

Lost Pines Scout Reservation

Summer Camp 2011 Leader's Guide



What's New at Lost Pines?

- A new and improved dinner menu
- Our newest addition to High Adventure, SCUBA BSA
- A fun new activity, Mountain Boarding
- Expansion to 6 instructional periods
- Eagle Quest & Pathfinder Programs improved
- A merit badge just for adults



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Introduction

Welcome to Lost Pines! Whether this is to be your first summer or your thirtieth, there will be something new and exciting for you and your scouts. First and foremost, and as I promised last year, a new emphasis will be placed on food. You can expect a better menu comprised of healthier, tastier, and more nutritious ingredients... and maybe a few interesting deserts. Secondly, our Eagle Quest Program will be revitalized with a larger, more mature staff and, hopefully, a few adult leaders who are willing to get their hands dirty.

Due to a forest fire in August we now have some REALLY tough, fresh cut trails at Griffith League Scout Reservation. This means that the revised Pathfinder program is off the ground and tuned to get Scouts ready for their next High Adventure... can your crew handle it? Maybe trekking isn't your cup of tea? How about Scuba BSA? Our new Scoutmaster Merit Badge? The Tonkawa Challenge? Whatever it is, I am willing to bet that we offer it.

Come to the camp where the staff knows your boys by name, the management approaches each leader's meeting with "what can I do for you" attitude and Scouting is offered as it was meant to be. I will personally do everything I can to make your experience at Lost Pines is a great one. If there is anything that I can do between now and camp to help your unit attend Lost Pines and have the experience of a life time, please let me know.

Jay Gomez
Camp Director
campdirectorkaz@gmail.com
512.923.7621

Camp Dates for 2011

May 14	Leader Orientation
June 5 – 11	Staff Training
June 12 – 18	First Week
June 19 – 25	Second Week
June 26 – Jul 2	Third Week
July 3 – 9	Fourth Week
July 10 – 16	Fifth Week



Camp Telephone & Address

There is a phone located at camp for emergency use. The camp phone number is **512-303-0768** (local call from Austin). Parents should use this number only in case of emergency. We discourage the use of cell phones by Scouts at camp.

Incoming mail will be delivered to the troop mailbox in the administration building. It usually arrives before 3:00 pm. We encourage family to write to Scouts while at camp. Mail typically takes 2 or 3 days to reach camp from Austin. To insure that letters, cards and care packages arrive in time, parents may want to send them at the very beginning of the week; by Wednesday at the latest.

Outgoing mail should be deposited in the mailbox in front of the administration building by 10:00 am. Stamps, postcards, and envelopes are available at the camp Trading Post.

Mailing Address:

Scout's Name — Troop # Lost Pines Scout Reservation 785 FM 1441 Bastrop, TX 78602
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Acceptance

Requirements for acceptance and participation in the program of the Boy Scouts of America are the same for everyone without regard to race, color, handicap, religion, or national origin. The program is for boys ages 11-18. If you believe you have been discriminated against, you may file a complaint against the management staff of this agency and/or write immediately to the Civil Rights Department, Texas Department of Human Services, P.O. Box 149030, Austin, Texas 78714-0903; (512) 450-3630.

Updates and Latest Information

For updates, changes, and last-minute information please refer to the web site at <http://www.bsacac.org>. Any post-publication changes to course offerings, schedules, etc. should be reflected there.

If you have any comments or suggestions for improvement of this guide, please send them to campdirectorkaz@gmail.com. We would particularly like feedback on the organization and content – was there information which you needed but which we failed to provide? Were things easy to find?

Important Requirements Due To Texas Youth Camps Safety and Health Act

On April 16, 2006, the state of Texas passed into law new regulations that affect the Texas Youth Camps Safety and Health Act (Title 25, Part 1, Chapter 265, Subchapter B, Rule 265.12(f)(f1a)(f2)(g)). This new rule affects all licensed youth camps in the state of Texas and became effective June 1, 2006. In order for the Boy Scouts of America and the Capitol Area Council to comply with the new state law on protecting our youth we must require each unit to assist by providing the items listed below. Your understanding and assistance in this important matter is greatly appreciated.

For every adult age 18 and older who will be attending camp even for one day, each unit must provide all of the following items for that person to be able to attend camp.

1. Complete Adult Roster

Units must provide a camp Adult Roster (use the form in the appendix) including names, addresses and date of birth for every adult attending camp, for both registered and non-registered adults. **The roster must be turned in to the Capitol Area Council Office before MAY 15.** Give last minute changes to the camp director on arrival at camp. The Capitol Area Council will conduct the required state sexual offender database check for each adult on your camp roster and their required annual background check. Please email the attached unit roster spreadsheet to roster@bsacac.org.

2. BSA Online Youth Protection Training Certification Card – YOU MUST BRING YOUR COPY!

The new state law requires that every adult attending camp must provide certification that they have successfully completed youth protection training and have passed the related test. The Boy Scouts of America's online youth protection training (see <http://www.bsacac.org/Training/OnlineTraining.asp>) has been approved by the state of Texas and meets the new state requirement. **Adult leaders who may have taken the group video discussion version of this course previously still must take the online Youth Protection Training.** After completing the test, each adult must print a copy of the Certification Card which must be turned in at camp during registration.

3. BSA Adult Applications

The new state law requires a history of criminal convictions. The current BSA Adult Registration Application complies with this requirement because of the six questions on the bottom of the application, thus to comply with this requirement every adult attending camp must submit a copy of a completed BSA Adult Volunteer Application regardless of whether that adult is already registered.

No registration fees or unit approval signatures are needed to comply with this rule. Please do not overlook any area of the application. In addition to the top half of the application, each of the six questions must be answered and then signed and dated by the applicant. Adult applications are available online at <http://www.scouting.org/forms/28-501D.pdf> (English) and <http://www.scouting.org/forms/28-502R.pdf> (Spanish).

Camp Fees

Summer Camp — Youth Fees

The 2011 Capitol Area Council Summer Camp Fee for Lost Pines Scout Reservation is **\$230** per Scout. Please send payments to Capitol Area Council, Boy Scouts of America, 7540 Ed Bluestein Blvd., Austin, TX 78723 as follows:

Summer Camp Fee:	Date Due	Summer Camp Scout With Troop	Summer Camp Provisional Scout	
			Only (1) week attending	Returning for 2 nd week
Campsite Reservation	With reservation	\$100 per unit	n/a	n/a
'Camper Reservation' Deposit Due:	March 15	\$115	\$115	\$115
'Camper Final Payment' Balance Due:	April 15	\$115	\$115	\$100
Total Charge per Participant:		\$230	\$230	\$215
<i>NOTE: There is a \$10.00 per Scout late fee if not paid in full by the due date.</i>		After APRIL 15 fee is: \$240	After APRIL 15 fee is: \$240	After APRIL 15 fee is: \$225

Troops must pay deposit fees of **\$115** per Scout by March 15 or they will relinquish their Campsite Reservation. Please send correct fees with the 'Camper Reservation Form' located in the appendix of this Leader's Guide.

Total of Summer Camp fees of \$230 per Scout are to be paid in full by April 15 at the council office.

Please send final fees with the 'Camper Final Payment Form' located in the appendix of this Leader's Guide.

Summer Camp Adult Leader Fees

Two adult leaders are free for 1-10 paying Scouts; 3 leaders free for 11-20; and a maximum of 4 leaders free for 31+ or more Scouts. The first free leader must be a registered adult 21 years of age or older. The other adults must be at least 18 years of age. **Adult leaders not qualifying as "Free Leaders" will pay \$100 for the entire week.** Partial week will be determined on a meal-by-meal basis \$6 per meal.

# of Paid Scouts	# of "Free" Adult Leaders
1 to 10	2
11 to 20	3
21+	4 MAX Free

Additional Costs

In addition to the Capitol Area Council summer camp fee, there are charges for certain courses. Courses that have charges associated with them are:

Course	Charge
Archery	\$5
Art	\$5
Basketry	Buy a kit in the trading post
C.O.P.E.	\$25
Chemistry	\$10
Climbing	\$10
Cooking	\$15
Eagle Quest	\$15
First Aid	\$5
Golf	\$25
Indian Lore	\$10
Leatherwork	Buy a kit in the trading post
Metalworking	\$10
Motor boating	\$10
PATHFINDER	\$30
Rifle	\$10
SCUBA	TBD
Sculpture	\$5
Shotgun	\$25
Space Exploration	\$10
Textile	\$10
Water Sports	\$25
Woodcarving	Buy a kit in the trading post

These fees cover the direct costs of the course and are for the supplies and materials the Scouts will use during the course. This will keep the Scout from having to purchase supplies and kits from the Trading Post during camp for their courses. For additional information please consult the MB course offerings. Fees can be paid at the Administration Office. Scouts are encouraged to obtain

the merit badge pamphlets for the courses they will be taking. These merit badge pamphlets are available at either the Capitol Area Council Scout Shop or at the Lost Pines Trading Post at an approximate cost of \$5.00 each.

Changes to your Reservation

NEW SCOUTS who join your troop after the March 15 reservation/deposit deadlines must pay as soon as possible after joining your troop. Balances are still due by the final fee payment date. Please contact the council office for availability should your attendance numbers change from your initial reservation estimate.

IF YOUR TROOP SHOULD HAVE A DECREASE in the number of Scouts who will be attending camp between March 15 and your final payment date, please notify the council office.

Financial Aid

A limited number of camperships are available. Scouts that have severe hardships will be carefully considered. Troops should encourage Scouts to earn their own way through unit fundraisers. Camperships cover up to 25% of the camp fee during weeks 1, 2, and 3; and up to 50% during weeks 4 and 5. Please use the campership application in the appendix of this Leader's Guide to apply. This application must be submitted to the Council office by April 15.

Provisional Scouts

We recognize that there are Scouts who would like to come to Lost Pines when their troop doesn't attend. They could be Scouts unable to attend with their troop because of other commitments, or Scouts returning for a second time during a summer. Lost Pines will try to accommodate Scouts who wish to attend Lost Pines during a week when their troop is not in camp. This will be accomplished by placing provisional Scouts with troops registered for the week requested. They will be adopted by the troop and will follow the guidance of that adult leader while at camp.

The fee for individual (provisional) Scouts will be \$230 (or \$215 for those returning for a second week of camp). If a parent is attending camp with a provisional Scout, the \$100 leader fee will apply. The Provisional Camping Application is in the appendix and must be completed and submitted to the Council office as early as possible to reserve a space. The week desired should be indicated on the form.

While there are no guarantees that the Camp Director will be able to place your Scout, every attempt will be made to find a troop that would host him during the requested week. The Scout will then be treated as a member of the host troop during camp.

Refunds

The Campsite Reservation fee of \$100 is not refundable if the troop does not come to camp. For troops that do come to camp, it may be applied to the balance for this summer's camp fees.

The following policy statement is applicable to all Council and District events where a fee is collected by the Capitol Area Council.

1. A service charge of twenty-five percent (25%) of the activity fee will be assessed on all refunds to cover the costs incurred in preparation of the activity and processing the refund.
2. Written refund requests submitted after the activity will be considered only for personal illness or family emergencies. No refund requests will be accepted after ten (10) days following the end of the activity.

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3. Consideration for a full refund will be considered for special hardship cases and for advanced level training courses such as Wood Badge and Powder Horn.
 4. For major activities that require a non-refundable deposit, such as council contingents to the National Jamboree and Philmont, a full refund less the non-refundable deposit will be considered based on the time of the request and the Council's ability to fill the slot with another participant.
 5. Refund checks will be issued to the individual or entity paying the original fee within 30 days of receipt of the request pending its approval.
 6. Fees are only transferable within the same unit to a Scout or adult leader not currently registered for that specific activity.
 7. If an activity is cancelled or postponed and the participant cannot participate during the alternate date, the full fee will be refunded.

The minimum attendance required to conduct a session is 200 Scouts. Should a session not have at least this number reserved, it is subject to cancellation. In the event of cancellation, units will be contacted 30 days prior to the session start date. Every effort will be made to relocate units to an available session.

Troop Photographs

A professional camp photographer has not been retained at this time. Troop and individual photographs may be taken during camp by members of your troop, or a staff member will be glad to shoot your camera for you. Group photos are best taken in Class-A uniform in front of the Log Cabin immediately after your arrival. The Log Cabin is adjacent to Lindsay Lodge and the Medical Lodge where you will check in for your individual medical review.

For Leaders – Before, During and After Camp

Before Camp

Submit registration forms to the Council office as early as possible along with appropriate payments. All forms are found in the appendix of this Leader's Guide. Below are the deadline dates for submission of Forms and Payments.

- Campsite Reservation – with reservation
- Camper Reservation Form – March 15
- Camper Final Payment Form – April 15
- Camper Roster & Merit Badge sign up – April 15
- Provisional Camper Application – April 15
- Tent Rental Request – April 15
- Summer Camp Adult Roster – May 15
- Pre-Camp Swim Check - @ camp check in
- Camp Medication Log - @ camp check in
- Adult Youth Protection copy - @ camp check in
- Adult BSA Application copy - @ camp check in
- Annual Health and Medical Record @ check in
- Out of Council Units only
(Proof of Accident Insurance @ check in)

Critically important: to comply with the **Texas Youth Camp Safety and Health Act** you'll need to ensure that all adults who will be in camp are listed on your adult roster, bring copies of their online youth protection cards, and bring a completed BSA application. These items need to accompany the adult leader checking in at the A-Building.

Out of council units will need to bring proof of insurance documentation.

Prepare three copies of your final "Camp Roster and Merit Badge Sign Up" to have ready for camp check-in. A copy of this should have already been sent in with your final payment.

All scouts must have a hat and water bottle on them during check-in. Sunscreen is highly recommended.

If scouts need to take a swim test, please remind them, to pack their swim gear where it can be reached easily during check-in. It will be one of the first things they do upon arrival and before they set-up camp.

Swim Check

The Boy Scouts of America requires that **all** attendees (Scouts and adult leaders) complete a swim check annually. This is required for any participant wishing to swim in the pool or take part in waterfront activities without exception and must be completed either before coming to camp, preferably, or at camp. **Holding the Swimming or Lifesaving Merit Badges or other aquatic certifications does not exempt any participant from this requirement.**

It isn't required that units perform swim checks before coming to camp, but it can save a great deal of time at check-in. Please remember that tests must be performed in

accordance with BSA Swimming test standards and that tests must be performed by a certified Lifeguard (either BSA or American Red Cross).

Unit sponsored Pre-Camp Swim Check

Before campers or leaders can participate in any aquatic activities at Lost Pines, they must be divided into ability groups. This is called the “swim check” and is one of the eight defenses in the Safe Swim Defense plan. The [Guide to Safe Scouting](#) states: **“Tests to determine swimming ability should be renewed each year at the beginning of the season.** With the results, leaders can divide the youth into three classifications—non-swimmers, beginners, and swimmers—and keep each group in its own area.” The *Guide to Safe Scouting* defines the Swimmer test that is to be used for this classification.

If your troop conducts its own swim checks, the unit must bring the **Unit-sponsored Swimming Ability Classification** form from the appendix to camp and must turn it, along with buddy tags, in to the aquatics director. Make sure your testing agent has included their signature and id number.

The Lost Pines Aquatics staff reserves the right to re-test any participant if they question the ability level assigned by the unit in its classification.

Buddy Tags

Blank “buddy tags” will be provided for each Scout and Scouter during camp check-in.

There are two buddy tags for each person — one for the swimming pool and one for the waterfront. These should be filled in with the Scout’s first initial and last name on the front; troop number, and campsite on the back.

The troop should color code the front of the “buddy tags” to indicate non-swimmer, beginner, or swimmer following the swim check. Use waterproof ink and permanent marking pens to fill out the tags. These will be provided during check-in

The color-coding is:

- **Non-swimmer:** plain white tag
- **Beginner:** color top semicircle (above name) red
- **Swimmer:** color lower semicircle (below name) blue and top semicircle red.



Arrival and Check-In after 1PM on Sunday

At any time after 1:00 pm Sunday, proceed to Lindsay Lodge for registration. Please plan to arrive no later than 3:30pm. Contact the camp director for early and late arrivals. **All scouts must have a hat and water bottle on them during check-in. Sunscreen is highly recommended.**

When arriving at camp, please park all vehicles in the parking field behind Lindsay Lodge. The troop must report to Lindsay Lodge for troop check-in and medical check-in. The troop is encouraged to bring all medical forms in a binder. Following check-in a staff member will take your troop on a camp tour. The tour will include the dining hall where the Scouts will learn of their meal time shift and be assigned a table that they will be responsible for during the week.

The adult leader will proceed to the A-Building for administrative and financial check-in while their troop checks in at Lindsay Lodge. Bring a merit badge roster, adult BSA applications, copies of youth protection cards, proof of payment, and a method of payment. The BSA applications

and youth protection cards of all adults on camp will be left in the A-Building and not returned. Adults must have the appropriate documentation or they will not be permitted to stay overnight. Unless the troop has performed its own swim checks before coming to camp, you'll need to take the troop to the pool where each Scout (and adult) planning to swim during the week or visit the Water Front, will take their swim check. Blank "buddy tags" will be issued for each Scout and Scouter at check-in. There are **no exceptions** to this requirement. Instructions on how to fill out the buddy tags is listed under Swim Checks.

Vehicles: NO vehicles will be allowed in the campsites. You may park one trailer and one vehicle at the gate to your campsite as identified by the camp. If you require assistance in transporting gear into your campsite, please make a request during check-in. Many troops find it helpful to pack light and to bring a garden wagon for the heavier items.

Sharing Campsites. All troops should expect to share their campsite with another troop. Please be courteous and do not take over the entire campsite, including all fire rings and picnic tables.

Flag Retreat/Dinner. "A" shift troops should report to the dining hall at 6:00 pm for dinner. All troops should report to the parade ground flagpole by 6:30 pm in Class-A uniform for the formal flag retreat and any announcements. "B" shift troops will dine after the flag retreat. Troops are released from the flag assembly one at a time to go the dining hall. Please have your Scouts walk (rather than run) from the flag assembly to the dining hall!

Leader's Orientation Meeting. At least one adult leader must attend a program orientation meeting immediately after dinner on Sunday. Your SPL is also encouraged to attend this meeting. This meeting is held at 7:00pm in the Dining Hall. If there are changes in the time or location of this meeting, they will be announced beforehand. You'll need to turn in your Tuesday night Scoutmaster Dinner head count and your Thursday optional meal choice.

Merit Badge Class Changes. There is an opportunity after registration to make changes in the Scouts' schedules.

Adults during Camp Week

Be certain there is two-deep leadership in your campsite whenever Scouts are present.

Visit classes periodically to observe your Scouts. Check your mailbox in the A-Building every morning and afternoon.

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 8oz of water per hour.

With coffee always on, Scoutmasters can congregate in the northeast corner of the dining hall for refuge and a chance to catch up on some of the paper work. Air-conditioned and wireless too!

Volunteer your services where you have skills. Each Scout leader who comes to camp brings special 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 on Sunday. Or, if you are a carpenter, electrician, plumber, or handyman, our camp can sure use your skill during the week. Bring your tools and feel as if you're still at home! Check with the program director or camp director at check-in or any time during the week.

Each week, classes including Safe Swim Defense, Safety Afloat, New Leader Essentials, Youth Protection, Climb-On Safely, Trek Safely, and Boy Scout Leader Fast Start, are taught to Scout leaders. The exact offerings will depend on Leader requests. If you are interested, please consult the adult training schedule provided at check-in or ask a commissioner. Leaders may use their troop swim for practical Safe Swim Defense experience. They can also earn their Rappelling Tower Certification, complete the Mile Swim, or take BSA Lifeguard.

Attend the daily Scoutmaster meetings in the Commissioners Area. Daily, Scoutmasters and other troop adult leaders will meet with the Camp Commissioners. This meeting takes place in the Commissioner's Area at 2:00 pm. This meeting provides the troop leadership the opportunity to discuss problems with the camp staff, learn techniques, sign up for various activities, and learn more about summer camp at Lost Pines.

It is very important that one or more adult leaders from each troop be present at this daily meeting.

Make sure your SPL (or his designee) attends the daily Senior Patrol Leaders Meetings. This meeting takes place in the Commissioner's Area at 1:00 pm. This meeting serves to provide SPL's with the information they need regarding campsite inspection, changes to the camp program, and other information. **It is mandatory that each troop be represented at this meeting each day.**



Determine how many guests will be attending the Friday Family Dinner and let the Commissioners know by Wednesday.

At the End of Camp – Thursday Evening, Friday, and Saturday Morning

Thursday night, adult leaders should pick up the merit badge results and other completion materials at the A-Building. Leaders are responsible for checking their materials and making certain that they have completion information for each Scout for each course they were enrolled in. This information will show the requirements that the Scout completed during the week. Courses will be shown "**COMPLETE**" if the Scout completed all merit badge requirements or "**PARTIAL**" if there are requirements that were not completed. The Friday morning "open" time is available for Scouts to make up any work not completed. This is also the best time to resolve any problems you may see or have any questions answered. Staff members have Saturday off, so this is your last chance to resolve issues in person!

It is the responsibility of the Scoutmaster to verify the remaining requirements on completion during the regular troop functions or to mark them complete if the Scout had previously completed the requirement. 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 Scoutmaster is responsible for marking the completion status of the requirement from troop records.

Each Friday night at 6:15 pm, parents and family members are encouraged to take part in a Family Dinner and Campfire. Cost for the dinner will be \$7 for adults and \$5 for children under 12. The Scoutmaster needs to tell the Camp Commissioner staff how many will be attending the dinner by Wednesday. Please have guests pay in advance at the A-Building.

Saturday morning, when your troop gear has been loaded for departure from Lost Pines, leaders should send a representative to the Commissioners Area to have a Camp Commissioner inspect the campsite and check the troop out. The Commissioner will inspect the campsite (and assigned bathhouse) for cleanliness and, after the inspection is complete, will release the troop for their trip home.

Before departure, be sure to check your mailbox one last time, and also check the lost and found to see if any of your Scouts' "stuff" is there.

Be careful going home!

As you drive home, consider taking the BSA Driver's Pledge. The Driver's Pledge is really a simple, commonsense statement. It is simply a pledge for drivers to take care of themselves so they won't be fatigued or inattentive. Here it is:

- I will not drive when I feel fatigued. I realize that when I am fatigued, I process information more slowly and less accurately and this impairs my ability to react in time to avoid accidents.
- I will arrange my schedule so that several days before a Boy Scout "driving trip," I will get a good night's sleep every night to avoid the cumulative effect of not getting enough sleep.
- I will make trip preparations far enough in advance so that last-minute preparations don't interfere with my rest.
- I will make travel plans that take into account my personal biological clock and only drive during the part of the day when I know I will be alert.
- I will be smart about engaging in physical activities during Scout outings and will make sure that I will be ready to drive alertly.

Guidelines, Policies & Procedures

Camp Commissioners

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

Adult Leadership

BSA policy requires two adult leaders be in camp at all times; one must be 21 years or older. **All adults must be registered members of the Boy Scouts of America.** Leaders may rotate if necessary, but at least two adults must always be with the troop in camp.

Campers

Only registered members of the Boy Scouts of America may attend camp.

Campsite Practices & Policies

Model Campsite

The troop's campsite arrangement and orderliness reflects upon the troop's standards. Living in a clean and well-organized site helps a Scout feel pride in himself and Scouting.

Listed below are aspects of a well-established troop campsite. A Camp Commissioner will visit you and your site during the week. The Commissioner may share ideas with you about ways to improve your site. For your troop to win the Honor Troop award, your campsite should possess the attributes of a model site.



Model Campsite Checklist

- U.S. and troop flags displayed with troop identification.
- First aid kit available in a central location.
- Campsite laid out with clear and safe traffic lanes.
- Tents and flies pitched correctly, taut and using proper knots.
- Tents marked with "No Flame in Tent" sign or stencil.
- Campsite clean — litter free; personal items stored, surfaces clean.
- Trash bags emptied regularly (take to the dining hall or the campsite entrance for the Camp Ranger to pick up).
- Bulletin board with roster, fireguard chart, emergency procedures, and schedule & program information posted.
- Assigned bathhouse clean.
- Saw/axe yard separated from central site, marked, and adequate size.
- Patrol flags or other markings so patrol areas are clearly identifiable.

Clean Campsite

You will be expected to keep your campsite, bathrooms, and showers clean. A water hose and broom will be issued to you from the camp quartermaster to help do this job. If you have trouble (leaky pipes, etc.), please report it to the camp commissioner. Toilet tissue may be obtained (without cost) from the Camp Commissioners.

Bathroom Cleaning

Bathhouses are associated with campsites. The campsite your Troop is in determines which bathhouse it will use and is responsible for keeping clean. The chart below shows the bathhouse assignments and when each campsite is responsible for cleaning.

The camp staff will clean and provision each bathhouse during the day (generally before noon). Troops are responsible for keeping their bathhouse clean in the afternoons and evenings. When it is your Troops turn to clean its bathhouse, be certain that all trash and paper is picked up and disposed of, floors are swept and mopped, toilets unplugged and clean, and sinks unplugged and clean. Your Troop is responsible for cleaning both the youth and adult sides of the assigned bathhouse. Remember that your troop cannot check out until your bathhouse is clean!

Campsite Bathhouse Assignments (May be altered based on number and location of campers)

Bathhouse	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
#1	Freedom	Wilmot	Freedom	Wilmot	Freedom	Wilmot	Freedom
#2	Fish	Kitchens	Fish	Kitchens	Fish	Kitchens	Fish
#3	Dacy	Kaspar	Turner	Beisenherz	Dacy	Kaspar	Turner
#4	San Gabriel	Lindsay	Gaskin	San Gabriel	Lindsay	Gaskin	San Gabriel
Family	Family	Family	Family	Family	Family	Family	Family
Pool	Smith	Smith	Smith	Smith	Smith	Smith	Smith

If repairs are necessary in the bathhouse, please inform the Camp Commissioners. **If damage from vandalism occurs, your troop is financially responsible for the cost of repairs. This cost will be allocated between the troops assigned to the bathhouse.**

Tents

All tents must be clearly marked with "NO FLAMES IN TENTS" labels or signs. If you do not have suitable tents, we have a limited supply of Boy Scout Wall tents available for rent on request.

Fires & Fuels

Ground fires are permitted during summer camp in a fire ring IF a burn ban is not in place; this will be covered at the Sunday night Leader's Meeting. Liquid or propane fuels are to be used only under adult supervision. Liquid fuel containers must be stored under lock and key in the Commissioners Area. Under NO circumstances are they to be stored in the campsite. 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.

Tools

We have an assortment of tools for your use. Check them out from the Camp Commissioner's when you need them. Return all tools promptly after you have finished with them so others can use them. All equipment checked out to your troop must be returned or paid for before you leave camp.

Patrol Camping Areas

MAKE PATROL CAMPING AREAS. Your campsite is your home for the week so work at making it comfortable by bringing banners and flags to dress it up.

THE SCOUT is helped to meet his own personal advancement goals by the design of the merit badge programs. In addition, awards are handed out during the week to individuals who demonstrate particular skills in certain areas.

THE PATROL method is basic to good Scouting. Baden-Powell once said that the patrol was the secret of success in Scouting. There must be certain activities for which the patrol has complete responsibility. Typical activities that can be handled by patrols under general troop supervision are camp craft, contest practice, camp improvement, hiking, basic instruction and troop activities. Leadership development and an increase in Scout spirit are positive results from the use of the patrol method.

Honor Troop

Honor Troop awards are presented Friday night at the closing campfire. Criteria for achieving the Honor Troop award will be determined by the camp commissioners during SPL & Scoutmaster meetings. The primary criterion for earning the Honor Troop designation is the score achieved on the daily campsite inspection. It is recommended that the troop's daily score be posted on the Troop bulletin board and/or announced during troop meetings. Scoring criteria will be handed out at check-in or at the Sunday evening meeting.

Honor Campers

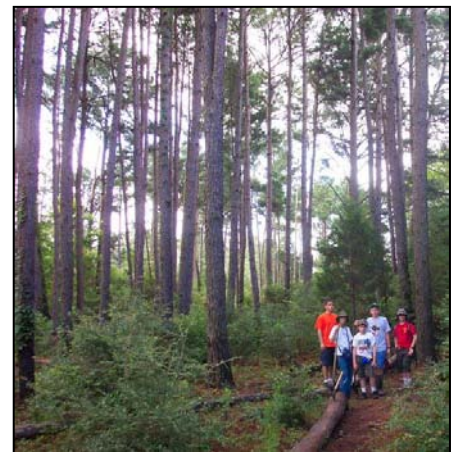
The youth and adult leaders of each troop select the Honor Campers for their patrols near the end of the camp week. These campers should exemplify Scout spirit and positive attitude and should stand out from the other Scouts in the troop. The maximum number of honor campers for each troop is one per patrol.

Patch

Each Scout and paid leader will receive a distinctive Lost Pines patch that may be worn on the right pocket of a Class-A uniform as a temporary patch. The troop will also receive a participation ribbon for the troop flag pole.

Why do they call it "Lost Pines" Anyway?

The 537 acres of the LCRA Lost Pines Scout Reservation are part of a 100,000 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 a distance of around 80 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 10,000 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!

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

Lost Pines/BSA Policies

Conduct Policy

The conduct and discipline of the boys in your troop are **YOUR** responsibility. This is camp policy that we have found to be of mutual benefit. The camp staff will not discipline your boys unless it is a case of imminent bodily injury or property damage. Your campsite is your home. Entering or loitering around another campsite without that troop's permission invites problems. Raiding of campsites or staff areas by campers or staff is not permitted. Taps is at 10 pm. All campers are expected to be in their own campsite by that time. Troop activities such as night hikes, astronomy, etc., are encouraged and would constitute an exception. These activities must have appropriate adult supervision. Youth campers found outside their own areas after 10 pm will be escorted back to the campsite by a staff member. We appreciate your cooperation.

Taps

The bell at the parade grounds will ring 12 times at 10:00pm each evening – once for each point of the Scout Law while Taps is being played. It is customary for all Scouts and Leaders to stand at attention in their campsite, facing the flag pole, with Scout salute during the playing of Taps and ringing the bell.

Fireworks, Pets, Bicycles, Hammocks & Weapons

Fireworks, pets, bicycles, hammocks, personal firearms and ammunition, and personal bows and arrows, of any type are not allowed at camp. Do not take home any wild animal.

Lost & Found

Lost and found items will be kept at the camp office in the Administration Building (A-Building) until July 30. Scouts should mark all possessions with their name and troop number.

Parking

The parking lot behind Lindsay Lodge should be used for cars and trailers during camp. Cars and trailers are not allowed in campsites. One trailer is allowed at the camp entrance to your camp site. Only camp vehicles are permitted on camp roads during

camp. Exceptions must have the approval of the camp director, i.e. handicapped vehicles.

Vehicles for Campsite Setup

Troops will NOT be allowed to take vehicles into their campsite. You may use one vehicle to pull one trailer to the gateway (established by LPSR, not your troop gateway) to your camp site. All other vehicles must be parked in the parking area near Lindsay Lodge. If you need assistance in bringing heavy gear into your campsite, please let us know during check-in and we can provide assistance. Many troops find it useful to teach their scouts to pack light and to bring a garden wagon for heavy items. Some campsites are further from the gateways than others, so pack light and plan ahead.

Tobacco, Alcohol, Illegal Drugs

Adult leaders should not allow the use of tobacco products at any BSA activity involving youth participants. In addition, tobacco use in the presence of Scouts is not permitted at camp.

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. Violators will be asked to leave camp.

Camp Staff Areas

Scouts should be instructed that they are not allowed in the camp staff area at any time. We ask the help of the troop leaders in enforcing this policy.

Dining Hall

If you need something, just ask for it. Gentlemen are discouraged from wearing non-religious headgear in the dining hall. Shirts and shoes must be worn in the dining hall at all times. Class "A"s should be tucked in and worn with pride. Coffee and tea are available to leaders in the commissioner area and the dining hall throughout the day, starting around 6:00AM in the dining hall and 7:00AM in the commissioner's area. Water is always available.

Uniforms and Shoes

The complete, official Scout field uniform is to be worn properly by Scouts and adult leaders at flag retreat and dinner. NOT PERMITTED are caps and T-shirts, etc., with words or pictures not representing the best spirit of the Scout Oath and Law. For safety reasons, closed toe shoes are to be worn at any time (except in your tent, at the pool, or in the shower). A boy with a cut foot is an unhappy camper! Also, a shirt must be worn at all times except during aquatic program time.

Conservation

Please abide by the outdoor code while at camp.

Our Scouts should be proud of the trees in our camp, and we need your help in conserving them. Do not cut or mar trees. Help your Scouts know the importance of caring for trees and all property.

Trading Post

Ask your Scouts to use discretion when buying drinks and candy at the Trading Post and Cantina. Please help us keep the drink containers, papers, and trash picked up.

Items such as ice cream, soft drinks, etc., will be available. Various handicraft kits and supplies are offered along with T-shirts, mugs, and literature such as handbooks, and merit badge books. Bags and blocks of ice can be purchased at the Administration building. The Trading Post now accepts major credit cards.



Health & Safety

The Health and Safety of the Scouts and Scouters is a primary consideration at Lost Pines. We provide a Health Lodge for minor medical care and support and enforce the Boy Scouts of America's Health and Safety, and Youth Protection policies.

Health Lodge

One or more persons trained to handle minor accidents or illnesses staff the Health Lodge. Special arrangements for the treatment of more serious cases have been made with physicians in Bastrop, Smithville, and Austin. 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.

Medical Forms

Check the status of your Troop's medical forms early. The **Annual Health and Medical Record** form is located on the Council Website.

All Scouts and Scouters under must have a new form '**Annual Health and Medical Record**'. It must be signed by the Scout's parents or the Scouter and supported by a medical evaluation by a physician within the last 12 months.



ALL scouts will need up-to-date medical, doctor and insurance information. This **MUST** be submitted at check-in and no later than that evening prior to camping for the night. Scouts without their medical form will **NOT** be allowed to stay overnight. **No other medical forms (school, athletics, etc.) may be used at Summer Camp.**

Prepare your troop medication log from the appendix in advance — ask the parents for medications, or at least,

dispensing information a week in advance of camp. Remember that medicine must be

labeled for the Scout in its proper original container with prescription label. Make two copies of your medication log (one to keep yourself) and develop a method for insuring that your Scouts are escorted to the Medical Lodge as required

Medical Recheck

Given to each Scout and Scouter upon their arrival, the medical recheck is a quick “once-over” conducted by our medical officer immediately after your troop arrives. The Council reserves the right to refuse admittance to any Scout or Scouter who, in the opinion of the examining person and the camp director, has developed any physical or medical situation that could present a hazard to the Scout or Scouter himself, or others present, by his being in camp.

Accident and Sickness Insurance

All registered members (youth and adult) of the Capitol Area Council are covered by the Council accident and sickness insurance policy. **Out of council units must provide proof of insurance at check-in.**

Hospitals & Doctors

It is the responsibility of the troop leadership to provide transportation for troop member(s) requiring services from a doctor or hospital. Two-deep leadership must be maintained with the injured Scout and the Troop at camp.

At least one adult (preferably two) from the troop should accompany the troop member(s) to the doctor or hospital and are asked to take insurance forms with them. The leader must obtain the injured Scout’s health record from the Health Lodge before going to the doctor or hospital.

Parents should immediately be notified of any serious illness or injury. If parents will not be at home during the week of camp, have them advise the leader where they can be located.

The camp will provide transportation only when a troop has none available.

Directions to doctors’ offices & hospitals are available at the Health Lodge.

Medications

Medications to be taken at camp **must** be turned in at the medical recheck. **All medications must be in the proper original containers** labeled with the name of medication and written dosage directions. Scoutmasters must have the Medication Log found in the appendix filled out and turned in with all medications at medical recheck. Make sure that medical evaluation forms are completed and signed. Adults **MAY** dismiss medications to boys in the troop, but **MUST** never allow medication to be in the possession of a scout.



A Scout is Reverent!

Grace

During the Adult Leader meeting Sunday evening, Troops will be asked to volunteer to lead the camp in grace before meals. Troops will provide a representative following the program notes after morning or evening flag ceremonies or in the dining hall before lunch is served. This representative will lead the camp in an appropriate grace before the meal. The Lost Pines Grace or the Philmont Grace is always appropriate at Lost Pines. Other graces may be used but Troop leaders should be sure they are appropriate for the variety of religious beliefs that are present at Lost Pines. If you have any questions, you may check with the Camp Chaplain, the Camp Program Director or Camp Commissioners.

Religious Dietary Needs

While the staff of Lost Pines is sensitive to the religious dietary needs of our campers. Some special meals, with two weeks notice, may be prepared for those with dietary concerns. Some sensitive dietary needs will not be able to be accommodated by the camp's cooking staff. For this, a refrigerator / freezer and microwave will be provided for Scout use. An adult must accompany the scout in the kitchen area. Menus can be provided 2 weeks prior to the start of camp. Please contact the Camp Director for menu information.

Chapel Service

Please encourage Scouts to attend the Chapel Service, held Wednesday at 7:30pm in the camp Chapel, near Fish campsite. If your Chaplain's Aide or other Scouts wish to participate in the service, please contact the Camp Chaplain in advance. All are welcome to attend.

Camp Chaplain

There will be a Chaplain in camp all week that is available to assist units with issues including homesickness, and in selecting appropriate graces for meals. The Chaplain will be providing a Daily Devotional Book for each unit in camp, and will have available a display of religious emblems which can be earned. The Chaplain may also offer Chaplain Aide training during the week – please inquire if this is of interest.

Schedule Overview

Program Areas

Merit Badge and related activities at Lost Pines are designed to fit into a five day schedule (there are a few 2 day merit badges). Classes are held in three sessions in the morning with three more in the afternoon Monday through Thursday. Friday afternoon there will be a wide variety of fun activities for all Scouts, from the waterfront to the field sports area.

Adult Leader/SPL Meetings

Each troop is required to send a minimum of one adult leader and SPL to the dining hall at 7:00 pm on Sunday for the first adult leader meeting. The camp director, program director, area directors, and commissioners will introduce themselves and will be available to answer your questions. Immediately following B-Lunch (at 1:00 pm) Monday thru Friday the SPLs will meet in the commissioners' area to discuss their responsibilities. The adult leaders will meet during 4th period (2:00 pm) Monday thru Friday.

Evening Activities

There are a variety of evening activities. On **Monday** night, the opening campfire will be held in the dining hall. **Tuesday** is Living History night and Scoutmaster's dinner.

Wednesday open areas. On **Thursday**, the optional campsite cooking, the Staff versus Scoutmasters volleyball game, as well as the Order of the Arrow ice cream social (open to all Order of the Arrow members). **Friday** evening is the closing campfire, on T-Bird Island.

Troop Swim

Each troop in camp will have the opportunity for a "Troop swim", by campsite; this means that you will share the pool with other troops. Troop swims will be scheduled during the Adult Leader Meeting on Sunday with the Aquatics Director. On the night of your troop's swim, your troop will meet at the pool at 8:00 pm with swimming suits and towels. Camp will provide one lifeguard. An adult over 21, provided by the troop, is required for this activity in order to assist the camp lifeguard, and the troop must provide an additional designated lookout for every ten swimmers. Please let the Aquatics Director know if you do not plan to take advantage of the troop swim. Your troop swim will conflict with other activities; each unit will have to prioritize their time in this regard.

Dining & Diet

Meals are served cafeteria style in our air conditioned dining hall. To avoid crowding and to speed the dining process, meals **may be** served in the dining hall in two shifts. Flag ceremonies at breakfast and dinner will occur between the two shifts. Your troop will be assigned a SHIFT AND TABLE at check-in. If camp size permits, we will have only one serving. This will provide more time for afternoon activities.

A refrigerator / freezer and microwave will be provided for Scout use. An adult must accompany the Scout in the kitchen area. Menus can be provided 2 weeks prior to the start of camp.

Please contact the Camp Director – Jay Gomez, campdirectorkaz@gmail.com, and they will be emailed to you.

Per national standards, we encourage your troop to eat three meals in your campsite. If your troop would like to have a meal in your campsite, let the camp director know by Tuesday's leaders meeting for Thursday evening; we will provide beef, vegetables, potatoes, plastic ware, plates, tin-foil, and charcoal. Troops should bring cooking utensils such as tongs. Troops can prepare their own meals and will dine in their camps. On Thursday evening, a troop representative should come to the dining hall at 4:30pm to pick up food for Thursday dinner. Don't forget your fire!

If a troop would like to prepare more than one meal the adults should be ready to make a run to town. We will provide what food we have that fits the troop's planned menu as well as plastic ware, plates, tin-foil, and charcoal.

Daily Schedule

Time	Activity	
7:00 am	Breakfast – “A” shift	
7:30 am	FLAG CEREMONY – all troops	
7:35 am	Breakfast – “B” shift	
8:30 am to 9:20 am	1st class period – Mon. - Thur.	Friday – open time in all class areas for make-up or additional instruction
9:30 am to 10:20 am	2nd class period – Mon. - Thur.	
10:30 am to 11:20 am	3rd class period – Mon. - Thur.	
12:00 noon	Lunch – “A” shift	
12:30 pm	Lunch – “B” shift	
2:00 pm to 2:50 pm	4th class period – Mon. - Thur. Leaders Meeting	Friday - Camp-wide fun time!
3:00 pm to 3:50 pm	5th class period – Mon. - Thur.	
4:00 pm to 4:50 pm	6th class period – Mon. - Thur.	
6:00 pm	Dinner – “A” shift	
6:40 pm	FLAG CEREMONY – all troops	
6:45 pm	Dinner – “B” shift	
7:30 pm+	Evening Programs	
10:00 pm	Taps — LIGHTS OUT	

Evening Schedule

Day	Time	Activity
SUNDAY	7:00 pm	Adult Leader’s Camp Orientation (Mandatory)
	8:15 pm	Merit Badge Course Changes (only Scouts who need changes made in their schedules & their leaders)
	3:30 pm	Pathfinder participants meet behind Lindsay Lodge
MONDAY	8:30 pm	OPENING CAMPFIRE
	9:00 - 10:30 pm	Troop Swim
TUESDAY	6:30 pm	Scoutmaster Dinner & Dutch oven dessert
	7:45 pm	Living History Night
	8:00 - 10:00 pm	Troop Swim
	9:00 pm	Astronomy & Observatory
WEDNESDAY	7:30 pm	Chapel Service
	7:45 pm	Wilderness Survival (overnight)
	8:00 pm	Nat-E-Con Help Night
	8:00 - 10:00 pm	Troop Swim
THURSDAY	6:30 pm	Troops cook dinner in camp –OPTIONAL-
	7:15 pm	Volleyball Challenge: SPLs vs. Staff
	7:45 pm	Scoutmasters vs. Staff
	8:00 - 10:00 pm	Troop Swim
	9:00 pm	O.A. Brotherhood Ceremony & Ice Cream Social for O.A. Members Cracker Barrel in dining hall (Camp-wide)
FRIDAY	6:15 pm	FAMILY DINNER
	8:00 pm	CLOSING CAMPFIRE

Program Guide

Summer Camp 2011

This Guide Contains:

- Description of each Merit Badge and prerequisites needed to complete the badge
- Overview of our highly acclaimed C.O.P.E program
- Description of the PATHFINDER High Adventure Program
- A description of the new SCUBA BSA program
- Overview of the Eagle Quest Program
- Available Adult Trainings
- The new Scoutmaster Merit Badge







Merit Badges, Activities, and Programs Schedule

Areas and Offerings		Schedule					
Aquatics-Pool	Fee	8:30	9:30	10:30	2:00	3:00	4:00
Beginner Swim				Open			
BSA Lifeguard		Open					
Lifesaving		Open			Open		
Mile Swim		Meets every morning before breakfast					
Non-Swimmer				Open			
Snorkeling BSA				Open			
Swimming		Open	Open		Open	Open	
Open Swim		Open swim 4:00-5:15					
Aquatics-Waterfront	Fee	8:30	9:30	10:30	2:00	3:00	4:00
Canoeing		Open		Open		Open	
Kayaking			Open		Open		
Motor Boating (M/T or W/Th)	\$10	Open		Open			
Rowing			Open		Open	Open	
Small Boat Sailing		Open		Open		Open	
Water Sports	\$25	Open			Open		
Open Boating		Open boating 4:00-5:15					
Living History	Fee	8:30	9:30	10:30	2:00	3:00	4:00
American Cultures		Open					
American Heritage			Open				
Archeology		Open		Open		Open	
Indian Lore	\$10		Open		Open		Open
Metalwork	\$10		Open		Open		
Shooting Sports	Fee	8:30	9:30	10:30	2:00	3:00	4:00
Archery	\$5	Open	Open	Open	Open		
Rifle Shooting	\$10	Open	Open	Open	Open		
Shotgun Shooting	\$25	Open	Open	Open	Open		
Open Shoot		Open shoot 3:00-5:00					
Nat-E-Con	Fee	8:30	9:30	10:30	2:00	3:00	4:00
Astronomy			Open			Open	
Chemistry	\$10	Open			Open		
Environmental Science		Open		Open		Open	
Forestry				Open			Open
Mammal Study			Open		Open		Open
Oceanography				Open		Open	
Reptile/Amphibian Study		Open			Open		
Space Exploration	\$10		Open				Open
Weather				Open			

Eagle Quest	Fee	8:30	9:30	10:30	2:00	3:00	4:00	
Eagle Quest	\$15	Eagle Quest meets 8:30 – 4:30 daily						
Scoutcraft	Fee	8:30	9:30	10:30	2:00	3:00	4:00	
Camping			Open			Open		
Cooking	\$15	Open			Open			
Emergency Preparedness		Open		Open		Open		
First aid	\$5		Open			Open		
Pioneering			Open		Open		Open	
Wilderness Survival		Open			Open		Open	
Recreational Sports	Fee	8:30	9:30	10:30	2:00	3:00	4:00	
Fishing		Open			Open			
Golf	\$25	Open			Open			
Mountain Boarding (activity)						2:30-5:00 open to 13 & up		
Personal Fitness			Open			Open		
Sports		Open		Open				
Handicraft	Fee	8:30	9:30	10:30	2:00	3:00	4:00	
Art	\$5		Open		Open			
Basketry (M/T or W/Th)	Need kit	Open		Open		Open		
Leatherworking (M/T or W/Th)	Need kit	Open		Open		Open		
Sculpture (M/T or W/Th)	\$5		Open		Open		Open	
Textiles	\$10			Open			Open	
Woodcarving (M/T or W/Th)	Need kit		Open		Open		Open	
Tower	Fee	8:30	9:30	10:30	2:00	3:00	4:00	
Climbing MB	\$10	Open						
Open Climb		Open climb 2:30-5:00						
High Adventure	Fee	8:30	9:30	10:30	2:00	3:00	4:00	
C.O.P.E	\$25	Open			Open			
Pathfinder	\$30	Participants will leave Sunday evening and return on Friday						
SCUBA	TBD	TBD						
	Fee	8:30	9:30	10:30	2:00	3:00	4:00	







Aquatics

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

Merit Badge	Details	Eagle Required
<p>Beginner Swim</p>	<p>This class is aimed at Scouts who were classified as "Beginners" in the swim check. This basic swimming instruction is intended to build confidence and skill, with the goal of getting the Scout to the point of being able to pass the swim check. <i>This is <u>not</u> a merit badge.</i></p>	
 <p>BSA Lifeguard</p>	<p>The BSA Lifeguard class is available to both adults and scouts 14 years of age or older. All participants must be classified as a "swimmer." BSA Lifeguard can be completed in one week but it requires a great deal of time. Candidates must attend <u>both</u> morning & afternoon sessions as well as doing practice lifeguarding during open swim periods and/or troop swim. <i>This is <u>not</u> a merit badge.</i></p> <p>A valid CPR card is required to complete BSA Lifeguard – bring with you or obtain afterward.</p>	
 <p>Swimming</p>	<p>Scouts must be qualified as a Swimmer on their swim test to take this Badge</p>	
 <p>Lifesaving</p>	<p>This is a very challenging merit badge, which requires a strong swimmer. You'll need to swim continuously for 400 yards using each of the following strokes in a strong manner for at least 50 continuous yards: front crawl, sidestroke, breaststroke, and elementary backstroke before you can start the merit badge, so make sure you are in good shape. Must be classified as a "Swimmer." Prerequisite: Swimming Merit Badge.</p>	
<p>Non-Swimmer</p>	<p>For Scouts who are non-swimmers. This class will focus on swimming basics, with the aim of getting the Scout to the point of being able to pass the Beginner level swim test. <i>This is <u>not</u> a merit badge.</i></p>	
<p>Mile Swim</p>	<p>Recommended only for strong swimmers – requires additional practice time daily. Must be classified as a "Swimmer". To complete the Mile Swim, Scouts must report to the pool each day before breakfast; they will start with shorter distances to gain strength and to practice, with the aim of achieving a mile on Thursday. <i>This is <u>not</u> a merit badge.</i></p>	
 <p>Snorkeling BSA</p>	<p>Recommended for strong swimmers. This program will instruct Scouts in the skills needed to safely snorkel in open water. <i>This is <u>not</u> a merit badge.</i></p>	






Waterfront Activities (on Lake Bastrop)

Lost Pines offers an array of merit badges: Canoeing, Motor boating, Rowing, Small Boat Sailing, and Water Sports. In addition, we offer Kayaking, a BSA Aquatic Award. All scouts must be classified as a "Swimmer" in order to participate in the class.

Merit Badge	Details
 <p>Canoeing</p>	<p>While canoeing on Lake Bastrop is great fun, it can be difficult for younger, smaller Scouts as physical strength is needed. Scouts should plan for an additional hour of practice daily during open boating time. Scouts must be "Swimmer" classified and should have at least some previous canoeing experience.</p>
 <p>Kayaking</p>	<p>Kayaking is not a merit badge. Scouts must be classified as a swimmer.</p>
 <p>Motor boating</p>	<p>Meets two days — Monday & Tuesday or Wednesday & Thursday Must be classified as a "Swimmer". There is an additional \$10 fee.</p>
 <p>Rowing</p>	<p>Rowing is fun, but is harder than canoeing. Scouts will need physical strength and coordination. Must be classified as a "Swimmer".</p>
 <p>Small Boat Sailing</p>	<p>Must be "Swimmer" classified and have previous boating experience. Maximum of 14 Scouts per class; pre-registration is a must. Classes will be filled on a first-come, first-served basis. This is for Experienced Scouts – Must be at least 13 by June 1st.</p>
 <p>Water Sports</p>	<p>Hey, we're at the lake, why not get some skiing in? Scout must be classified as a "swimmer." This is for Scouts 14 years and older. There is a fee of \$25 for this merit badge.</p>

Living History

The Living History program is designed to provide a taste of Early American culture. We offer the American Cultures, American Heritage, Archaeology, Indian Lore, and Metal Work merit badges, as well as lots of fun demonstrations and activities on Living History Night. Living History located at the log cabin, across from the pool.

Merit Badge / Program	Details	Eagle Required
 American Cultures	<p>The United States is a nation of immigrants. Every person came to America from somewhere else—or their ancestors did—and understanding these various cultural backgrounds can help Scouts to live in harmony with others in our varied and increasingly multicultural society.</p>	
 American Heritage	<p>American Heritage is a time intensive merit badge and additional research time may be needed. This merit badge cannot be completed at camp (requirement 5).</p>	
 Archaeology	<p>Archaeologists are detectives who study how people lived in the past. They figure out what happened, when, how, and why. Using the clues that people left behind, they try to understand how and why human culture has changed through time.</p>	
 Indian Lore	<p>Learn about Native American history, including crafts and games. There is a \$10 fee to cover the cost of project materials. Allow additional time to complete projects.</p>	
 Metalwork	<p>Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options. There is an additional fee of \$10 to cover the cost of materials.</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.

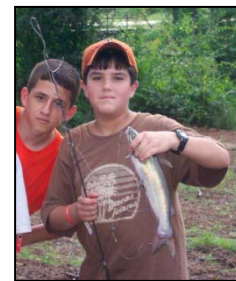
The scheduled course time is used for instruction. Scouts may also attend the Open Archery, Open Rifle, and Open Shotgun times scheduled each day (5th and 6th period) to practice and work on qualifying.

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



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



Merit Badge	Details	Eagle Required
 <p data-bbox="136 1136 240 1163">Archery</p>	<p data-bbox="313 972 1354 1129">Archery is great fun – some experience with previous range time and skill is desirable. It is suggested that the Scout also be available for the Open Archery period. Earning the merit badge includes achieving a certain score on a series of targets, which usually takes considerable time. There is an additional fee of \$5 to cover the cost of materials.</p>	
 <p data-bbox="136 1367 240 1423">Rifle Shooting</p>	<p data-bbox="313 1182 1354 1381">It is suggested that the Scout also be available for the Open Rifle period. This 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. There is an additional fee of \$10 to cover the cost of materials.</p>	
 <p data-bbox="136 1640 240 1703">Shotgun Shooting</p>	<p data-bbox="313 1434 1354 1719">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 course! It is suggested that the Scout also sign up for the Open Shotgun period; to earn the merit badge, Scouts must hit 24 out of 50 targets, and this can take considerable time. There is an additional fee of \$25 to cover the cost of materials. There is no additional cost during the Open Shotgun practice time for Scouts taking the merit badge. Others will be charged 25¢ per shot but must have permission from the Field Sports Area Director before being allowed to participate; registered Scouts have the first priority. Scouts must be at least 14 years old.</p>	



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








Nature-Ecology-Conservation is located in the heart of the beautiful Lost Pines Boy Scout Camp. Follow the yellow trail located behind the Trading Post to the Nat-E-Con area. Tours of the Nature Trail are available upon request. **All merit badges at Nat-E-Con have a written test to make sure the Scouts know their stuff.** Bring a pen and paper in order to take notes.



Merit Badge	Details	Eagle Required
 Astronomy	Enjoy Lost Pines excellent observatory with 3 telescopes! This merit badge requires additional night activities; observation requirements may be impossible to complete if the weather is cloudy. Requirement #6 cannot be completed at camp.	
 Chemistry	Class size is limited to 20 because of the number of experiments that need to be completed. Requirement #7 cannot be completed at camp. There is an additional \$10 fee for supplies.	
 Environmental Science	This Eagle-required merit badge includes a great deal of paper work; some can be done at home. Plan for 2 added hours per day for field study and paperwork. This is a very challenging merit badge, and involves a significant amount of writing. Requirement #4 cannot be completed at camp.	
 Forestry	Plan on extra time for collecting leaves. It helps to bring a blank photo album or other binder to display your forestry collection.	
 Mammal Study	Fun, but challenging to complete. Learn more about mammals, especially the small mammals that inhabit our mixed pine and hardwood forest at Lost Pines. Requirement #5 cannot be completed at camp.	
 Oceanography	The oceans cover more than 70 percent of our planet and are the dominant feature of Earth. Wherever you live, the oceans influence the weather, the soil, the air, and the geography of your community. To study the oceans is to study Earth itself.	
 Reptile and Amphibian Study	Learn more about the wide variety of reptiles and amphibians found in Central Texas. Requirement #8 (Maintain one or more reptiles or amphibians for at least a month. Record the food accepted, eating methods, changes in coloration, shedding of skins, and general habits; or keep the eggs of a reptile from the time of laying until hatching; or keep the eggs of an amphibian from the time of laying until their transformation into tadpoles or larvae) cannot be completed at camp & #9 is difficult to complete at camp.	

 <p>Space Exploration</p>	<p>Build and fly your own model rocket! There is a \$10.00 charge for this course to cover the cost of the rocket kit that is provided to participants. Space Exploration participants launch rockets at the assembly field Friday morning.</p>	
 <p>Weather</p>	<p>Learn about weather forecasting and meteorology. Requirement #8 (visit a weather station or make a weather instrument) usually cannot be completed at camp, but consider doing this in advance and bringing your instrument to camp with you.</p>	

Scoutcraft






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

Merit Badge	Details	Eagle Required
 <p>Camping</p>	<p>This merit badge cannot be completed at camp. It is helpful to do as much of the paperwork possible at home and bring to camp. Requirement 9 must be completed outside of the summer camp environment although the week of camping nights at Lost Pines may be counted toward the 20 days/nights required for 9a.</p>	
 <p>Cooking</p>	<p>This is a great course for those extra-hungry Scouts, and represents excellent experience for any Scout. This badge requires some cooking at home, thus can't be completed at camp. There is an additional \$15 fee for supplies to complete the cooking merit badge. This is a two-hour class.</p>	
 <p>Emergency Preparedness</p>	<p>First Aid Merit Badge is a prerequisite. The Scout must prepare their Family Emergency Kit needed for requirement #8c in advance. It should show thought and effort on the part of the Scout, not simply a kit that was purchased. Bring the kit or a good quality photo of it. Req. 2c requires a visit with the family after completing the work started at camp. The final follow up review of the family meeting should be done with the Scoutmaster. Parts of Req. 8 must be done with the unit, if the troop has previously done a mobilization, the scout should bring a note from his Scoutmaster.</p>	
 <p>First Aid</p>	<p>Completing all of the first-aid requirements for Tenderfoot, Second Class, and First Class is a prerequisite. The badge can be completed at Winter Camp if the Scout brings a personal first aid kit. The material for this merit badge is not hard but there is a lot to do!</p>	

 Pioneering	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.	
 Wilderness Survival	Bring materials for making a basic survival kit (Requirement #5: Put together a personal survival kit and explain how each item in it could be useful). You will spend Wednesday night away from your troop camp in a shelter you build yourself!	







Recreational Sports

Recreational Sports is located on the Red Trail on the way to shooting sports and includes Fishing, Golf, Personal Fitness, and Sports merit badges. The newest addition to Rec Sports is Mountain Boarding, open to adults and Scouts 13 and up in the afternoon.

Merit Badge	Details	Eagle Required
 Fishing	Scouts must catch one fish (Requirement #9) to complete the merit badge. To maximize the chance at catching a fish, the class will be 2 hours long. Please encourage your scouts to bring their fishing pole and supplies to compliment the equipment provided by camp.	
 Golf	This will be an exciting merit badge offered for our older scouts who want to play some golf! <u>Please bring your own clubs! The fee for this merit badge will be \$25.</u> This will include an excursion to a local premier golf resort for an outstanding 9 holes of GOLF!	
Mountain Boarding	The newest attraction at Lost Pines is Mountain Boarding, which will be offered from 2:30 to 5:00 pm Monday thru Thursday, and during the day on Friday. Scouts 13 and older and adults are welcome to come try it out. (This is not a merit badge)	
 Personal Fitness	Scouts cannot complete requirements 1b, 7, 8. Scouts can possibly complete requirements 9, 10b outside of program time at Winter Camp.	
 Sports	Sports Merit Badge focuses on teaching Scouts about sportsmanship and the love of the game. Scouts must complete a four month season in two different organized sports (Requirements #4 and 5).	







Handicraft

Handicraft includes Art, Basketry, Leatherwork, Pottery, Sculpture, Textile, and Woodcarving merit badges. Some merit badges include small fees to cover the cost of kits and materials. Several of the handicraft merit badges are only two days, giving scouts the opportunity to complete more than one merit badge during the time slot. When signing up, please indicate which additional merit badge the scout would like to complete in the "Alternate Choice" section.

Merit badge	Details	EagleReq.
 Art	Requirement #4 will not be completed at camp A small fee of \$5 is required to complete the merit badge.	
 Basketry	Basketry can be completed in two days and is offered either Monday and Tuesday or Wednesday and Thursday. Scouts will need to purchase basketry kits at the trading post (\$10 approximately for a round and square basket).	
 Leatherwork	Leatherwork is offered as a two-day merit badge with the option of Monday and Tuesday or Wednesday and Thursday. Scouts will need to purchase a leather kit from the Trading Post upon arrival (\$5-\$15).	
 Sculpture	All requirements can be completed at camp. There is a fee of \$5 to cover costs of supplies.	
 Textile	To cover the price of materials, there is a fee of \$10.	
 Woodcarving	Woodcarving is a two-day merit badge offered on Monday and Tuesday or Wednesday and Thursday. Scouts need to bring their knife and Totin' Chip (Requirement 1b). Kits are available in the Trading Post.	

Eagle Quest – First Year Camper Program


Lost Pine’s popular and acclaimed Eagle Quest program has returned for another year. Eagle Quest promises to be the best choice for your first year Scouts attending Lost Pines. In addition to rank advancement Scouts have the opportunity to earn requirements in Basketry, First Aid and Swimming Merit Badges while enrolled in Eagle Quest. Scouts will spend all six periods of the day and Friday morning with their Eagle Quest counselor. This program comes with an additional fee of \$15 to cover the cost of handicraft kits and first aid supplies. Below is a list of the things that will be completed by your Scouts in Eagle Quest this year!

	Details
 Tenderfoot	Scouts will attempt to complete requirements # 2, 3, 4a, 4b, 4c, 5, 6, 7, 8, 9, 11,12a, and 12b.
 Second Class	Scouts will attempt to complete requirements #1a, 2, 3c, 3d, 3e, 3f, 4, 6, 7a, 7b, 7c, 8a, 8b, 8c, 9a, and 9b.
 First Class	Scouts will attempt to complete requirements # 1, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a, 9b, 9c, and 11.
 First Aid	Completing all of the first-aid requirements for Tenderfoot, Second Class, and First Class is a prerequisite. The badge can be completed at camp if the Scout brings a personal first aid kit. The material for this merit badge is not hard but there is a lot to do!
 Swimming	Scout must be qualified as a Swimmer on their swim test to complete this Badge
 Leatherwork	All requirements can be completed at camp.
Totin’ Chip	Scouts will have the opportunity to earn their Totin’ Chip card.
Firem’n Chit	Scouts will have the opportunity to earn their Firem’n Chit card.

Climbing

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 20 Scouts.



Merit Badge	Details
 <p data-bbox="199 1079 329 1115">Climbing</p>	<p data-bbox="391 915 1409 1125">Come and learn to climb and rappel on the highest climbing tower in Texas! There is a \$10.00 charge for this course. This fee covers the cost of the equipment and ropes needed to make this course available. If you read the merit badge book in advance and learn the knots, you'll have more time at camp for actual climbing. This merit badge is for scouts 13 and older.</p>
<p data-bbox="175 1199 355 1234">Open Tower</p>	<p data-bbox="391 1150 1403 1285">Free time for climbing and rappelling on the tower for Scouts who already have the Climbing merit badge. And for Scouts that need to finish requirements in order to complete it, or who are currently enrolled in Climbing. This is <u>not</u> a merit badge.</p>

C.O.P.E. (Challenging Outdoor Personal Experience)

COPE stands for "Challenging Outdoor Personal Experience". It is a set of initiative games, low and high course activities, with some of the activities involving group challenges, while others test individual skills and agility; only a few require athletic strength. COPE provides opportunities for personal growth. Participants will climb, swing, balance, and think their way through the multiple COPE activities. COPE is a real challenge!

COPE is for Scouts who are at least 14 years old at the start of their camp week and are physically fit. This thrill-packed weeklong encounter will stretch physical abilities and enhance self-esteem as it pushes the Scout to accomplish more than he believes he can.



The objectives of COPE are: leadership, problem solving, self-esteem, communication, trust, decision-making, and teamwork with a heavy dose of FUN. A successful COPE experience will build a strong bond among members of the team. COPE initiatives are based on noncompetitive "New Games" where everyone is a winner. Setting and achieving goals are the preferred measures of success rather than time or score. As much emphasis is placed upon the mental experience in COPE as is the physical. The outcomes of most initiatives are discussed by the team to learn from the experience, to affirm positive interactions, and to evaluate the process toward goals. The COPE program provides an opportunity for every participant to achieve success as an individual and as a member of a team.

COPE will be conducted at our course at the Griffith League Scout Ranch. The course includes low and high elements. The low course elements build trust within the group, define leadership, and prepare Scouts for the high elements. The high course elements put the finishing touches on the program.

COPE participants will be given a bandana for the course and, based on availability, a COPE T-shirt. COPE certificates are awarded upon completion of the course. The cost of the bandana and T-shirt are included in the course fee, which is \$25.00. Additional COPE T-shirts will be available for purchase at the Trading Post or Council Scout Shop upon receipt of the certificate.



Due to National B.S.A. Standards, a maximum of 14 and a minimum of 8 participants will be allowed in each session. The sessions are each day from 8:30 am – 11:30 am or 1:30 pm – 4:30 pm. Participants must attend the morning or the afternoon, NOT BOTH. If courses fill to maximum numbers, Scoutmasters with large numbers of participants will be asked to reduce their number of sign-up's to allow each troop the opportunity to have representation. If your Scouts have taken COPE in previous years, please allow other Scouts who have not had this opportunity to participate.

Remember, only 28 Scouts per week will be able to take COPE. Because of the limited number of Scouts taking COPE, pre-registration is necessary. We may move Scouts between the morning and afternoon sessions so as to allow more to participate. Please include participant information on the Course Registration Form, and return it to the Council offices no later than one month prior to your week at camp.

Activity	Details
C.O.P.E.	Requires advance signup and \$25 additional fee. Participants should bring a water bottle and must have comfortable clothing and shoes or boots. Shorts are acceptable, but no gym or wind shorts, please. Sign up for either morning or afternoon session, but not both. This is <u>not</u> a merit badge!

Pathfinder

New, for Summer Camp 2011, the Pathfinder Program is a combination of a COPE course and a High Adventure style Trek. Pathfinder is intended to be a Philmont preparation course, as well as a leadership training program. If desired, participants will complete the Wilderness Survival merit badge and practice some Wilderness First Aid concepts. Each Crew will enjoy an outdoor experience that will prepare them for High Adventure Treks. This program promises to become one of the Capitol Area Councils Premier Leadership training courses. Get in NOW while spots are still open!



- Participants will spend 5 days & 4 nights on Griffith League Ranch.
- Anyone over the age of 14 can participate, adults too!
- All participants must bring two copies of the new BSA medical form and meet Philmont height and weight standards
- A new course starts every week at Lost Pines Summer Camp, and only costs an additional **\$30.00** per participant.
- Whether you have one scout or a whole crew, remind them to bring their backpacking gear for the week & sign up now!
 - See the Pathfinder check list in the forms section of this Leader's Guide.

Introducing SCUBA BSA!!!

Lost Pines Scout Reservation is proud to announce our newest program, SCUBA BSA, for older scouts and adults.



Please check back for details this coming spring.

Leader Training Options

Lost Pines encourages all visiting adult leaders to get involved in their scouts' merit badge experience and to enjoy some training opportunities as well!

Training	Date & Time	Details
Project C.O.P.E	AM or PM Monday-Friday	Experience C.O.P.E. with your scouts. There is a \$25 fee to participate.
Pathfinder	All Week	Pathfinder leaves camp on Sunday evening and returns Friday evening. The adult will not be available to help with supervision of scouts at camp. There is a \$30 fee for materials and backpacking food.
Youth/Adult CPR & First Aid	TBA	Participants will earn Red Cross certification in administering CPR to adults and Youth. First Aid will also be touched on to gain a basic knowledge. The fee is \$25.
Leave no Trace	TBA	Participants will be certified in Leave No Trace basic principles and practices. This course is essential for all troops as we continue to go into the future of conservation. The fee is \$10
Climbing Instructor	Weekday Mornings	Being a Climbing Instructor means you'll be able to take your Scouts on exciting climbing and rappelling programs. The fee is \$25.
Climb on Safely	TBA	Climb On Safely is the Boy Scouts of America's recommended procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower.
Safe Swim Defense	TBA	Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training.
Safety Afloat	TBA	Safety Afloat has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, tube, or other craft), adult leaders for such activity must complete Safety Afloat Training.
BSA Lifeguard	All day Monday-Friday	Adults can join the Scouts and become a BSA Lifeguard.
Tour of Griffith League Scout Ranch	TBA	Join us for a tour of the beautiful 5000 acre G.L.S.R. Part of the original Republic of Texas land grants. While there, enjoy lunch among the stunning pines and learn more about this how this camp can serve as a resource for your Troop's program. Careful where you step, endangered species are present.
Come Golf w/ Us?	Friday PM	We always appreciate adult supervision when we go off camp but rarely is it this much fun! Accompany the Golf Merit Badge participants to a local premier golf resort. FEE \$25

Scoutmaster Merit Badge

We all know that scoutmasters have nothing to do all day so we have created a merit badge just for those adult leaders who need some guidance. Below is the list of requirements that must be signed off by a staff member or commissioner. We hope you enjoy your time here at Lost Pines.

Check back for more information this Spring!

Order of the Arrow

Tonkawa Lodge No. 99



The Order of the Arrow is the National Brotherhood of Scout Honor Campers, chartered by the National Council of the Boy Scouts of America. The purpose of Order is fourfold:

1. To recognize youths who best exemplify the Scout Oath and Law in their daily lives.
2. To develop and maintain the traditions and spirit of Scout camping.
3. To promote Scout camping, "which reaches its greatest effectiveness as a part of the troop's camping program."
4. To develop a Scout's spirit of helpfulness into skills of leadership for a life purpose of cheerful service to others.

Arrowmen in Camp

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

Ice Cream Social & Brotherhood

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 on 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!

Also on Thursday, new members are inducted into the Brotherhood. An Arrowman is eligible to go through the Brotherhood Ceremony if it has been more than 10 months since his Ordeal Weekend AND he is a paid member of Tonkawa Lodge. We cannot induct members of outside lodges into Brotherhood. Eligible Ordeal members will meet with a Brotherhood member to fulfill further requirements at Summer Camp. If there are Arrowman who meet these requirements but cannot attend Summer Camp, they are invited to come out Thursday night to take part in the ceremony.

The cost will be **\$15**, which includes a sash.

National policy restricts Brotherhood candidates at summer camp to only those Ordeal members that are registered in units in the Capitol Area Council.

Call-Out

Friday is the most exciting day at camp for Arrowmen. This is the day of the weekly tap-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 as 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. OA members will be needed as a part of the ceremony so make sure to inform the Staff who is available in your unit.

Those elected to be eligible to become members, called "Candidates," have a period of one year from the date of their elections (not from the date of their call out) to complete the Ordeal weekend. If a candidate does not complete their Ordeal weekend within one year from the date of election, they must be reelected to become a candidate again.

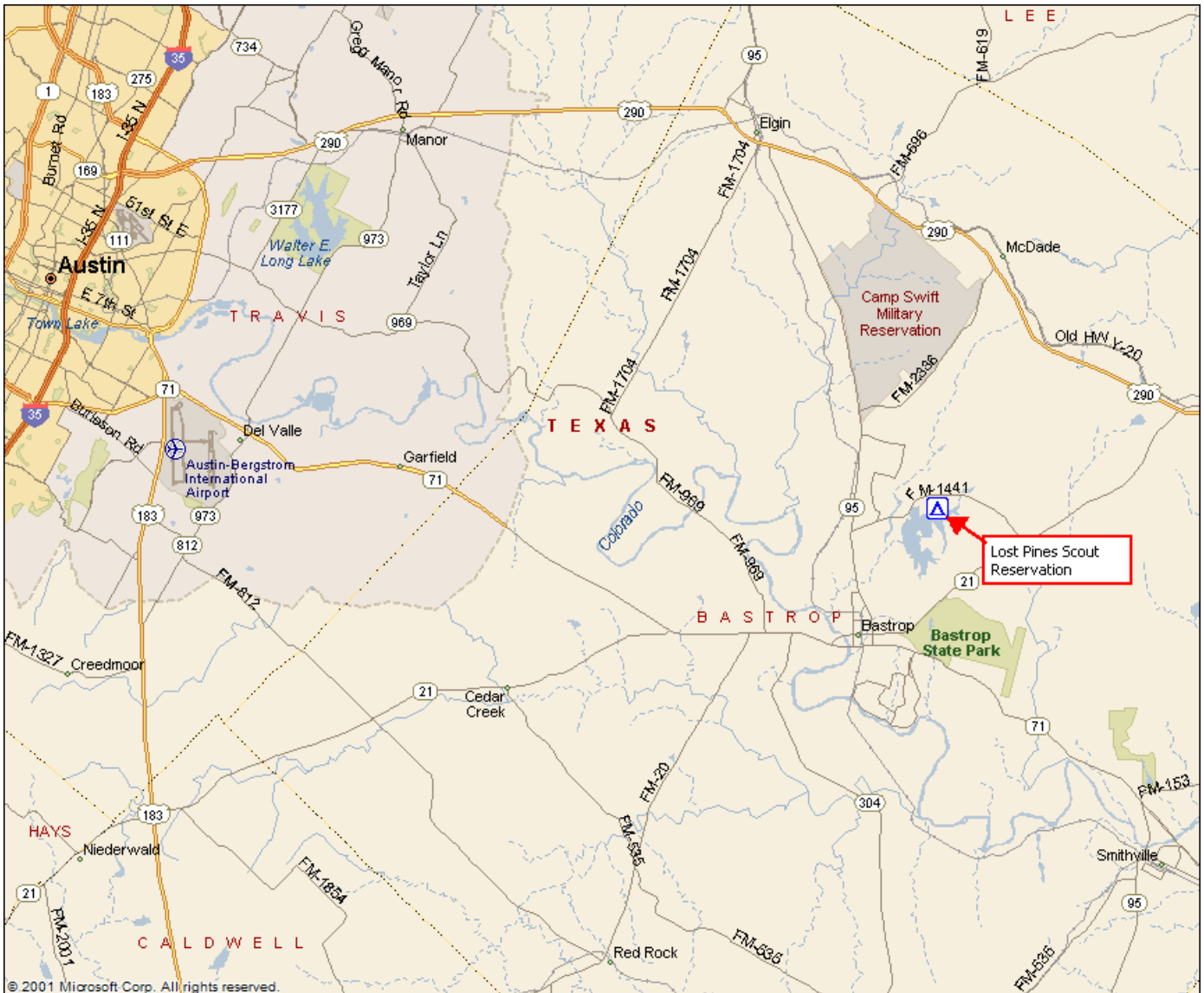
All units are requested to bring a copy of their completed unit election form to summer camp to ensure that all candidates receive proper public recognition.

Camp Promotions

OA Chapter representatives are available as a resource that can be called upon by each troop for summer camp promotions at any time during the year. This is an ideal program for a Parent's Night or Court of Honor. Please contact your Chapter Chief for details – contact information is available at <http://www.tonkawa99.org>.

Maps

Map to Lost Pines



To reach Lost Pines Scout Reservation from Austin using Hwy 290:
East on Highway 290 to Elgin.
South on Highway 95 approximately 12.8 miles to FM 1441.
East on FM 1441 3.4 miles.
South into Lost Pines Scout Reservation.

Or, reach Lost Pines Scout Reservation from Austin using Hwy 71:
East on Highway 71 to Bastrop.
North on Highway 95 approximately 3.8 miles to FM 1441.
East on FM 1441 3.4 miles.
South into Lost Pines Scout Reservation.

(Report to Lindsay Lodge for check in)

Lost Pines Camp Map



Equipment Checklists

Individual Scout Equipment

<ul style="list-style-type: none"> ○ Signed Medical Report Form ○ Scout Uniform and Belt ○ Socks and Scout Socks (7 or 8 pair) ○ Shorts and Scout Shorts ○ 5 or 6 T-shirts (no tank tops) ○ Shoes (closed toe) or Hiking Boots ○ Water shoes (Aqua socks, etc.) for lake swimming at the Waterfront ○ Cap or Hat for sun protection ○ Underwear ○ Pajamas or sleeping clothes ○ Sleeping Bag or 2 blankets & sheet ○ Pillow ○ Cot ○ Personal First Aid Kit ○ Poncho or Rain jacket ○ Towels & washcloth ○ Soap and Shampoo ○ Toothbrush & Toothpaste ○ Comb, Brush, & Mirror ○ Flashlight & Extra Batteries ○ Pocket Knife & "Totin Chip" ○ Insect Repellent (non-aerosol) ○ Swim Suit (no cut-offs) ○ Sun Screen ○ Boy Scout Handbook ○ Water Bottle or Canteen & Cup ○ Spiral Notebooks ○ Pen or Pencils ○ Completed Merit Badge Work ○ Spending Money 	<p>OPTIONAL:</p> <ul style="list-style-type: none"> ○ Writing Material ○ Backpack ○ Fishing Rod & Tackle ○ Camera & Film ○ Bible or Prayer Book ○ Work Gloves ○ Dirty Clothes Bag ○ Combination Lock ○ Mosquito Netting ○ Watch <p>Water survival clothing (<i>for Scouts taking the Swimming or Lifesaving Merit Badges</i>)</p> <ul style="list-style-type: none"> ○ Shoes ○ Socks ○ Swim suit ○ Long pants ○ Belt ○ Long-sleeved shirt <hr/> <p>Survival Kit (<i>for Wilderness Survival MB</i>)</p> <ul style="list-style-type: none"> ○ Whistle ○ Ground Cloth ○ Signal Mirror ○ Sewing Kit ○ Compass ○ Space Blanket ○ Water Purification Tablets ○ Waterproof Matches 		
<p>Don't Bring:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; vertical-align: top;"> <ul style="list-style-type: none"> ● Personal electronic items such as radios, CD players, tape players, TV's, electronic games, cell phones ● Fireworks ● Sheath or hunting knives ● Bicycles </td> <td style="width: 50%; vertical-align: top;"> <ul style="list-style-type: none"> ● Pets ● Hammocks ● Personal firearms & ammunition ● Jewelry or other expensive items ● Personal bows & arrows </td> </tr> </table>		<ul style="list-style-type: none"> ● Personal electronic items such as radios, CD players, tape players, TV's, electronic games, cell phones ● Fireworks ● Sheath or hunting knives ● Bicycles 	<ul style="list-style-type: none"> ● Pets ● Hammocks ● Personal firearms & ammunition ● Jewelry or other expensive items ● Personal bows & arrows
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MARK EVERYTHING WITH SCOUT'S NAME & TROOP NUMBER

- Personal valuables (watches, wallets, money) should not be left out in the open at camp.
- Closed toe shoes are to be worn at all times unless you are in your tent, at the pool, or in the shower.

Backpacking Equipment

Participants in the Backpacking program will need the following items. See also the Scout Handbook and Philmont Field Book.

Required:

- o Tent (two-person, backpacking tent with ground cloth).
- o Footwear (Hiking Shoes or Boots)
- o Rain gear (rain suit or poncho)
- o Flashlight
- o Small shovel (trowel)
- o 1 change of clothes
- o Tooth brush
- o Plastic dish scrubber
- o Watch
- o Matches
- o Water shoes for canoeing (or old sneakers)
- o Sun screen
- o Twine
- o Poles
- o Backpack (internal or external frame)
- o Sleeping bag
- o Wool socks
- o Eating utensils
- o Personal bowl
- o 2 — 1 gallon Ziploc bags
- o 2 (32 oz.) water bottles
- o Head gear (hat)

Optional:

- o Pocket knife
- o Compass
- o Sun glasses
- o Light snacks
- o Bug spray
- o Fishing Tackle
- o Camera
- o Dry bags

It would also be a good idea to review the Leave No Trace principles while preparing for Pathfinder – especially “plan ahead and prepare”

Principles of Leave No Trace

- Plan Ahead and Prepare
- Travel and Camp on Durable Surfaces
- Dispose of Waste Properly
- Leave What You Find
- Minimize Campfire Impacts
- Respect Wildlife
- Be Considerate of Other Visitors

Troop Equipment

<ul style="list-style-type: none">o Patrol Flagso Lanterns (propane is best)o Matches/Lighterso Dining Fly(s), poles, & stakeso Ropeo Tents (if you have them), poles & stakeso Hammers & other hand toolso 5 Gallon Water Jugso Ice Chestso Trash Bagso Lockable Storage Containero Troop First Aid Kito Compasso Shovels, Rakes, Hoes, Bow saws, lopperso Rolls of Surveyor's marking tapeo "Fine" black Sharpie pens (for Buddy Tags)o Lawn chairs <p>Gear as needed to cook dinner Thursday night and breakfast Friday morning in camp</p> <ul style="list-style-type: none">o Camp stoves & propaneo Cooking utensilso Pots & panso Dutch ovens (optional)o Cleanup gear (dishpans & dish soap)o Dishes & eating utensils (possibly paper/plastic)	<p>Campsite entrance/gateway materials:</p> <ul style="list-style-type: none">o Troop Sign (should include Troop number)o Troop Flago U.S. Flago Twine & poles for lashing <p>Bulletin Board:</p> <ul style="list-style-type: none">o Bulletin Boardo Camp Rostero Troop Duty Rostero Scout Scheduleso Emergency Procedureso Push pins, etc. for bulletin boardo Clock (optional, but helpful) <p>Paperwork:</p> <ul style="list-style-type: none">o Troop Advancement Recordso Troop Merit Badge Libraryo Troop Leaders Guide Book (this document)o Copy of O.A. Unit Election form (if call outs are to be done at camp)
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Tents must display the warning "No Flame In Tent" on the outside near the door way. See tent rental form in the appendix if you need to rent tents.

Don't forget to bring items such as thumbtacks, duck tape, vice grips, sharpening stone & oil.

Troops can buy ice at camp to put in your 5-gallon water jugs. Tickets are sold at the A-building for \$3.00 per bag or block of ice. They may be redeemed and ice picked up by contacting a staff member in the A-building.

Check with the Camp Commissioners if you need anything.

Camper Final Payment Form

2011 Camper Final Payment Form												
Final payment due April 15, 2011												
Camp Week	Campsite	Camp Scoutmaster										
Troop Number		Address										
Council	District	City	State	Zip								
e-mail address		Home Phone	Work Phone									
CHARGES:												
_____ Scouts at \$230.00	=	\$_____										
_____ Late fees \$10.00 (if paid late)	=	_____										
_____ Leaders at no charge (see right)												
_____ Additional Leaders at \$100.00	=	\$_____										
_____ Course fees	=	_____										
_____ Merit Badge fees	=	\$_____										
_____ Tent Rental*	=	_____										
Total due:	=	\$_____										
			<table border="1" style="margin: auto;"> <thead> <tr> <th style="text-align: center;"># of Registered/Paid Scouts</th> <th style="text-align: center;"># of "Free" Adult Leaders</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1 to 10</td> <td style="text-align: center;">2</td> </tr> <tr> <td style="text-align: center;">11 to 20</td> <td style="text-align: center;">3</td> </tr> <tr> <td style="text-align: center;">21+</td> <td style="text-align: center;">4 MAX Free</td> </tr> </tbody> </table>		# of Registered/Paid Scouts	# of "Free" Adult Leaders	1 to 10	2	11 to 20	3	21+	4 MAX Free
# of Registered/Paid Scouts	# of "Free" Adult Leaders											
1 to 10	2											
11 to 20	3											
21+	4 MAX Free											
Some Campsites require \$10/tent rental (Fish, Freedom, San Gabriel, Smith, Turner, & Wilmot)												
PAYMENTS:												
Campsite Reservation (deposit) \$_____ Date: _____ Receipt # _____ Check # _____												
Payment Detail:												
Payment 1:	\$_____	Date: _____	Receipt # _____	Check # _____								
Payment 2:	\$_____	Date: _____	Receipt # _____	Check # _____								
Payment 3:	\$_____	Date: _____	Receipt # _____	Check # _____								
Payment 4:	\$_____	Date: _____	Receipt # _____	Check # _____								
Payment 5:	\$_____	Date: _____	Receipt # _____	Check # _____								
Payment 6:	\$_____	Date: _____	Receipt # _____	Check # _____								
Total Payments:	\$_____											
Total Payments & Deposit:		\$_____										
Net Amount Due:		\$_____ (subtract total payments from total due)										
<p>As you make payments for your unit, please track them on this form with the information available to you. This form needs to accompany your final troop payment. Bring a copy of it and your receipts to camp.</p> <p>Return to: Capitol Area Council, 7540 Ed Bluestein, Austin, Texas 78723 Bring copy of this form to camp for check-in.</p>												

Summer Camp Roster & Merit Badge Sign Up

This Form is due April 15. Early submission is appreciated! *List only Scouts that will be in camp and send to roster@bsacac.org.*

Camp Week	Campsite	Camp Scoutmaster
Troop Number		Other Adults
Council	District	Senior Patrol Leader:

SCOUT'S NAME (First and Last)	Choice 1	Choice 2	Choice 3	Choice 4	Choice 5	Choice 6	Alternate 1	Alternate 2	Alternate 3
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									

Please print names. List Merit Badges in the order of importance.
Return to: Capitol Area Council, 7540 Ed Bluestein Blvd., Austin, Texas 78723 or email to roster@bsacac.org.
Bring copy to camp for check-in confirmation.

Adult Summer Camp Roster

ADULT SUMMER CAMP ROSTER										YPT - Certificate	BSA Volunteer App - to comply with TX Youth Camp Act of	
												Send to roster @bsacac.org before MAY 15
Camp Session:				Campsite:								
Troop Number:				Contact Email:								
Council:				District:								
Camp Scoutmaster:				Charter Organization:								
	First	M	Last	DOB	Address	City	ST	Zip				
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												

Please Print. List ALL adults who will be in camp even if only for one day. Please email the completed form to, roster@bsacac.org before June 1. Send updates as necessary and give any last minute changes to the camp director on arrival at camp. All entries must be complete, including address and date of birth. We are required by the Texas Youth Camps Safety and Health Act (Title 25, Part 1, Chapter 265, Subchapter B, Rule 265.12(f)(f1a)(f2)(g) to use this information to check each adult and staff member against the sex offender registry database for their home state. For college students, please include a complete home address AND give the college address on a second line.

C.O.P.E. & PATHFINDER Application Form

2011 PATHFINDER Participant Application Form Form due April 15, 2011 (Submit with Camper Reservation Form)				
Camp Week		Applicant's Name		
Troop Number		Address		
Council	District	City	State	Zip
e-mail address		Daytime Phone		
The fee for attending a week of camp is \$230 plus \$30 PATHFINDER fee for a total of \$260.				
PARENT APPROVAL: _____ I approve my son's attendance at camp as a PATHFINDER participant and understand that he must bring a new BSA 'Annual Health & Medical Record' or an unexpired Medical examination form No. 4414A.				
In an emergency, I (we) can be reached at:		Parent's Contact information		
		Phone (day)		
		Phone (night)		
Return to: Capitol Area Council, 7540 Ed Bluestein, Austin, Texas 78723				

2011 C.O.P.E. Participant Application Form Form due April 15, 2011 (Submit with Camper Reservation Form)				
Camp Week		Applicant's Name		
Troop Number		Address		
Council	District	City	State	Zip
e-mail address		Daytime Phone		
The fee for attending a week of camp \$230 plus \$25 C.O.P.E. fee for a total of \$255.				
PARENT APPROVAL: _____ I approve my son's attendance at camp as a PATHFINDER participant and understand that he must bring a new BSA 'Annual Health & Medical Record' or an unexpired Medical examination form No. 4414A.				
In an emergency, I (we) can be reached at:		Parent's Contact information		
		Phone (day)		
		Phone (night)		
Return to: Capitol Area Council, 7540 Ed Bluestein, Austin, Texas 78723				

Tent Request Application

Please note, some campsites (currently Fish, Freedom, San Gabriel, Smith, Turner & Wilmot) are permanently equipped with wall tents & platforms, and that troops requesting these site will be charged \$10/tent. Lost Pines maintains a limited number of additional canvas wall tents. We will have a limited quantity of these tents available to those troops that do not own enough tents for their Scouts. Since the number of tents is limited, reservations will be on a first come, first served basis. So, determine your needs and send the completed form to Capitol Area Council Scout office no later than the date shown below.

2011 Summer Camp Tent Rental Request				
Form due April 15, 2011				
Camp Week	Campsite	Unit Contact		
Troop Number		Address		
Council	District	City	State	Zip
e-mail address		Home Phone	Work Phone	
Number of tents requested: _____ x \$10 = \$_____				
Return to: Capitol Area Council, 7540 Ed Bluestein, Austin, Texas 78723				

Provisional Camper Application

2011 Provisional Camper Application Form				
Form due April 15, 2011				
<i>(Submit with Merit Badge Roster)</i>				
Camp Week	Applicant's Name			
Troop Number		Address		
Council	District	City	State	Zip
e-mail address		Daytime Phone		
The fee for attending a week of provisional camp is \$230 or \$215 to any Scout returning to Lost Pines for a second week during 2011.				
PARENT APPROVAL: _____				
I approve my son's attendance at camp as a provisional camper and understand that he must bring a new BSA 'Annual Health & Medical Record' or an unexpired Medical examination form No. 4414A.				
In an emergency, I (we) can be reached at:		<input type="checkbox"/> <i>Returning Scout — attended with Troop ____ during week _____</i>		
		Parent's Signature		
		Phone (day)		
		Phone (night)		
Return to: Capitol Area Council, 7540 Ed Bluestein, Austin, Texas 78723				

Pre-Camp Swim Check

On arrival at Lost Pines, troops normally have their youth report to the pool for this swim check after completing the medical re-check. Lost Pines will however, permit troops to bring certification of their own swim checks and resulting classifications to camp with them in place of the swim check at camp. Units doing this must follow the Safe Swim Defense guidelines and policies outlined in the *Guide to Safe Scouting* and bring the form below to camp to submit at check-in. Swim check must be conducted by a certified lifeguard (either BSA or American Red Cross). Please attach a copy of the Lifeguard's certification card.

2011 Unit-sponsored Swimming Ability Classification							
Camp Week		Campsite		Camp Scoutmaster			
Troop Number			Address				
Council		District		City	State		Zip
e-mail address				Home Phone		Work Phone	
<p>Submission of this form to Lost Pines Scout Reservation certifies that the unit named above has conducted its own swimming ability classification testing following the guidelines of Safe Swim Defense as defined in the Guide to Safe Scouting. The unit requests that this classification be used for aquatics activities at Lost Pines Scout Reservation during the camp term above in lieu of the ability test normally provided by the camp staff at the beginning of camp.</p>				Date Swim-test conducted:			
				Location of test:			
				Test conducted by:			
				Signature:			
<p>Test must be conducted by a certified lifeguard (either BSA or American Red Cross). Attach a copy of the Lifeguard's certification card.</p>							
NAME	Non-Swimmer	Beginner	Swimmer	NAME	Non-Swimmer	Beginner	Swimmer
1.				21.			
2.				22.			
3.				23.			
4.				24.			
5.				25.			
6.				26.			
7.				27.			
8.				28.			
9.				29.			
10.				30.			
11.				31.			
12.				32.			
13.				33.			
14.				34.			
15.				35.			
16.				36.			
17.				37.			
18.				38.			
19.				39.			
20.				40.			
<p>Return to: Capitol Area Council, 7540 Ed Bluestein, Austin, Texas 78723 — Bring copy to camp.</p>							

Talent/Photo Release Form

I hereby assign and grant to the Boy Scouts of America the right and permission to use and publish the photographs/film/video tapes/electronic representations and/or sound recordings made of me this date by the Boy Scouts of America, and I hereby release the Boy Scouts of America from any and all liability from such use and publication.

I hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage and/or distribution of said photographs/ film/video tapes/electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America and I specifically waive any right to any compensation I may have for any of the foregoing.

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone Number: _____

Troop #: _____ Troop City: _____

Signed: _____

Guardian: _____

(if under the age of 18)

Witness: _____

Session Date: _____

Council Use Only:

Image file name: _____

**PLEASE BRING COPY OF THIS FORM TO CAMP FOR ALL OF YOUR SCOUTS
AND TURN IN AT CHECK IN**

Campership Grant Application Form

Form due April 15th

The purpose of the Campership grant program is to provide opportunities for deserving Scouts to attend a summer camp program of the Capitol Area Council Boy Scouts of America, who would otherwise not be able to meet the attendance fees. Details of need are handled in strictest confidence. A limited number of camperships are available. Camperships may be awarded up to 25% of the camp fee during sessions 1, 2, and 3. And up to 50% during sessions 4 and 5.

Completion of this application does not automatically guarantee a Campership grant. Grants are awarded, first, on the basis of need and second, on the basis of funds available. If more than one Scout in a family is applying, please complete one application per Scout. All information requested on the application must be filled out completely in order for the request to be considered. Applications must be mailed or returned to the Capitol Area Council, 7540 Ed Bluestein Blvd., Austin, TX 78723. Note: Campership grants are for camp fees and do not include the cost of medical exams, equipment or other needs.

Unit Type & # _____ Chartered Organization _____
District _____ Summer Camp Week Attending: _____
Applicant's Name _____ Age _____ Rank _____
Address _____ City _____ Zip _____
Parent/Guardian Name _____ Day Phone _____ Evening Phone _____
Unit Leader's Name _____ Day Phone _____ Evening Phone _____
Unit Leader's Address _____ City _____ Zip _____
Unit Leader's Email Address (notification will be by email) _____
Amount Requested \$ _____ **Explain why Campership is needed (use space below):**

Parent/Guardian Signature _____ Date _____
Unit Leader's Signature _____ Date _____

Date application received _____ **OFFICE USE ONLY**
Date application approved _____
Campership Grant amount approved \$ _____
Date notice emailed to Scoutmaster _____
Approved by _____ Title _____
