

NOVEMBER 22-25, 2025 | MCGIMSEY SCOUT PARK

FALL CAMP



Scouting America
Alamo Area Council

Dear Scouter,

Welcome to the 2025 Fall Camp Leader's Guide. This guide contains important information about the year's Fall Camp. Most of your questions will be answered, and the necessary forms are also included in our leader's guide. Please share this guide with your Scouts' parents so that they know what programs are available for both them and their scout.

What makes our Fall Camp an amazing experience for you and your unit? Our staff is dedicated, motivated, and experienced, with the singular goal of bringing you the program that you deserve. Our goal is to make this camp an educational and memorable experience your troop will never forget. To ensure the success of your Scout, we should work together. Please have each Scout review the requirements for their Merit Badges prior to arriving at camp and come prepared to show they have completed prerequisites.

We continue to grow our dynamic program and staff each year, while maintaining the highest program standards possible.

On behalf of myself and our staff, I would like to thank you for letting us be a part of your troop's experience this year. We are working very hard to make this the best camping season ever. Please share this guide with parents of your Scouts and plan your Fall Camp experience.

We look forward to seeing you at McGimsey Fall Camp 2025.

Yours in Scouting,

Steven Shingledecker
Camp Director



McGimsey Scout Park
10810 Wedgewood Dr,
Castle Hills, TX 78213

Fall Camp

NOVEMBER 22 - 25, 2025

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General Information

VEHICLES IN CAMP

Vehicles are only allowed in the camping area to deliver equipment upon arrival to camp. All vehicles must be moved to the designated parking lot immediately after unloading so that others arriving have the same convenience. Do not wait to move your vehicle - campsites should be set up only after vehicles have been moved to the parking area.

FOOD ALLERGIES / DIETARY NEEDS

Email Adventure@AlamoAreaScouting.org by November 5th with any special dietary needs.

Contact Information

EMERGENCY NUMBERS

Camp phones are for emergency and camp business only. If you need to get in touch with someone for emergency situations, please call or text Linda Dieguez at 210-740-9370.



SCOUT MAIL

Letters are always well received by Scouts while at camp. Make sure they receive it by addressing your letter in the following format:

Scout's Name - Troop # _____
McGimsey Scout Park
10810 Wedgewood Drive
San Antonio, Texas 78213



CAMP AMENITIES

CAMPSITES

All campsites have a fire ring and an open, grassy area for tents to be pitched. They also have a pavilion that will be shared with other troops in the campsite (please be neighborly).

CAMP TRADING POST

Open at select times* throughout the camp, the Trading Post offers a variety of Scout items such as clothing, hats, handicraft provisions, toothpaste, candy, ice cream and a wide assortment of souvenirs. Cash and credit cards are accepted. *Check trading post schedule to know the actual times.

COMMISSIONER'S AREA

This is a great area to learn about Scouting and experiences and share with other Scouters. Adult leaders are invited here to take a break during the program day.

DINING HALL

All meals are provided by professional cooks and served (cafeteria style) by our youth staff. Well-planned meals provide a balanced diet and seconds are usually available. For Scouts with special dietary needs, send an email noting limitations to Adventure@AlamoAreaScouting.org by November 5th.

RANGES

Range facilities have been designed and certified to Scouting America standards. The camp furnishes a pellet air rifle and recurve bows for use.



Registration

HOW TO REGISTER YOUR TROOP

Registration for Fall Camp is done online at <https://www.AlamoAreaScouting.org/fall-camp/>. The site accepts all major credit cards and also accepts e-checks. Campsites are assigned based on troop size and need. You will receive your campsite assignment by email with check in instructions on November 14th. For assistance, email Adventure@AlamoAreaScouting.org.

Refund policy can be found at <https://www.AlamoAreaScouting.org/about-us/refund-policy/>

HOW TO PREPARE FOR CAMP

Know each Scout's advancement status before coming to camp. Encourage work on prerequisites before coming to camp. Set a goal for each Scout - challenge them to do their best. Register your Scouts' information on the online registration system prior to the registration deadline. Collect physicals early for all Scouts and adults attending camp. Alert the camp to special needs such as diet, disabilities or medications by November 5th via email at Adventure@AlamoAreaScouting.org.

LEADERSHIP REQUIREMENTS

All adults attending camp and staying overnight with a troop must comply with the following:

- Be a registered member of Scouting America.
- Complete Safeguarding Youth Training (SYT). Current Youth Protection Training (YPT) certification is acceptable.
- Complete Health Form - Part A, B & C
- Each Troop must have two registered adult leaders in camp at all times.
- A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

LEADERS MUST BE AT LEAST 21 YEARS OLD

Scouting America requires "two deep leadership" for the safety of your Scouts. We recommend a ratio of 8 scouts or fewer per leader.



Check In and Check Out

SATURDAY ARRIVAL CHECK IN:

Check-in time is 12:00 p.m. Troops will arrive at the front gate. Our staff members will direct the troop to their assigned campsite. The troop's staff guide, who will await you in your campsite will inform leaders of the check-in procedure. The staff guide will help facilitate setting up your camp while adult leaders remove all vehicles to the parking area. Vehicles may only remain in a campsite if they are hooked to a troop's trailer or with a pre-issued handicap permit. Tents are not provided to units.

CHECK IN IS COMPLETED AT THE DINING HALL AFTER YOUR TROOP HAS RECEIVED THEIR CAMPSITE ASSIGNMENT AND DROPPED YOUR GEAR.

TUESDAY CHECK-OUT

Each Troop is expected to return all camp-provided items to the Quartermaster. These items include tools, flags, water jugs, coffee thermos etc, that are used during the week in your campsite or for service projects. Any items missing will be accounted for before a Troop is allowed to check out. A campsite inspection will be made to ensure no waste articles are left for the next occupants to clean up.

Each Troop is responsible for reviewing the computer generated Merit Badge Completion List on Tuesday after lunch during Records Review. The time to resolve questions is when counselors are available, and participants are present to discuss discrepancies. We do not expect to modify our records at a later date.



CHECK-IN REQUIREMENTS

All youth and adults must be registered members of Scouting America. We will have printed rosters for you to verify that those registered for camp are present.

Current official Scouting America Health form Part A, B, & C required for youth and adults.

Out of council troops will need proof of insurance (Accident and Sickness – ask your council if they carry this) and a copy of your claim form.

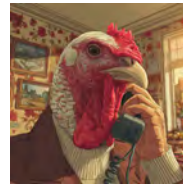


Camp Director's Tips

- Make sure parents have signed the medical forms and accompanying notes before you get to camp
- Photocopy forms and keep the originals in a safe space at home
- Bring a copy of OA election report if participating in OA Call Out at camp
- If your Troop is out-of-council, bring a copy of OA Lodge approval to participate in local ceremony
- Keep an extra copy of special dietary & medical needs roster with a unit leader for quick reference while at camp

Merit Badge Sign Up

The Alamo Area Council uses an online merit badge system that makes scheduling easy and provides leader updates at camp as to how your Scouts are doing in each class. At the end of your session you will be provided digital class results and a list of each merit badge class your Scouts took and what they completed. Be sure to read the following information before you sign up online and remember that online merit badge sign-ups go live on October 16.



A NOTE FROM THE CAMP DIRECTOR

Each Merit Badge requires a minimum of one block, and some will require 2 or more blocks.

You will need the date of birth and current rank for each Scout.

Adult Scout Training sign-up is also done online.

Classes and Activities



NEW!!! ARTIFICIAL INTELLIGENCE Location: Cyberworks Area

Scouts learn key terms, explore how AI and automation are used in daily life, school, and work, and examine ethical concerns like bias and privacy. They also investigate deep-fakes, practice communicating effectively with AI, and apply their knowledge through a project or teaching activity.

PRE-REQUISITES will be emailed to participants prior to camp.



ARCHERY

Location: RATA

Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow—but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery.



BASKETRY

Location: Handicrafts

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends.



NEW!!! CYBERSECURITY

Location: Cyberworks Area

Scouts learn about online safety, ethical behavior, cyber threats, and how to defend against them using tools like firewalls, antivirus software, and strong passwords. They explore encryption, connected devices, and the risks of public Wi-Fi, while also practicing safe habits like updating software and backing up data.

PRE-REQUISITES will be emailed to participants prior to camp.



CITIZENSHIP IN SOCIETY

Location: Commissioners Area

Realize the benefits of diversity, equity, inclusion, and ethical leadership with the Citizenship in Society Merit Badge. Scouts will research any individual who has demonstrated positive leadership while making an ethical decision, explain what options the leader had when faced with a problem, why they believe they chose their final course of action, and the outcome of the leader's decision.



CLIMBING

Location: Climbing

Climbing is not just a sport that requires tremendous muscular strength, it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors.



DISABILITIES AWARENESS

Location: Ecology

Understand various disabilities and how they affect your friends, family, and community members with the Disability Awareness Merit Badge. Scouts will learn about the experiences of someone with a disability, explain the significance of disability etiquette, and how it may differ depending on the specific disability.

PRE-REQUISITES: 2, 4



ELECTRICITY

Location: Handiwork

Learn why electricity plays a significant role in the economy and how energy consumption impacts our daily lives with the Electricity Merit Badge. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows or a circuit breaker trips, and complete an electrical home safety inspection. The Electricity Merit Badge is an excellent opportunity for Scouts to learn how to read an electric meter and determine their household's energy cost from meter readings.

PRE-REQUISITES: 2, 7



FIRST AID

Location: Outdoor Skills

First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.



FISHING

Location: Pirate Ship

Fishing is one of Scouting's essential skills and teaches Scouts to feed themselves, their troops, and their families. In their pursuit of the Fishing Merit Badge, Scouts will demonstrate how to use fishing equipment properly, tie various fishing knots, identify natural fishing baits and artificial lures, and explain safety practices to follow while fishing.

PRE-REQUISITES: 10



FORESTRY

Location: Ecology

In working through the Forestry Merit Badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.

PRE-REQUISITES: 5, 8



GEOCACHING

Location: Outdoor Skills

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on Planet Earth—a hiding place you can find using a GPS unit.

PRE-REQUISITES: 7, 9



INVENTING

Location: Handiwork

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing to society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge, and discover your inner inventiveness.

PRE-REQUISITES: 2, 6, 7, 8



LANDSCAPE ARCHITECTURE

Location: Handicrafts

Landscape architects design and plan the various outdoor spaces in modern communities – neighborhood parks, soccer fields, school grounds, places of worship, office parks, shopping malls, cemeteries, and lakes – creating outdoor places that people will care about and want to visit.



LEATHERWORKING

Location: Handicrafts

Scouts who complete the requirements to earn the Leatherwork Merit Badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

PRE-REQUISITES: 5



METALWORK

Location: Handiwork

(Choose one: Blacksmith, Foundry, or Sheet Metal)

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 three metalworking options available at camp.

PRE-REQUISITES: 1



MODEL DESIGN AND BUILDING

Location: Handiwork

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

PRE-REQUISITES: 1, 4



MOVIE MAKING

Location: Handiwork

Moviemaking is a way to tell stories visually through the art and science of motion picture photography.



NATURE

Location: Ecology

There is a very close connection between the soil, plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.



NUCLEAR SCIENCE

Location: Ecology

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.



ORIENTEERING

Location: Outdoor Skills

Orienteering, the use of map and compass to find locations and plan a journey, has been a vital skill for humans for thousands of years. Orienteering is also a recognized sport at the Olympic Games, and thousands of people participate in the sport each year in local clubs and competitions.

PRE-REQUISITES: 7, 10



PAINTING

Location: Handicrafts

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.



PLUMBING

Location: Handiwork

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.



PROGRAMMING

Location:

Earning the Programming Merit Badge will take you “behind the screen” for a look at the complex codes that make digital devices useful and fun. Without programs, today’s high-tech gadgets would be little more than empty shells.

PRE-REQUISITES: View the Personal Safety Awareness “Digital Safety” video (with your parent or guardian's permission) <https://filestore.scouting.org/filestore/YPSAT/digitalsafety/story.html>



RIFLE (PELLET)

Location: RATA

The Rifle Shooting Merit Badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities.

PRE-REQUISITES: 1i, 1g



SCULPTURE

Location: Handicrafts

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what they see and feel by shaping materials such as clay, stone, metal, and wood.

PRE-REQUISITES: 3



SOIL AND WATER CONSERVATION

Location: Ecology

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.



SUSTAINABILITY

Location: Ecology

Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.



WELDING

Location: Handiwork

Welding is the process of joining with a weld – joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities.



WILDERNESS SURVIVAL

Location: Outdoor Skills

In their outdoor activities, Scouts learn to bring the clothing and gear they need, to make good plans, and do their best to manage any risks. But now and then, something unexpected happens. When things go wrong, the skills of wilderness survival can help make everything right again.

PRE-REQUISITES: 5



WOOD CARVING

Location: Handicraft

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving Merit Badge introduce Scouts to an enjoyable hobby that can become a lifetime activity.



WOODWORK

Location: Handiwork

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself.

PRE-REQUISITES: 1c, 7

Emerging Merit Badges

The Scouts BSA Test Lab is an exciting way to help in the development of fun and interesting new topics unique to the Scouts BSA program. Requirements will be finished at Fall Camp, and participants will complete a survey to gather opinions on the badge. Should the badge be approved by the National Office as a new merit badge, Scouts can be credited as having earned that badge.

AUCTIONEERING

Location: Outdoor Skills

WILDLAND FIRE MANAGEMENT

Location: Ecology

LIFE SKILLS

Location: Outdoor Skills

PHYSICS

Location: Ecology

SEWING & NEEDLEWORK

Location: Handicrafts

In order to participate in these merit badges, Scouts MUST bring a cell phone / tech capable of scanning a QR code to complete National's required survey.

Training Opportunities



CPR/AED *Open to Youth and Adults*

Location: OA Building

This course equips students with the knowledge necessary to recognize and care for a variety of first aid, breathing, and cardiac emergencies involving adults.

FIREM'N CHIT

Location: Outdoor Skills

This certification grants a Scout the right to carry fire-lighting devices (matches, lighters, etc.) to build campfires. The Scout must show their Scout leader, or someone designated by their leader, an understanding of the responsibility to do the following:

- I have read and understand use and safety rules from the Scouts BSA Handbook.
- I will build a campfire only when necessary and when I have the necessary permits (regulations vary by locality).
- I will minimize campfire impacts or use existing fire lays consistent with the principles of Leave No Trace.
- I will check to see that all flammable material is cleared at least 5 feet in all directions from fire (total 10 feet).
- I will safely use and store fire-starting materials.
- I will see that fire is attended to at all times.
- I will make sure that water and/or a shovel is readily available.
- I will promptly report any wildfire to the proper authorities.
- I will use the cold-out test to make sure the fire is cold out and will make sure the fire lay is cleaned before I leave it.
- I follow the Outdoor Code, the Guide to Safe Scouting, and the principles of Leave No Trace and Tread Lightly!

The Scout's "Firem'n Rights" can be taken away if they fail in their responsibility.



TOTIN' CHIP

Location: Outdoor Skills

This certification grants a Scout the right to carry and use woods tools. The Scout must show their Scout leader, or someone designated by their leader, that the Scout understands their responsibility to do the following:



- Read and understand woods tools use and safety rules from the Scouts BSA handbooks.
- Demonstrate proper handling, care, and use of the pocketknife, ax, and saw.
- Use knife, ax, and saw as tools, not playthings. Respect all safety rules to protect others. Respect property.
- Cut living and dead trees only with permission and good reason.
- Subscribe to the Outdoor Code.

The Scout's "Totin' Rights" can be taken away if they fail in their responsibility.



WILDERNESS REMOTE FIRST AID

Location: OA Building

Open to Youth ages 14+ and Adults

Designed for Scouts and Scout leaders, outdoor enthusiasts and anyone who works or spends time in remote environments, this course teaches advanced skills to be used in emergencies when help from professional first responders may be far away.

PRE-REQUISITE: Must be currently certified in CPR/AED

Area List

Climbing
Climbing Wall

Cyber Area

Ecology
Teepees

Handicrafts
Teepees

Handiwork
Maintenance yard
Ranger HQ

Outdoor Skills
Teepees
Trading Post Patio
(white house)

Range and Target Activities (RATA)
Ranges

Red Cross
OA Building

Other Program Areas

20-MILE HIKE CHALLENGE

For experienced Scouts only

All-day Monday

Participants will bring a day pack with essentials, snacks, and water. It will begin after breakfast and are expected to return before dinner. Lunches will be provided by camp staff during the trek.

HATCHET THROWING - RATA

RC CARS

RC cars are lit up and race at night! Watch the little balls of light zip around the park.

STARGAZING PARTY

They are in the sky every night, but see them in a whole new way! Do you need requirement 4a-c, 5a,d, 8b for the astronomy merit badge? The Camp Director will verify this requirement for those who attend, or bring a blue card/sign the Scout's workbook.





Fall Camp

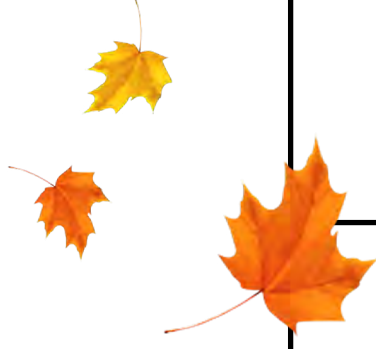
Daily Schedule

	Saturday	Sunday	Monday	Tuesday	
7:30		Breakfast	Breakfast	Breakfast	
8:00		Interfaith Service			
8:40		Flags	Flags	Flags	
9:00		MB Session 2	MB Session 4	MB Session 6	
9:15					
10:00					
11:00					
12:15		Check In and Campsite Set up	Lunch	Lunch	Lunch
1:00					
2:00	MB Session 1/Ldr's Meeting	MB Session 3	MB Session 5	Campsite Clean Up/Records Review	
3:00				Closing Campfire	
4:00					
5:15	Flags	Flags	Flags		
5:30	Dinner	Dinner	Dinner		
7:30	Opening Campfire				
8:00					
8:30	Troop Time				
9:00					
10:00					
10:30					Lights Out

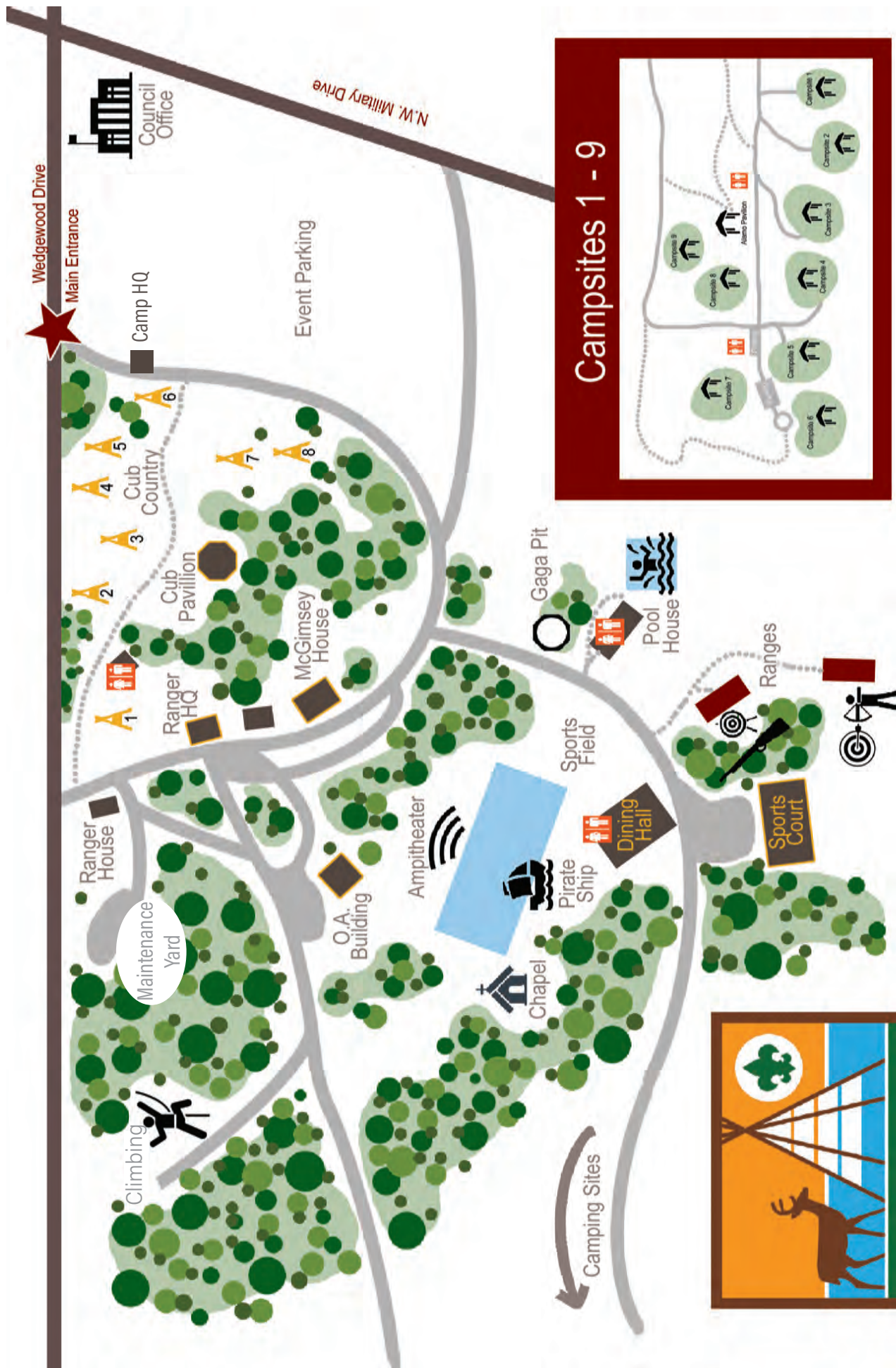


Fall Camp

Evening Schedule



	Saturday	Sunday		Monday	
	7:00	7:00	8:00	7:00	8:00
Amphitheatre	Flags/Opening Campfire	Movie		Movie	
OA Building					
Ranges		Open Ranges		Open Ranges	
Dining Hall		Cards and Games		Cards and Games	Bingo
DH Parking Lot		RC Cars		RC Cars	
Sports Pavilion		Scavenger Hunt	OA Social		
Overflow Field					
Handicrafts		Open		Open	
Wilderness Survival		Outback			



10810 Wedgewood Drive, San Antonio, TX 78213
AlamoAreaScouting.org



Individual Packing List

CAMPING GEAR

Trunk or Footlocker
Drinking Cup or Second Water Bottle
Daypack
Weather appropriate sleeping bag
Pillow
Cot
Tent
Ground Cloth/Tarp
Mosquito Net and Frame
Camp Chair (small/easy to carry)
Pocket Knife (and Totin' Chip Card)
Headlamp / Flashlight
Battery-powered fan
Personal First Aid Kit
Non-aerosol Sunscreen
Non-aerosol Bug Spray

TOILETRIES

Bath Towel
Washcloth
Deodorant
Comb / brush
Shower Shoes
Body wash / Shampoo / Soap
Toothbrush and Toothpaste
Other / Feminine Hygiene / Shaving
Chapstick
Facial wipes
Hand Sanitizer

CLOTHING

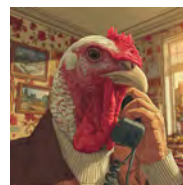
Plan for 4-days

Full BSA Field Uniform
OA Sash (OA Members Only)
Weather appropriate jacket
T-shirts
Shorts or Pants
Socks
Underwear
Flip Flops (for shower use ONLY)
Rugged Pants *
Long Sleeve Shirt*
Work Gloves *
Rain gear/jacket
Hiking boots / closed toe shoes
Hat / cap

*for service project

SUGGESTED EXTRAS

Clothes Hanger for Uniform
Sunglasses
Cooling Towel
Compass
Bag for laundry
Spending money for the Trading Post
Camera
Watch
Book of Faith
Extra batteries for all items



CAMP DIRECTOR'S TIP

Make sure to mark all items with the Scout's name and unit number

MERIT BADGE ITEMS

Scout Handbook
Writing Items (pen/pencil/paper)
Prerequisites done before camp
Compass (required for Orienteering MB)
Fishing Pole (required for fishing MB)
Personal First Aid Kit (required for First Aid MB)
Phone/device (for Test Lab MBs only)
Computer (for Programming MB only)
10-essentials & Snacks (20-mile hike)

ITEMS TO LEAVE AT HOME

Sheath knives
Fireworks
Skateboards & scooters
Bikes
Valuables
Electronic games
Pets



Troop Packing List

Copy of Accident and Sickness Insurance

(out of Council units)

Scout & Leader Medical Forms
Troop Flag
Rope & Twine
Patrol Flags
Water Cooler for campsite
First Aid Kit
American Flag
Merit Badge Book Troop Library
Foot Locker for Valuables
Flagging Tape
Medications

Order of the Arrow

The Aina Topa Hutsi Lodge of the Order of the Arrow serves our council throughout the year, providing bridge ceremonies for Cub Scout Packs and helping to maintain our council camps at Bear Creek near Hunt, Texas and McGimsey Scout Park and Mays Family Scout Ranch in San Antonio. We also do service projects for our community.

Our yearly activities include a Spring Fellowship, a Fall Fellowship which includes a very impressive Vigil Call-Out Ceremony, our Winter Banquet in late January, and ceremonies for the Induction of Candidates and Brotherhood Ceremonies at most all of our events. Each closing campfire at camp, our Order conducts a Call-Out ceremony for all Scouts and Scouters who have been duly elected this year as Candidates for membership in the Order of the Arrow.

REGISTERING FOR THE CALL-OUT

Troops that have had Unit Elections earlier this year may submit the names of those eligible to be called out to our Camp Chief at our Saturday leaders meeting. All names are subject to verification. Those elected to become members, called "Candidates," have a period of 18 months from the date of their election to complete their Induction or they must be re-elected to become a candidate again.

OUT-OF-COUNCIL UNITS

Units from outside the Alamo Area Council must provide a copy of their Unit Election Report or a letter from their home lodge which lists the names of those who have been elected from their unit this year. Only those with proper documentation will be called out.

FOLLOWING THE CALL-OUT

After the Call-Out ceremony, the Candidates will be led to a designated area. Those from the Alamo Area Council will be given information about their opportunities for induction into the Order. Those Candidates from other councils may return to their campsites and contact their home lodge when they return from camp.

OA Members are encouraged to wear their Sash on Sunday and Tuesday.



CAMP POLICIES and PROCEDURES

It is the goal of the Alamo Area Council to provide a safe, quality program to our campers. In addition to the Scout Oath, Scout Law, Guide to Safe Scouting, and Scouting Code of Conduct, the following rules have been established to ensure the continuation of the Alamo Area Council's excellent safety record.

Leaders are asked to cooperate in the observance of these rules and in the common-sense operation of their troop. For the safety and enjoyment of all Scouts in camp, troops unwilling to observe camp rules and policies will be asked to leave. Any questions or comments about these rules and policies can be addressed before camp by emailing Adventure@alamoareascouting.org. We ask that leaders read all policies and procedures as they may be referred to while at camp, and we want to make sure everyone is well informed.

REGISTRATION

Every youth and adult that attends camp must be a registered member of Scouting America. Registrations will be checked with home councils prior to attendance. Units will be contacted to correct any missing registrations.

UNIT LEADERSHIP

Each unit must always have a minimum of two registered adult leaders 21 years of age or over in camp. There must be a registered female adult leader 21 years of age or over present in any unit serving females. The leaders' primary responsibility is the safety of their Scouts, 24 hours a day. Adult leaders are also responsible for the discipline and control of Scouts they bring to camp. Some leaders have a great deal of knowledge of camping, scouting skills or merit badges and are asked to help in program areas. The Alamo Area Council is grateful for any adult leader willing to lend a hand with camp programs.

PARENTS AND VISITORS

In effort to keep accurate records of Scouters at camp, and ensure Scout safety, individuals are not permitted on camp property without prior authorization. All visitors must check in and out at Camp HQ. For questions, email Adventure@alamoareascouting.org

LEAVING CAMP

Anyone leaving camp must sign out at the Camp HQ. The front gate of Camp will be open each morning from 7-8am and then again for pick ups from 6-7pm. Scouts will not be allowed to leave camp with someone other than their parents or legal guardian without the approval of the Scoutmaster. Scoutmasters should be advised not to allow Scouts to leave camp.

TOBACCO/VAPING

Use of Tobacco or vaping products is prohibited on all Alamo Area Council properties.

HEALTH AND SAFETY

The first aid lodge is available with a qualified health officer on duty 24 hours a day. In addition, the Alamo Area Council has an agreement with local physicians and hospitals if additional medical treatment is required. In the case of non-life-threatening injury or illness, the unit leader will be asked to provide transportation to the hospital or clinic as directed. Emergency services will be called in the case of accidents or illness of a more critical nature. There is no charge for medical services performed in camp. All campers needing services from hospitals/ clinics are required to handle payment through their insurance policy.

INSURANCE

The Alamo Area Council provides council-wide accident and sickness insurance coverage for all registered Scouts and leaders within the Alamo Area Council. Scouts and leaders from outside the Alamo Area Council must provide certification that they have troop and/ or council insurance coverage. It is necessary that your troop be covered by medical insurance. A copy of your accident and sickness insurance and necessary information for processing a claim must be on file with the camp medical officer before your troop can camp. This allows the camp staff to arrange medical services quickly if needed. If your troop does not have insurance, please contact your local council. A national policy is available at a minimal fee.

MEDICAL RE-CHECK

All Scouts and adult leaders must complete the current Annual Health and Medical Record with parts A, B & C completed within the last 12 months, if staying at camp for any length of time. If a camper arrives at camp without their medical record, it is the camper's responsibility to obtain the physical examination and complete the form before being allowed to participate at camp. During check-in the Camp Health Officer will check each troops roster and medical forms to confirm that all participants are covered. The Health Officer will interview troop leadership to confirm that all campers are in good physical health. The camp retains the right to send Scouts and leaders home if it is deemed that they pose a significant health risk to themselves or others.

MEDICATION

All Prescription Medication must come to camp in the original bottle from the pharmacy. The Label must Contain:

- The camper's name
- Date of prescription
- Doctor's name & phone number
- Correct dosage

No handwriting will be allowed on prescription medication bottles. All over the counter medication must come to camp in the original containers. The taking of medication is the responsibility of the individual taking the medication and/ or their parent/ guardian. A Scout leader after obtaining

all the necessary information, can agree to accept the responsibility of making sure a Scout takes the necessary medication at the appropriate time. Scouting America policy does not mandate nor necessarily encourage the Scout leader to do so. All prescription medication must be accompanied by a note from a parent or guardian giving permission for the medication to be administered by the Scout leader. Medical marijuana/cannabis is not authorized for use by Scouts or leaders during their time at camp.

IMMUNIZATIONS

BSA Rules and Regulations require that all participants have current Tetanus immunization prior to attending camp.

SCOUT UNIFORM IN CAMP

Scouts are expected to wear the BSA field uniform to breakfast, morning flags, evening flags, dinner, and to Tuesday's closing campfire. Scoutmasters and adult leaders should instruct their troop in how to properly wear the uniform in line with Scouting America's Guide to Awards and Insignia.

FOOTWEAR

Campers will need sturdy shoes for hiking and a spare pair in case their shoes get wet. No open toed shoes. Foam shoes are not sturdy enough for camp terrain.

EVERYBODY GET A BUDDY

No Scout should be without a buddy at camp.

QUIET HOURS

Quiet hours are from 10:00pm to 7:30am.

CAMPSITES & BATHROOMS

Campsite and bathroom cleanliness are the responsibility of the campers who use them. Any damage done to camp property by campers will be the responsibility of the individual's troop. Campsites may be inspected at any time to ensure the health and safety of all campers. Few campsites have access to electric outlets. Electricity is a shared resource between the troops staying in the campsite and special consideration must be made for campers who require electricity for medical purposes.

A Scout is helpful, courteous, and clean, and we ask that troops work together to make sure that restroom facilities are cleaned daily. The camp will supply all necessary items to clean and sanitize restrooms. Before troop check out of camp, the camp staff will inspect all facilities to insure they are clean and free of damage.

CPAP MACHINES

Leaders with CPAP machines are encouraged to bring battery packs for their equipment. Many insurance providers now cover these batteries. The Camp cannot accommodate special campsite requests for electricity.

ICE

Ice is available for purchase throughout the week. It can be purchased from the dining hall.

GARBAGE & FOOD IN CAMPSITES

The Quartermaster Staff will pick up trash nightly before 9:30pm. Bag and place trash on the roadside of the nearest restroom to be collected. No food is allowed inside of tents,

food left in campsites must be secured in a wildlife-proof container or secured inside a covered trailer.

PETS/ANIMALS/WILDLIFE

No pets of any kind may be brought to camp. Wild animals are not to be fed, teased or captured. If there is a wild animal that poses a danger to campers, notify the staff. Please remember that camp is in a natural environment. Snakes or other critters will be spotted. If it does not pose a threat, Scouts and leaders should take the opportunity to view nature from a safe distance. It does not warrant notifying camp staff. If an animal is found inside a tent, building or in an area that would put Scouts in harms way please call the staff to safely remove the animal.

VEHICLE POLICY

The speed limit on roads on camp is 10 MPH with the following exception: The speed limit in campsite areas is 5 MPH. It is the policy of Scouting America that: Seat belts are required for all occupants in vehicles. The driver of any vehicle operated on camp must be at least 18 years of age. The beds of trucks or trailers, or fenders, must never be used for carrying passengers. Vehicles may be allowed in the campsite to deliver camping equipment on the day of arrival. Troops may leave trailers in campsites. Trailer tow vehicles may also remain in the campsite under the following conditions:

- a. The trailer and tow vehicle remain connected throughout the week.
- b. Both the trailer and the tow vehicle are at least three feet from the edge of any camp road.
- c. The tow vehicle is not moved during camp.

All other vehicles must be removed to a designated parking area for the duration of their visit. Driving in the Campsite areas or Program areas is not permitted.

HANDICAP VEHICLES

Only vehicles with state issued Disabled Parking placards or license plates may park in designated Disabled Parking spaces. Driving in the Campsite areas or Program Valley Area is not permitted unless the participant has a state issued handicap placard. State issued placards are issued as an accommodation for a disability, and therefore should also be noted on the camper's Medical Record. Vehicles are to be used as a mode of transportation, not as a carpool or shuttle for able Scouters. Likewise, permitted transportation is for essential locations only - not for sightseeing purposes. If transporting a Scout under the age of 18, all Youth Protection Policies must be met. Individuals needing accommodation must have a handicap placard or license plate, and notify the Camp Director via email at Adventure@alamoareascouting.org by November 5th to ensure the assigned campsite has accessible parking.

GATE POLICY

Perimeter gates MUST remain closed at all times - no exceptions. The front gate of Camp will be open each morning from 7-8am and then again for pick ups from 6-7pm.

EMERGENCY PROCEDURES

Emergency procedures are posted on camp bulletin boards. As a rule, Scouts and Scouters hearing vehicle horns honking repeatedly must report immediately to the nearest gathering point without delay. Gathering points are:

- Dining Hall
- Sports Pavilion
- OA Building

It is the responsibility of the leaders to make sure the Scouts are aware of what to do during an emergency and follow the directions of the staff members. Consult the camp maps to locate these areas.

LOST CAMPERS

Please inform staff if you need help finding a lost camper. Alamo Area Council Camp staff has procedures in place to search camp safely and quickly. Youth campers should never be sent to search for lost campers.

PROHIBITED ACTIVITIES

The following activities are forbidden and violators may be immediately escorted off camp property.

1. Hunting.
2. Unauthorized use of all-terrain vehicles.
3. Pets.
4. Starting fires with gasoline, oil, diesel fuel, lighter fluid, propane, etc.
5. Starting fires outside of designated areas. No flames in tents or cabins, this includes lit mosquito coils, candles & hot plates. Please check with the camp staff to see if any burn bans are in effect before starting a fire. When not in use, all fuel (propane, white gas, etc) must be kept locked up.
6. Towing passengers on sleds, trailers or any other conveyance not intended for such use. No Scouts or leaders may ride in the back of pickup trucks.
7. Firearms and ammunition are available at the camp for use ONLY at the rifle and shotgun ranges. No other firearms are permitted on camp property. Do not bring your personal firearms, ammunition or bows.
8. Use of fireworks.
9. Absolutely no alcohol or illegal drugs will be allowed on camp property. Drug and alcohol laws will be strictly enforced according to the laws of the state of Texas. Use of these substances will result in immediate removal from camp.
10. Chainsaws are not allowed at camp unless prior permission is received. National Scouting America has implemented stringent new rules for their safe use.