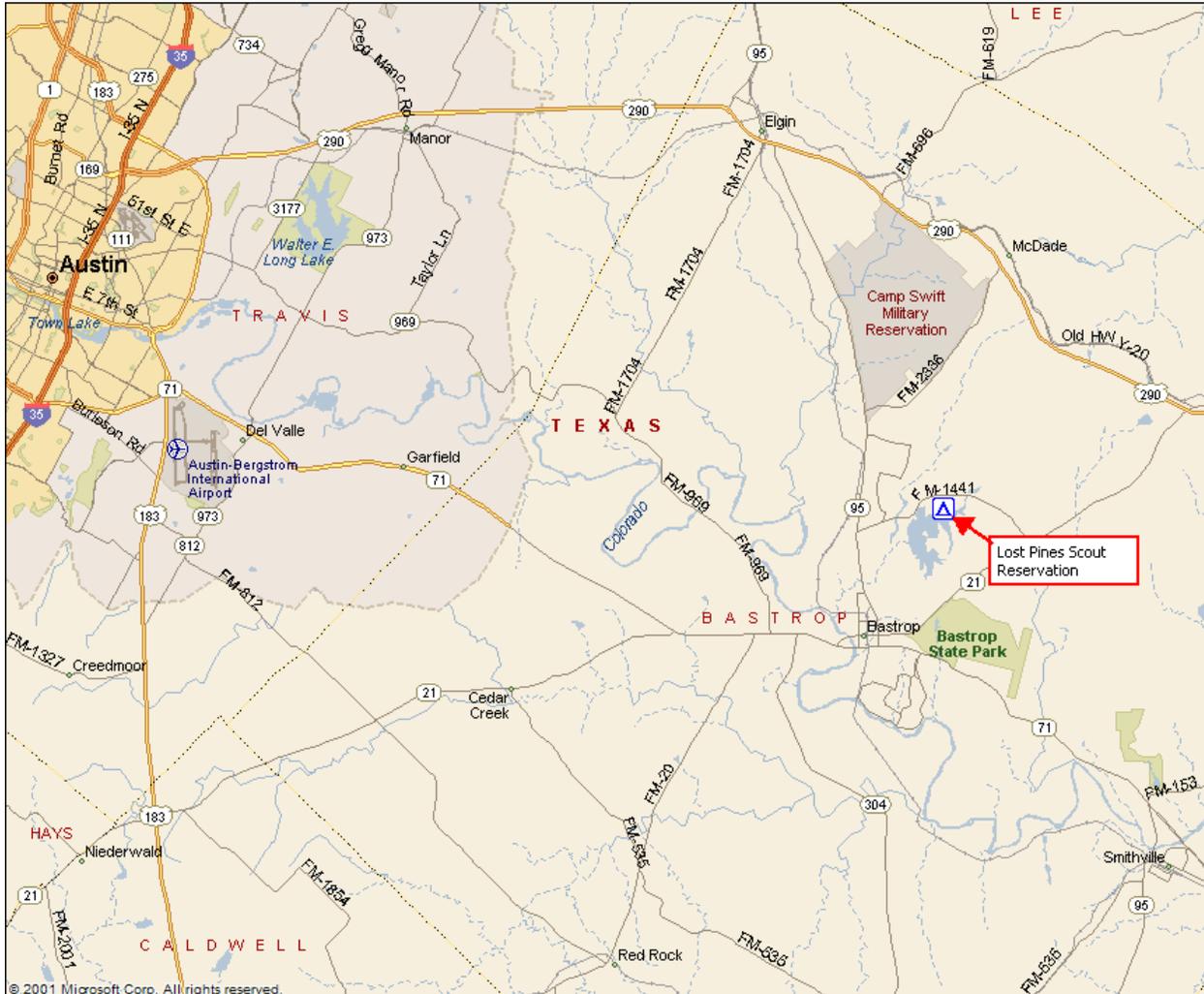
Ron Settele

ron.settele@scouting.org

(972) 822-0984



Map to Lost Pines Scout Reservation



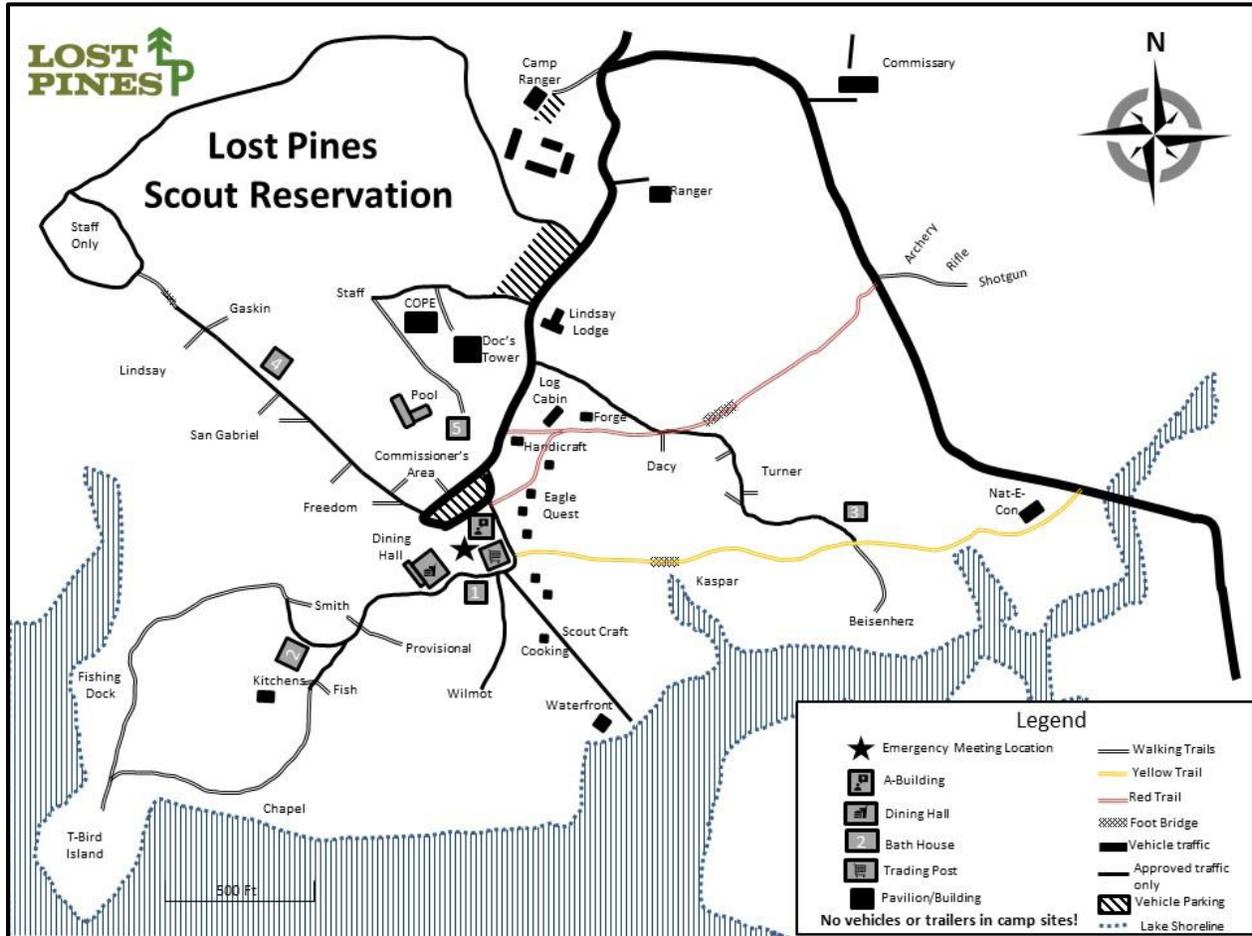
To reach Lost Pines Scout Reservation from Austin using Hwy 290:

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

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

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

Map of Lost Pines Scout Reservation



Lost Pines Camp Apparel!

Pre-order your Winter Camp T-shirts!

Your order will be waiting for you at the Lost Pines Scout Reservation Trading Post!



The order form can be found on the registration site under "Attachments".

<https://scoutingevent.com/564-LPSR2022WC>

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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 Winter 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, ron.settele@scouting.org, Director of Support Services.

Online Registration

Reserving Your Spot

Units can access more information about Winter Camp, and register online, by going to <https://scoutingevent.com/564-LPSR2022WC>.

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 Keri Smeaton, keri.smeaton@scouting.org, for availability should your attendance numbers change, increase or decrease, from your initial reservation estimate. New scouts who join your unit 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 unit 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 unit 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 Winter Camp. In preparation, collect a prioritized list of merit badges from each Scout attending Winter 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 October 1st, provided your unit account is up to date per the Payment Schedule (found on page ii). Please enter merit badge selections by December 2nd.**

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 December 17th, all requests must be emailed to Ron Settele, ron.settele@scouting.org, Director of Support Services.

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 unit must submit the following:

1. Current BSA Membership (Unit Roster from my.scouting.org is preferred, or BSA Membership Card for each participant)
2. Current Youth Protection Training certification (YPT certificate for each adult, or a YPT Aging Report from my.scouting.org will work)
3. *Texas Youth Camps Health and Safety Act Form*

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 all of the necessary adult forms to 564roster@scouting.org no later than **November 25th**.

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 Winter 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, refer to the *Annual Health and Medical Record Information and FAQs* document.

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

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 Winter Camp with their unit, we recognize that there are scouts who would like to come to Lost Pines when their unit doesn't attend. Provisional Scouts will be placed with other Provisional Scouts, and a staff member(s) who serves as the Scoutmaster(s) for the week of Winter 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 \$260. If a parent is attending camp with a Provisional Scout, they must be a registered leader with the Boy Scouts of America and a \$120 leader fee will apply.

Units who cannot meet the two-adult minimum requirement are encouraged to partner with another unit in advance to meet this requirement. Notify the Council when registering for camp so that we can insure partnering units are placed in the same campsite. Registration may be denied when four or more scouts from the same unit 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. Unit leaders should encourage their scouts to earn their way to camp through participation in unit fundraisers.

Camperships cover up to 50% of the camp fee. Please use the *Request for Campership Assistance* to apply. **This form must be submitted to the Capitol Area Council office by October 31st.** If you have any questions, please contact Ron Settele, Director of Support Services, at ron.settele@scouting.org or (972) 822-0984.

Refund Policy

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 10:00 a.m. on the first day of your session. Lunch will be served in the dining hall at 12:00 p.m.

Upon arrival at camp, please park all vehicles in the designated lot. Staff will be available to escort your unit's trailer to your campsite or assist in transporting gear for units without a trailer.

Unit leaders must report to Lindsay Lodge for unit check-in and the Medical Lodge for medical recheck. Outside of 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 one leader handle the unit check-in, and one leader report to the adjacent 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 (proof of BSA membership, current YPT certification, and *Texas Youth Camps Health and Safety Act Form*)
- Verify camp attendance (vs. registered) and dietary restrictions (gluten free, no pork, no beef, vegetarian)
- Provide on-site adult leader contact information
- Sign up for flag ceremonies, grace before meals, and Scout's Own worship service
- Turn in *All-Terrain Vehicle (ATV) Program Participation and Hold-Harmless Agreement* (for youth participating in the ATV Safety Course)

Following check-in, if not already done, a staff Troop Guide will take your unit 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

Please refer to the *BSA Medication Use in Scouting* before departing for camp. Click on the link to download the reference.

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.
- Provide a completed *Unit Health Screening* form.
- Provide a *Unit Medication Log*, summarizing medication to be administered to each youth in the unit during camp. 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 units should expect to share their campsite with another unit. Please be courteous when setting up camp. Fire rings, picnic tables, pavilions, and tents are for the use of all units assigned to your campsite.

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 units should report to the parade ground flagpole by 5:45 p.m. in field uniform (Class A) for the formal flag retreat and any announcements. The flag ceremony starts promptly at 5:50 p.m.

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

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

During your Stay at Camp

Policies

Boy Scouts of America Scouter Code of Conduct

Our expectation is that the leaders attending Winter Camp are setting a positive example for the youth. Adherence to the *Scouter Code of Conduct* is mandatory while at Lost Pines Scout Reservation.

On my honor, I promise to do my best to comply with this Boy Scouts of America Scouter Code of Conduct while serving in my capacity as an adult leader:

1. *I have completed or will complete my registration with the Boy Scouts of America, answering all questions truthfully and honestly.*
2. *I will do my best to live up to the Scout Oath and Scout Law, obey all laws, and hold others in Scouting accountable to those standards. I will exercise sound judgment and demonstrate good leadership and use the Scouting program for its intended purpose consistent with the mission of the Boy Scouts of America.*
3. *I will make the protection of youth a personal priority. I will complete and remain current with Youth Protection training requirements. I will be familiar with and follow:*
 - *BSA Youth Protection policies and guidelines, including mandatory reporting: www.scouting.org/training/youth-protection/*
 - *The Guide to Safe Scouting: www.scouting.org/health-and-safety/gss*
 - *The Sweet Sixteen of BSA Safety: www.scouting.org/health-and-safety/gss/sweet16*
4. *When transporting youth, I will obey all laws, comply with Youth Protection guidelines, and follow safe driving practices.*
5. *I will respect and abide by the Rules and Regulations of the Boy Scouts of America, BSA policies, and BSA-provided training, including but not limited to those relating to:*
 - *Unauthorized fundraising activities*
 - *Advocacy on social and political issues, including prohibited use of the BSA uniform and brand*
 - *Bullying, hazing, harassment, and unlawful discrimination of any kind*
6. *I will not discuss or engage in any form of sexual conduct while engaged in Scouting activities. I will refer youth with questions regarding these topics to talk to their parents or spiritual advisor.*
7. *I confirm that I have fully disclosed and will disclose in the future any of the following:*
 - *Any criminal suspicion, charges, or convictions of a crime or offense involving abuse, violence, sexual misconduct, or any misconduct involving minors or juveniles*
 - *Any investigation or court order involving domestic violence, child abuse, or similar matter*
 - *Any criminal charges or convictions for offenses involving controlled substances, driving while intoxicated, firearms, or dangerous weapons*

8. *I will not possess, distribute, transport, consume, or use any of the following items prohibited by law or in violation of any Scouting rules, regulations, and policies:*
 - *Alcoholic beverages or controlled substances, including marijuana*
 - *Concealed or unconcealed firearms, fireworks, or explosives*
 - *Pornography or materials containing words or images inconsistent with Scouting values*
9. *If I am taking prescription medications with the potential of impairing my functioning or judgment, I will not engage in activities that would put youth at risk, including driving or operating equipment.*
10. *I will take steps to prevent or report any violation of this code of conduct by others in connection with Scouting activities.*

Unit Conduct

The conduct and discipline of the youth in your unit are YOUR responsibility. Please be vigilant in making sure your scouts' behavior is consistent with the Scout Oath and Law. This is a camp policy that we have found to be of mutual benefit. The camp staff will not discipline your scouts unless it is a case of imminent bodily injury or property damage.

Your campsite is your home. Entering or loitering around another campsite without that unit's permission invites problems. "Raiding" of campsites or staff areas by campers or staff is not permitted.

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

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

Uniforms and Shoes

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 Winter Camp in a fire ring if a burn ban is not in place. If your unit wishes to have a fire, the unit 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 unit 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 unit during your Winter 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 unit must be returned, or paid for, before you leave camp.

Other Things to Know

Bathhouse Cleaning

The campsite your unit 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. Units 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 unit could be financially responsible for the cost of repairs, allocated between the units assigned to the bathhouse.

Lost and Found

Lost and found will be kept in the Dining Hall and A-Building. At the end of camp, 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 of ice can be purchased at the A-Building using the ice tickets received at check-in or for \$2 per bag.

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.

Even during Winter Camp, 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. 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 unit leadership the opportunity to discuss upcoming activities, sign up for various activities, problem solve, and learn more about Winter Camp at LPSR. **It is very important that one or more adult leaders from each unit be present at this daily meeting.** If possible, all adults should attend this meeting.

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 1:15 p.m. 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 unit be represented at this meeting each day.**

Training

Each week, classes including 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.

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 unit leadership to provide transportation for unit member(s) to a doctor or hospital. Two adults from the unit should accompany the unit 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 unit is not able to provide it. Directions to doctors' offices and hospitals are available at the Health Lodge.

Medication Use in Scouting

The following guidance from the Boy Scouts of America on medication use in BSA-related activities has been developed for youth, parents or guardians, and adult leaders. Planning and preparation are key components.

The BSA's guiding principles for the safe use of medications include:

- All medication is the responsibility of either the individual taking the medication or that individual's parent or guardian.
- An adult leader, after obtaining all the necessary information and permission, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but the BSA does not mandate or necessarily encourage the leader to do so.
- BSA council camps may have their own standards and policies regarding the administration of medications.
- State or local laws that are more limiting than camp policies supersede any BSA guidance and must be followed.

Guidance—Eight Elements of Safe Medication Use

Annual Health and Medical Record

- All participants in the BSA are required to complete an Annual Health and Medical Record (AHMR).
- Participants must be candid when listing their medications in the Health History section in Part B of the AHMR. No medications should be kept secret.
- A parent or guardian completing the form may authorize the administration of over-the-counter (nonprescription) medications.
- In addition to the parent or guardian signature, some Scouting areas may require a signature from your health-care provider to permit over-the-counter medications to be given. Check with the camp you are attending for its requirements.

Plan

- Parents are cautioned against using a BSA event as a "drug holiday" by suspending administration of medications taken regularly by their youth member unless there are specific instructions from a health-care provider.

- Before the event and before an adult leader becomes involved in medication management for any youth member, the youth, the parent or guardian, and the adult leader should have a pre-event discussion that includes the reason for use and specifies the medication(s) that will be self-administered or kept by the youth member.
- Plans may be simple or more complex based on the length of the outing, the maturity of the youth, and the complexity of the medications being taken.
- Plans may include agreement on the participant's competency to self-administer; how the medicine will be accounted for; the quantity, labeling, and storage of the medication; and the protocol for emergency situations.
- All information on administration, including any specialized equipment or medication (e.g., insulin injections, insulin pumps, and emergency medications) should be provided to leaders.
- Special arrangements may be needed for events such as Order of the Arrow weekends, jamborees, Scouting contingents, and other events not unit-based.

Supervision of Medication Administration

- Based on agreement that includes the degree of the individual's capacity for self-care, a decision is made on who is responsible for supervising the administration of the medication.
- The youth participant with the agreed-upon capacity for self-care may be the best person to manage their own medication.
- For the youth participant who is self-administering medication, there should be agreement on the method of supervision.
- A parent or guardian who is present should assume responsibility.
- If a parent or guardian isn't available during the event, a willing adult leader may take responsibility for medication administration to any youth who cannot self-administer the medication.
- The identified leader must be informed by the youth and the parent or guardian about any special circumstances.
- Special care must be given by the responsible adult to correctly identify the youth with assurance that the right medication is being administered at the right time in the right amount.
- A process should be developed for the possibility of having to hand off the responsibility to another adult (e.g., a leader rotates home or must leave due to an emergency).
- No adult leader should assume the responsibility unwillingly.

Labeling

- Medication sent on an outing should preferably be in its original container and labeled with the name of the participant, medication, dose and strength, prescribing health-care provider's name, date of prescription, current instructions for use, special storage, etc.
- If a prescription label is missing or placed on an external package, the internal item (such as a tube or inhaler) should be, at a minimum, labeled with the participant's name, name of the medication, and directions for use.

Storage

- Medications must be stored securely, either under lock and key (e.g., a locking bank bag) or direct observation.
- Security is especially important for controlled substances.

- Most medications should be kept by an adult with some or full control of the process. (See “6. Emergency Medication” below for an exception for the youth participant.)
- Special medication storage requirements by the manufacturer, such as protection from light or the need for refrigeration, should be discussed during the planning stage. Storage containers or coolers should be provided by the parent or guardian if possible.
- To protect the medications, be sensitive to providing storage for medications in a controlled environment, e.g., avoiding a hot car or an environment where liquid medications might freeze.

Emergency Medication

- Medications that may be needed for an emergency or on an urgent basis may be carried by the youth participant. A buddy or the responsible adult should be sure the youth has the emergency medication.
- The youth participant must notify the adult leader immediately upon self-administering the emergency medication.
- In many cases, an evaluation or further treatment by a health-care provider may be needed after the use of some emergency medications, e.g., epinephrine, even if the youth member feels OK. It may also be necessary to obtain an additional supply if no additional doses are available.
- Planning should address how emergency medication will be administered and include how to develop the adult leader’s comfort in assisting the youth if necessary.
- The parent or guardian should be notified of the use of an emergency medication.

Nonprescription/Over-the-Counter Medication

- Those nonprescription medications taken routinely or authorized for giving should be listed on the AHMR.
- Nonprescription medications may be kept by youth with the capacity to self-medicate.
- Limited supplies of similar medication (use approved by parent) may be kept by the adult leader.

Accountability

- The pre-event discussion should include an agreement between the parent or guardian, leader, and participant on some method of keeping track of medication administration.
- Accountability could range from none—although this may not be the best practice—to the use of the Routine Drug Administration Record form (see “Resources” below).
- No specific form or process is mandated, but some approach is encouraged.

A Scout is Reverent

Grace

During check-in, units 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 on Day 2 at 5:30 p.m. at 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 three-day schedule. Classes begin at 2:00 p.m. on Day 1. Days 2 and 3 will have three sessions in the morning with three more sessions in the afternoon. Three additional morning sessions will occur on Day 4. We recommend that Scouts obtain the merit badge pamphlets (available at the Scout Shop) prior to camp so that they can do advance study to be well prepared for camp.

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

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

Troop Tower

Each unit will have the opportunity for a “Troop Tower Night”, by campsite. You will share the tower with other units.

Dining & Diet

Meals are served cafeteria style in our Dining Hall. To avoid crowding, your unit will have an assigned table(s). Menus will be posted and should be reviewed for possible allergies. 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 unit 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
8:00 a.m.	Flag Ceremony
8:30 – 9:30 a.m.	1 st Class Period
9:40 – 10:40 a.m.	2 nd Class Period
10:00 a.m.	Leader Meeting
10:50 – 11:50 a.m.	3 rd Class Period
12:00 p.m.	Lunch
1:15 p.m.	SPL Meeting
2:00 – 3:00 p.m.	4 th Class Period
3:10 – 4:10 p.m.	5 th Class Period
4:20 – 5:20 p.m.	6 th Class Period
5:30 p.m.	Scout's Own Service (Day 2)
5:50 p.m.	Flag Ceremony
6:00 p.m.	Dinner
7:00 p.m.	Evening Programs
10:30 p.m.	Taps
11:00 p.m.	Lights Out

Evening Schedule

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

Order of the Arrow Tonkawa Lodge No. 99

Order of the Arrow Members in Camp

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



Ice Cream Social

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 Winter Camp. If there are members who meet these requirements but cannot attend Winter 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 Winter 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 Winter Camp to ensure that all candidates receive proper public recognition.

Camp Promotions

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

<http://www.tonkawa99.org>.

For more information, check at the 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 Winter 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. If time permits additional requirements will be explored.

Rank or Certification	Details
	Requirements 1, 2, 6, and 7.
	Requirements 1, 2, 4d, 6, 7d, 9, 10, and 11.
	Requirements 1a, 2e, 5, 7, 8, 10, 11, and 12.
	Requirements 1a, 2, 3acd, 4, 6, 8, 9, 10, 11, 12, and 13.

Eagle-Required Academy

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

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

Merit Badge/Award	Details
	<p>The Citizenship in the Community merit badge emphasizes how a Scout can participate in society at a local level where the biggest impact tends to occur. The requirements help a Scout become familiar with local government, services, and issues, as well as understanding the influence a person can make.</p> <p>Eagle-required.</p>
	<p>The Citizenship in the Nation merit badge will teach you what it means to be a good citizen and give you the knowledge and means to create a positive change in your country.</p> <p>Eagle-required.</p>
	<p>The focus of the Citizenship in Society merit badge is to provide you with information on diversity, equity, inclusion, and ethical leadership. You'll learn why these qualities are important in society and in Scouting, as well as how to help other people at all times and serve as a leader and an upstander.</p> <p>Eagle-required.</p>
	<p>In earning the Citizenship in the World merit badge, you'll learn about various institutions that promote world peace, the different forms of government that exist internationally, as well as ways that you can support our planet as a global citizen.</p> <p>Eagle-required.</p>
	<p>The ability to communicate clearly and effectively is essential for achieving success in the 'real world'. To earn the Eagle-required Communication merit badge, you'll need to examine your own communication methods, deliver a speech, conduct an interview, organize an event, and much more!</p> <p>Eagle-required.</p>

Merit Badge/Award	Details
	<p>Taking charge of your personal fitness is one of the most important decisions you can make in life. The Personal Fitness merit badge will teach you the knowledge and habits necessary to stay physically fit and healthy as you grow older.</p> <p>Eagle-required.</p>
	<p>The Personal Management merit badge is earned by Scouts who have mastered long-term and short-term life planning. This badge is primarily for Scouts to understand how to prepare for life events, budget, and the value of money.</p> <p>Eagle-required.</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.

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

Merit Badge/Award	Details
	<p>By working on the requirements for the Basketry merit badge, Scouts learn how to safely weave items from natural materials. They make a square basket, a round basket, and a camp stool seat.</p> <p>Scouts will be provided needed materials.</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. Requirements 4 and 7d not completed at camp.</p> <p>Cycling is a daily two-period class.</p> <p>Eagle-required.</p>
	<p>Scouts working on the Indian Lore merit badge learn about the rich cultural history of Native Americans. They learn about the history of the interactions between native people and European settlers and later the US government. They also explore how Native Americans continue to express their cultural history today.</p>

Merit Badge/Award	Details
	<p>While doing the requirements for the Leatherwork merit badge, Scouts learn to safely handle tools. They explore different leatherwork techniques by making their own project and compare different types of leather and synthetic materials.</p> <p>Scouts will be provided needed materials, but can purchase additional leather kits from the Trading Post.</p>
	<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>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>While working on the Textile merit badge, Scouts learn about the many uses of fabrics and fibers. They investigate how textiles are manufactured and the properties of different materials and explore careers related to the production of textiles.</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.

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

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>The Bird Study merit badge allows Scouters to learn about these amazing creatures. Earning it requires displaying knowledge of bird-watching with binoculars, identifying different species, and more!</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>
	<p>The Environmental Science merit badge includes a great deal of paperwork; some can be done at home. Plan for two added hours per day for field study and paperwork. This is a very challenging merit badge and involves a significant amount of writing.</p> <p>Eagle-required.</p>
	<p>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.</p>
	<p>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.</p>
	<p>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.</p> <p>Scouts must catch one fish (Requirement #10) to complete the merit badge.</p>

Merit Badge	Details
	<p>Plan on extra time for collecting leaves. It helps to bring a blank photo album or other binder to display your Forestry collection.</p>
	<p>Get back to Nature! Learn about the natural world all around us – plants, animals, insects, spiders and more!</p>
	<p>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.</p>
	<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 on the afternoon of Day 3 and the morning of Day 4.</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.

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

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 Winter Camp, although the 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 at camp.</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 4, 6 & 7 cannot be completed at camp.</p> <p>Cooking is a daily two-period class.</p> <p>Eagle-required.</p>
	<p>The Emergency Preparedness merit badge cannot be completed at camp unless Requirement 2c is 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 Fire Safety merit badge gives Scouts to opportunity to learn important fire safety information.</p>
	<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 word Geocaching is a combination of "geo" which means "earth", and "cache" which means "a hiding place." Requirements 7 and 8 will not be completed at camp.</p>

Merit Badge	Details
	<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>
	<p>Bring materials for making a basic survival kit – Requirement. For the Wilderness Survival merit badge, scouts will spend Wednesday night away from your unit camp in a shelter they build themselves!</p>

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.

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.

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

Merit Badge	Details
	<p>Archery is great fun – some experience with previous range time and skill is desirable.</p> <p>Archery is a daily two-period class.</p>
	<p>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>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 must be at least 13 years old and physically capable of handling the shotgun.</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.

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

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>

Other Older Scout Program Opportunities

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.**

COPE – Challenging Outdoor Personal Experience

Scouts 14 years and older can participate in COPE.

COPE is a Scouting program that includes group initiative games, trust events, and challenges that reach from the ground to the sky. This month's meetings and activities will let you climb, swing, balance, jump, rappel, problem-solve, and become stronger both as individuals and as a team.



Class Schedule

Merit Badge	1st Period	2nd Period	3rd Period	4th Period	5th Period	6th Period
Archery	A	A	B	B	C	C
Astronomy		A	B	C	D	
ATV	A	A		B	B	
Basketry	A			B		
Bird Study	A					B
Camping	A		B	C		D
Chemistry	A		B		C	D
Citizenship in the Community	A	B	C	D	E	F
Citizenship in the Nation	A	B	C	D	E	F
Citizenship in Society			A			B
Citizenship in the World	A	B		C		D
Climbing	A	A			B	B
Communication	A	B	C	D	E	F
Cooking	A	A		B	B	
COPE			A	A		
Cycling	A	A		B	B	
Eagle Quest (Morning)	A	A	A			
Eagle Quest (Afternoon)				A	A	A
Emergency Preparedness	A		B	C	D	E
Environmental Science	A	B	C	D	E	F
Fire Safety	A	B	C		D	E
First Aid	A	A		B	B	
Fish and Wildlife Management	A					B
Fishing	A		B		C	
Fly Fishing		A		B		C
Forestry		A			B	
Geocaching	A		B			C
Indian Lore			A	B		C
Leatherwork			A		B	C
Metalwork	A	A		B	B	
Nature		A		B		
Orienteering		A	A	B	B	
Personal Fitness		A		B	C	
Personal Management	A		B		C	D
Pioneering	A	A			B	B
Reptile and Amphibian Study		A		B		
Rifle Shooting	A	A	B	B	C	C

Merit Badge	1st Period	2nd Period	3rd Period	4th Period	5th Period	6th Period
<i>Search and Rescue</i>		A	B	C		D
<i>Shotgun Shooting</i>	A	A	B	B	C	C
<i>Signs, Signals, and Codes</i>	A		B		C	D
<i>Soil and Water Conservation</i>			A	B		
<i>Space Exploration</i>	A		B		C	D
<i>Textile</i>		A		B		
<i>Wilderness Survival</i>		A	B			C
<i>Wood Carving</i>		A	B			C

End of Camp

Merit Badge Completion Reports

Each day adult leaders should check merit badge completion in Black Pug. The last day of camp is the best time to resolve any problems you may see. Questions can be answered at the A Building.

Any requirements not completed at camp become the responsibility of the unit and its leaders and merit badge counselors to verify. 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 unit records in writing so it can be filed with the other records.

Checkout Process

Please be sure to settle any payment issue with the A Building staff before the end of Day 3.

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.

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

Once your 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.

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 unit 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!

Scout's Packing List for Winter Camp

Individual Scout Equipment

- Field uniform (Scout uniform) and belt
- Activity uniform (Scout t-shirts) (5)
- Clothing appropriate for weather
- Long sleeve shirts (2 to 4)
- Socks (4 or 5 pair)
- Pants (2 to 4 pair)
- Shoes (closed-toe) or hiking boots
- Cap or hat
- Underwear (5)
- Pajamas or sleeping clothes (wool, polypropylene, or polyester, never cotton), hat and clean socks for sleeping
- Rain gear (pants and jacket)
- Winter coat
- Work gloves
- Cot, pad, or air mattress
- Sleeping bag (1 or 2), blankets, sheet
- Pillow
- Personal first aid kit
- Flashlight and extra batteries

- Water bottle
- Portable chair or camp stool
- Pocket knife and Totin' Chip
- Towels and washcloth
- Soap and shampoo
- Toothbrush and toothpaste
- Comb, brush, mirror
- Flashlight and extra batteries
- Personal medications
- Merit badge books
- Merit badge prerequisite work
- Scout Handbook
- Spending money

Optional

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

For First Aid, Emergency Preparedness, Camping, and Wilderness Survival merit badges, review requirements for kits. Assemble at home and bring to camp.

For ATV Safety Course, bring boots that cover your ankle, long sleeve shirt, and long pants.

MARK EVERYTHING WITH SCOUT'S NAME AND TROOP NUMBER

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

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