

Summer 2026

**Chose your track:
Trail to First Class
Merit Badge**

**High Adventure:
Bear Claw**

Leader's Guide



Scouting America
Alamo Area Council

Dear Scouter,

Welcome to the 2026 Bear Creek Summer Camp Leader's Guide. This guide is designed to provide important information about Bear Creek Summer Camp and to serve as your primary resource as you prepare for the upcoming camping season. Most questions you may have about Summer Camp are addressed here, and all required forms are included for your convenience. We encourage you to share this Leader's Guide with your Scouts' parents so they can become familiar with the programs and opportunities available at camp.

What makes Bear Creek such a special place? Our dedicated, motivated, and experienced staff are at the heart of everything we do. Their commitment to Scouting and youth development allows us to deliver the high-quality program your unit deserves. Our goal is to ensure that every Troop enjoys an educational, engaging, and memorable experience. To help make each Scout's time at camp successful, we ask that leaders and Scouts work together by reviewing Merit Badge requirements in advance and arriving prepared with all required prerequisites completed.

Each year, we continue to grow and strengthen our programs and staff. During the 2026 summer season, our focus remains on building upon the strong traditions and successes of Bear Creek while making it a summer camp where Scouts and Venturers of all ages feel welcome, challenged, and excited to participate. Preparation for camp evolves each year, bringing new energy and excitement. As we look ahead, future facility improvements may include expanded electrical access to campsites, rebuilding the dining hall road, and upgraded restroom facilities.

We are especially excited to return to Bear Creek Summer Camp in 2026 and look forward to working alongside our leaders, Scouts, Venturers, and Scouters to help make Bear Creek the place to be for Summer Camp. With the enthusiasm, involvement, and support of our camp community, we are confident that—together—we can make this one of the most rewarding and memorable summers yet.

On behalf of myself and the entire camp staff, thank you for committing part of your summer to the Scouts in your unit. We are working hard to make 2026 an outstanding camping season. Please share this guide with parents, begin planning your Summer Camp experience, and do not hesitate to reach out with questions.

We look forward to welcoming you to Bear Creek Summer Camp 2026.

Yours in Scouting,

Steven Shingledecker

Steven Shingledecker
Camp Director



BEAR CREEK SCOUT CAMP

125 Bear Creek Scout Rd W
Hunt, Tx 78024

BearCreekSummer Camp
@AlamoAreaScouting.org
www.AlamoAreaScouting.org

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GENERAL INFORMATION

COMMUNICATION WITH SCOUTS

We ask parents not to call their Scout except in an emergency. It's a good idea to contact the Unit Leader before contacting a Scout. In an attempt to discourage homesickness, we ask that you tell your Scout to not call home. Our experience shows that a homesick Scout doesn't improve if they call home.

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 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. See Page 25 for details.

FOOD ALLERGIES / DIETARY NEEDS

Email: BearCreekScoutCamp@AlamoAreaScouting.org by May 15, with any special dietary needs. See page 36.

SUPPLIES

Additional items such as trash bags, toilet paper, twine, brooms, water hoses and fire buckets may be checked out by contacting the Quartermasters.

Contact Information

EMERGENCY NUMBERS

Camp phones are for emergency and camp business only.

Camp HQ: (830) 238-4560

Health Lodge: (830) 238-5093

NUTRITION:

email: BearCreekSummerCamp@AlamoAreaScouting.org

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 #.....

Bear Creek Scout Camp

125 Bear Creek Scout Road West

Hunt, Texas 78024



Camp Staff

Bear Creek Scout Camp is always looking for great people that live by the Scout Oath to fill several positions at camp. Our staff is selected for their enthusiasm and knowledge. We reinforce that knowledge with regular training sessions prior to the camping season and create a sense of team spirit that is carried over to the Scouts visiting our camp. We are not successful unless you are satisfied with our program. We make every effort to provide the quality-learning environment you expect at Bear Creek. If you have Scouts interested in joining our staff, contact us:

email BearCreekScoutCamp@AlamoAreaScouting.org

or apply online at <https://bit.ly/3LKtLBq>



GENERAL CAMP FACILITIES ALSO INCLUDE:

Health Lodge
Shower & Bathroom Facilities
Environmental Center
Gaga Ball Pit
OA Ceremonial Amphitheater
Forge for Branding
Numerous Learning Centers
Quartermasters Storage Facility
Basketball Court
Climbing Wall
Rappelling Cliff
Zip Line
Fishing & Fly Fishing Areas
Trails
Kayaking
Canoeing
Paddle Boarding
3-Story Waterslide
Log Rolling

CAMP AMENITIES

CAMPSITES

All campsites have a fire ring. The Rickenbacker Camp provides four primitive campsites and modern restrooms at the Conference Center. Troops camping here bring and prepare their own food. Refrigeration is provided. The buildings and developed areas of the Friedrich Camp provide 19 Troop sites, complete with platform tenting and pavilions, close to a central Dining Hall.

CAMP TRADING POSTS

Open throughout the day, the Trading Post offers a variety of Scout items such as socks, hats, shirts, merit badge books, handicraft provisions, toothpaste, candy, sodas, ice cream and a wide assortment of souvenirs. Cash and credit cards accepted.

COMMISSIONER'S AREA

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 BearCreekSummerCamp@AlamoAreaScouting.org by May 15. (See page 36)

RANGES

Rifle, Archery, Shotgun, and Cowboy Action facilities have been designed and certified to Scouting America standards. The camp furnishes .22 caliber rifles for use on the rifle range, 20 gauge shotguns for use on the Skeet range, and recurve bows for use on the Archery range.

SCOUTMASTER LOUNGE

Adult Leaders can enjoy our Scoutmaster Lounge which offers air-conditioning, and WIFI (for adults only). This is a great place to relax or get caught up on any work you may need to take care of.

SWIMMING AREAS (In-ground Pool & Waterfront)

Swimming is restricted to prescribed areas along the waterfront and in the swimming pool during posted hours of operation. "Free swim" is available to everyone during scheduled hours when lifeguards are provided. A three-story twin water slide, kayaks, canoes, and paddle boards are available for use during these times.

National Camp Standards

Bear Creek Scout Ranch is inspected annually by a team that represents Scouting America. The Camp meets or exceeds all standards and regulations. We are also inspected regularly by the Texas Health Department. We feature a Health Lodge staffed by a qualified professional provider for routine health checks and problems. Strict health and safety standards are maintained at all times.



HOW TO REGISTER YOUR TROOP

Registration for Summer Camp is done online at <https://mycouncil.alamoareascouting.org/Event/15525>. A \$150.00 per Troop deposit is required to reserve a slot. 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 May 17. For assistance, email BearCreekSummerCamp@AlamoAreaScouting.org.

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. The Unit contact will be notified by email when registration opens in January.

Complete swim tests/sign permission slips (page 37-38)

Collect physicals for all Scouts and adults attending camp early. (Page 40-43)

Alert the camp to special needs such as diet, disabilities or medications by May 15 via email at BearCreekScoutCamp@AlamoAreaBSA.Scouting. (Page 36)



Refund Policy

Campsite deposits are non-refundable. To ensure the Alamo Area Council can provide the best service to the Scouts and make better investments into the lives of our youth we have adopted the following refund policy:

- Paid registration fees are refundable up to eight (8) days prior to the start of an event, less a 10% supply fee, upon written request with a copy of the receipt of payment.
- From the seventh (7) day up to 24 hours prior to the start of an event fees are 50% refundable, upon written request with a copy of receipt of payment.

Refund requests must be in writing to refunds@AlamoAreaScouting.org. include the Scout's name, and the reason for requesting a refund. Calling or e-mailing a change in your Troop's planned attendance numbers is not a refund request.

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) and bring a copy of the card/certificate.

Complete Health Form- Part A, B & C (Page 40-43)

Each Troop must have two registered adult leaders in camp at all times. LEADERS MUST BE AT LEAST 21 YEARS OLD. Scouting America requires "two deep leadership" for the safety of your Scouts. Troops must have 1 female leader if unit serves female youth. All Leaders must bring a copy of their Safeguarding Youth Training certificate and a completed Health Form. We recommend a ratio of 8 scouts or less per leader.



- From 24 hours prior to the start of an event and up to seven days after the event, refunds will only be issued in the event of a valid medical emergency, summer school or military assignment and proper documentation is provided.
- Scouts are allowed to coordinate with other Scouts to fill the position being vacated. Please notify Council of the change and we will update the roster, as required. (With the exception of events with Wait Lists).

SUNDAY ARRIVAL CHECK-IN

Check in time is 1:30 p.m.

Troops will arrive at Camp Headquarters (Camp HQ) parking lot where a staff member 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 Troop Guide will lead your Scouts to their campsite and facilitate setting up your camp, while adult leaders remove any empty 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-notified handicap permit. (See page 34 for details)

Upon arriving at camp, troops camping on the Friedrich side will find platforms in their campsite. Troops should expect to bring their own tents and shelter.

CHECK-IN IS COMPLETED AT THE ENVIRONMENTAL PAVILION AFTER YOUR TROOP HAS RECEIVED THEIR CAMPSITE ASSIGNMENT

FOLLOW THE DIRECTIONS OF YOUR TROOP GUIDE

CHECK-IN REQUIREMENTS

- ☐ All youth and adults must be registered members of Scouting America
- ☐ Four (4) copies of your unit's current roster, including adults
Must be the current recharter year with all participants, highlighted showing the attendants' Scouting America Registration
- ☐ Current official Scouting America form Part A, B, & C required for youth & adults
- ☐ A printed copy of each adult's Safeguarding Youth Certificate
- ☐ Out of council troops will need a copy of your council's accident and sickness insurance with a copy of your claim form (see 'Insurance' on page 32)

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 summer camp
- If your Troop is from out of council, bring a copy of OA Lodge approval to participate in local ceremony
- Encourage Scouts to complete swim checks prior to camp, and bring form signed by individual administering test with copy of certification (see page 37 for forms)
- Bring Signed Cowboy Action permission slip for Scouts who wish to participate and keep a copy
- Keep an extra copy of special dietary & medical needs roster with a unit leader for quick reference while at camp

Saturday Check-Out

Each Troop is expected to return all camp provided items to the Quartermaster. These items include tools, flags, water jugs, 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 insure no waste articles are left for the next occupants to clean up.

One member must sign out at HQ for the entire troop before exiting the property.

Each Troop is responsible for reviewing the computer generated Merit Badge completion list on Friday 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.





BEAR CREEK SCOUT CAMP DAILY SCHEDULE

	Sun	Mon	Tue	Wed	Thurs	Fri	Sat
7:30		Breakfast					
8:45		Flags at the Flagpole					Check out begins at 8:30
9:00		Merit Badge Session 1					
9:30		Leaders Meeting at the Commissioners Area					
10:00		Merit Badge Session 2					
11:00		Merit Badge Session 3					
12:10	Arrive at camp	Lunch 1:30 SPL Meeting at the Commissioners Area					
1:30		Merit Badge Session 4					
2:00		Merit Badge Session 5					
3:00		Free Time / Service Hours				Bear Creek Games	
4:00		Check in begins at 1:30	Supper Wednesday is foil dinner at your campsite Friday is Family Dinner Night				
5:20							
5:30	Supper						
6:45		Flags at the Flagpole				Free Time	
7:00							
7:30	Leader & SPL Meeting @ Commissioners Area	Evening Programs See the Evening Program Schedule for details				Flags at Flagpole	
8:00						Campfire OA Call Out Ceremony	
8:15							
8:30	Flags at Flagpole					Campfire	
8:40							
9:00							
10:00							
10:30		Lights Out					

OA Ice Cream Social = Wednesday at 1:45

Ranges Open for Open Shoot at 3pm

SCOUTS BSA MERIT BADGE CAMP

A WHOLE LOTTA' ADVENTURE

ScoutsBSA Merit Badge Camp offers a large variety of Merit Badges and other daytime activities to do during the day. Scouts can opt to attend a class or do training for special interests while at camp.

MERIT BADGE & ACTIVITY SIGN-UP

Bear Creek Scout Camp 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 Blue Cards 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 May 4th.

- Each Merit Badge requires one block (except Climbing).
- Lifeguard Training requires all five blocks and continues until 5pm daily. Scouts will not be able to earn any merit badges when enrolled in this activity.
- The Ranger Program requires all five blocks and some free time. Scouts may be able to earn two merit badges when enrolled in this activity.
- Climbing requires all three morning blocks. Scouts will not be able to participate in any morning classes when enrolled in this activity.
- You will need the date of birth and current rank for each Scout.
- Adult Training sign-up is online.



REVIEW YOUR REQUIREMENTS

Each Troop is responsible for reviewing the computer generated Merit Badge completion list on Friday night during the 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.



MERIT BADGES

BEGINNING SCOUTS

EXPERIENCED SCOUTS (2+ YRS)

ADVANCED SCOUTS (3+YRS)

There is always something to do at Bear Creek Scout Camp. See the variety of Merit Badge classes, scheduled classes, and free-time activities below, and use the classes and program schedule on page 15 to plan your summer adventure.

HELPFUL HINTS FOR MERIT BADGES – Many of the Merit Badges can be completed at Summer Camp. However, some have time requirements, special projects/ visitations, special skill levels or other prerequisites so they cannot be completed at Summer Camp. Additionally, merit badge classes are only guaranteed to take place if a minimum class size of 5 attendees is met. If a merit badge class has fewer than 5 attendees, those scouts may be asked to find a different class during that class period to take instead. Please make sure your Scouts understand that all merit badges may not be completed at Summer Camp. Encourage them to choose a variety of merit badges so they have a fun experience. We want happy campers!

AMERICAN HERITAGE CLASSES



ARCHAEOLOGY ○●●

MERIT BADGE

Be like "detectives" for the past, using material remains to understand how human cultures have evolved. Requirements involve learning about archaeology's scientific methods, research, and preservation, as well as understanding the laws that protect archaeological sites



CITIZENSHIP IN THE NATION ●●

MERIT BADGE REQUIRED FOR EAGLE

Scouts learn about the history, structure, and principles of the United States government and their responsibilities as citizens.

Prerequisite: Requirement 2, prepare for 6



CITIZENSHIP IN SOCIETY ●●

MERIT BADGE REQUIRED FOR EAGLE

FREE TIME ACTIVITY (2 NIGHT CLASS, M/TU)

FIND THIS IN THE EVENING PROGRAM SCHEDULE

Scouts explore diversity, equity, and inclusion (DEI), and ethical leadership through guided discussions and research, rather than a traditional pamphlet or textbook.



CITIZENSHIP IN THE WORLD ●●

MERIT BADGE REQUIRED FOR EAGLE

Scouts seek to understand and appreciate global cultures, governments, and issues, fostering responsibility beyond their own nation's borders.



COMMUNICATION ●

MERIT BADGE REQUIRED FOR EAGLE

Scouts learn to improve their communication skills through a variety of activities, including writing and delivering a speech, conducting an interview, planning a public event, and leading a discussion.

Prerequisite: Requirements 5, 8, & prepare a speech



DISABILITY AWARENESS ○●●

MERIT BADGE CLASS

Scouts are educated on various disabilities and promote positive attitudes toward individuals with disabilities. Requirements include learning about different disabilities, discussing accessibility, understanding assistive technology, and interacting with people who have disabilities.



METALWORK ●●

MERIT BADGE CLASS

Scouts learn shop safety, defining metal-related terms, and creating and completing projects that use specific techniques like cutting, bending, soldering, and casting depending on the chosen specialty.

AQUATICS CLASSES

For all water activities, Scouts must pass Scouting America's Swim Test and be classified as a swimmer, and have the physical size and strength for the activity. Skip the lines at camp and take your Swimming Test prior to camp. Use the record on page 32.



CANOEING ●

MERIT BADGE (DAYTIME) or FUN EXPERIENCE (FREE-TIME EVENING ACTIVITY)

Scouts learn about safety, equipment care, and the proper techniques for paddling and handling a canoe both solo and with a partner. Requirements include demonstrating paddling skills as well as safely launching, landing, and storing a canoe. It also covers hazard awareness and basic rescue procedures like righting a swamped canoe. Prerequisites: Participants must be classified as a swimmer per the Scouting America's Swim Test*



KAYAKING ●●

MERIT BADGE CLASS (DAYTIME) or FUN EXPERIENCE (FREE-TIME EVENING ACTIVITY)

Scouts learn recreational kayaking safety and skills on quiet water, preparing them for more advanced paddlesports. Scouts must also learn kayak parts and care, master basic strokes, and demonstrate essential on-water skills like safe launching, landing, wet exits, and self-rescue techniques.

Prerequisites: Participants must be classified as a swimmer per the BSA Swim Test*



LIFESAVING ●

MERIT BADGE CLASS REQUIRED FOR EAGLE

Scouts learn basic rescue techniques, skills, and the judgment needed to assist people in water accidents. To earn it, Scouts must have already earned the Swimming merit badge, pass a prerequisite swim test, demonstrate strong swimming skills, and complete a variety of rescue and first aid skills. The badge also requires learning the principles of Safe Swim Defense and demonstrating the ability to perform strenuous rescues, such as retrieving a weight from the bottom of the pool. Prerequisite: Complete requirements 1, 2. Participants must be classified as a swimmer per Scouting America's Swim Test*



SWIMMING ○●●

MERIT BADGE REQUIRED FOR EAGLE

Scouts learn about swimming and water safety, including stroke techniques, diving, water rescue, and hazard prevention. To earn the badge, Scouts must pass Scouting America's Swimmer Test, demonstrate five strokes in a 150-yard swim, perform surface dives, show water rescue skills, and discuss swimming safety and related health concerns. Prerequisites: Participants must be classified as a swimmer per Scouting America's Swim Test*

CLIMBING



CLIMBING ●

MERIT BADGE CLASS (3-HOUR)

Participants must be 13 years or older

Scouts learn the principles of safe climbing and rappelling, including risk management, proper use of gear, and communication skills. Key requirements involve demonstrating knowledge of climbing hazards and first aid for common climbing injuries, practicing skills like tying into a belay rope and climbing different routes, and understanding how to assess and evaluate climbing areas.

COURSE FEE: \$25.00

ECOLOGY CLASSES



ASTRONOMY ●●

MERIT BADGE CLASS - NIGHT TIME REQUIREMENT HOSTED TUESDAY & WEDNESDAY NIGHT

Scouts learn about celestial objects by observing them, identifying constellations and stars, and documenting their findings. Key requirements include planning and participating in an observation session, sketching the Moon and showing its phases, and explaining celestial events like eclipses and the phases of the Moon.



BIRD STUDY ●

MERIT BADGE

Scouts learn about birds by observing and identifying species, understanding bird anatomy and behavior, and recognizing their role in the environment. Requirements include maintaining a field notebook of at least 20 species, identifying birds by sight and sound, and demonstrating knowledge of bird-watching tools.



ENVIRONMENTAL SCIENCE ●

MERIT BADGE REQUIRED FOR EAGLE

Scouts learn about the environment through observation, experimentation, and research. Scouts learn about ecology, pollution, conservation, and sustainability by completing activities like creating a timeline of environmental science, identifying local endangered species, conducting environmental experiments.

Prerequisites: Requirements 3e1 and 3e2



FISH & WILDLIFE MGT ●●

MERIT BADGE CLASS

Scouts learn about conservation and the management of fish and wildlife populations. Requirements include understanding the principles of conservation, identifying threats to wildlife, and completing hands-on projects.

Prerequisite: Complete requirement 5



NATURE ○●●

MERIT BADGE CLASS

Scouts study birds, mammals, reptiles, insects, fish, plants, and soils by identifying species, making collections, and visiting natural areas like forests or meadows. Earning the badge involves completing a set number of requirements across five different fields, such as identifying three species of mammals and making plaster casts of their tracks, or identifying 15 species of wild plants.



SPACE EXPLORATION ●●

MERIT BADGE

Scouts learn about space flight history, rocket science, and future space missions through requirements like building and launching model rockets, designing a lunar or Martian base, and researching space careers. It also covers the physics of space flight and the purpose and operation of various spacecraft.

SUPPLY FEE: \$15.00

FIELD SPORTS



FISHING ○●●

MERIT BADGE CLASS (DAYTIME) or FUN EXPERIENCE (FREE-TIME EVENING ACTIVITY)

Scouts learn about fishing equipment and safety, including proper use of gear and tying essential knots. Scouts must also identify different types of fish, natural baits, and artificial lures, understand local fishing regulations, and practice good outdoor sportsmanship.

Bring a pole, or purchase one at camp.



FLY FISHING ○●●

MERIT BADGE CLASS (DAYTIME) or FUN EXPERIENCE (FREE-TIME EVENING ACTIVITY)

Scouts demonstrate competence in fly fishing through learning about its hazards and safety practices, proper equipment and knots, different fly types, and the principles of fly casting and "catch and release". Requirements include tying specific knots, casting a fly rod 30 feet accurately, and catching and releasing a fish while explaining the practice's importance. Bring a pole, or purchase one at camp



MULTISPORT* ●●●

MERIT BADGE CLASS

Scouts combine endurance activities like swimming, cycling, and running in a single event. To earn the badge, Scouts must choose one of four formats (they have an opportunity to complete a duathlon at camp), discuss their experience with a counselor, and complete the activities consecutively on the same day.

* Will not be completed at camp



ORIENTEERING* ●●

MERIT BADGE CLASS

Scouts navigate using a map and compass by focusing on the sport of orienteering, which involves finding checkpoints in a timed event. Requirements include explaining map and compass features, understanding topographic maps and declination, and planning or teaching a course to others.

Prerequisite: Proficient with compass, requirement 7

* Will not be completed at camp



PERSONAL FITNESS* ●●●

MERIT BADGE CLASS REQUIRED FOR EAGLE

Scouts learn about physical fitness and healthy habits. It involves a 12-week fitness program with a physical and dental exam, a comprehensive fitness assessment, and a personal fitness plan that includes cardiovascular exercise, strength training, and flexibility.

Prerequisite: Requirement 1b

* Will not be completed at camp

HANDICRAFT CLASSES



ART ○●●

MERIT BADGE CLASS

Scouts focus on understanding and creating two-dimensional art, including drawing and painting. To earn the badge, Scouts must discuss art elements and design principles and complete various art-making sessions.



LEATHER WORK ○●

MERIT BADGE CLASS

Scouts learn about the history of leather, understand safety and first aid for leatherworking, and complete a variety of projects using techniques such as cutting, stamping, and stitching. To earn the badge, Scouts must be able to explain the origin of leather, identify different types of hides, and create one or more leather articles using at least five specified leatherworking steps.

SUPPLY FEE: \$15.00



PHOTOGRAPHY ○●●

MERIT BADGE CLASS

Scouts learn to use photography principles like composition, lighting, exposure (aperture, shutter speed, and ISO), and depth of field. Scouts learn about camera types, photo safety, and different careers in the field, and must complete a photographic project to tell a visual story.



POTTERY ○●●

MERIT BADGE CLASS (DAYTIME) or FUN EXPERINENCE (FREE-TIME EVENING ACTIVITY)

Scouts will demonstrate knowledge of pottery safety, materials, and terminology, create various clay projects including hand-built items and a wheel-thrown piece, and learn about the firing process and the broader ceramic industry. Key requirements include making a slab pot, coil pot, pinch pot, a figurine, and a functional form on a potter's wheel, as well as helping to fire a kiln.



WOODCARVING ○●●

MERIT BADGE CLASS

Scouts learn woodcarving safety, proper tool use, and finishing techniques by completing two carving projects: one in the round and one relief carving (or chip carving). Earning the badge involves understanding wood types, sharpening tools, and completing carving projects.

Prerequisite: Knife & Totin' Chip with Scout

SUPPLY FEE: \$15.00

OUTDOOR SKILLS



COOKING* ●

MERIT BADGE REQUIRED FOR EAGLE

* Will not be completed at camp

Scouts learn how to cook safely and nutritiously, covering meal planning, food preparation, and different cooking methods. Earning the badge requires Scouts to demonstrate knowledge of food safety, nutritional guidelines, and first aid for cooking-related injuries. They must also plan, prepare, and serve meals in different settings, such as at home and during a campout or hike. While most requirements are completed at camp, there are components which can only be completed at home.

Note: This class is limited to 3rd year Scouts



EMERGENCY PREPAREDNESS ●●

MERIT BADGE REQUIRED FOR EAGLE

Scouts learn how to prevent, respond to, and recover from various emergency situations. To earn the badge, Scouts must first complete the First Aid merit badge. They must then develop family and troop emergency plans, create emergency kits, and demonstrate their knowledge by analyzing various emergency scenarios, such as fires, natural disasters, and accidents.

Prerequisites: Complete requirements 2c, 6c, 8b, and the First Aid Merit Badge



FIRST AID ●●

MERIT BADGE CLASS REQUIRED FOR EAGLE

Scouts learn how to provide immediate care for ill or injured people until professional help arrives. Scouts learn to assess emergency scenes, administer first aid for various injuries like bleeding and fractures, perform CPR, and manage common medical emergencies such as shock and stroke.

Prerequisite: First Aid kit, must be able to preform CPR



WILDERNESS SURVIVAL ●●

MERIT BADGE CLASS

Scouts how to handle outdoor emergencies by focusing on core survival priorities: shelter, water, fire, and signaling. Scouts learn to build a natural shelter, find and purify water, start a fire without matches, and use various methods to signal for help. The badge also requires knowledge of first aid for common injuries, personal survival kit contents, and how to maintain a positive mindset when lost.

RANGE AND TARGET



ARCHERY ●

MERIT BADGE CLASS (DAYTIME) or FUN EXPERIENCE (FREE-TIME EVENING ACTIVITY)

Scouts demonstrate knowledge of safety, equipment, and shooting form through discussions, demonstrations, and completing a scored round. Requirements include explaining range safety rules and whistle commands, identifying parts of an arrow and bow, and making a complete arrow.

COURSE FEE \$15.00



RIFLE ●

MERIT BADGE (DAYTIME) or FUN EXPERIENCE (3PM and FREE-TIME EVENING ACTIVITY)

Scouts learn the fundamentals of safe and responsible rifle handling, care, and marksmanship. Requirements include learning and demonstrating the five fundamentals of shooting, understanding gun safety rules, cleaning a rifle, and properly using a firearm on a range.



SHOTGUN ●

MERIT BADGE CLASS (DAYTIME) or FUN EXPERIENCE (3PM and FREE-TIME EVENING ACTIVITY)

Scouts learn about the fundamentals of shotgun safety, ownership laws, and shooting skills. To earn the badge, Scouts must learn and demonstrate safe gun handling, understand local and state gun laws, and shoot at least 12 out of 25 targets under the supervision of certified instructors. The badge covers topics like gun and ammunition parts, shooting stances, and proper cleaning and maintenance.

SUPPLY FEE: UP TO \$30.00 FOR AMMO

MINIMUM AGE 13



Each Troop is responsible for reviewing the computer generated Merit Badge completion list during the records review time on Friday evening. 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.



AWARDS



COMPLETE ANGLER AWARD ●●

TUESDAY NIGHT ACTIVITY

To earn this award, Scouts must earn three specific fishing-related merit badges: Fishing, Fly-Fishing, and Fish and Wildlife Management, and participate in the camp's scheduled native riparian buffer restoration.



PAUL BUNYAN AWARD ○●●

WEDNESDAY NIGHT, 7 & 8PM

Prerequisite: Totin Chip

The award encourages proper tool use, teaching others, and completing a meaningful outdoor project while at camp.



SNORKELING BSA ●●

Prerequisites: Participants must be classified as a swimmer per Scouting America's Swim Test*

To earn the BSA Snorkeling Award, you must complete a series of aquatic requirements and demonstrate proficiency with snorkeling gear and safety procedures



STAND UP PADDLEBOARD ○●●

MONDAY & TUESDAY 4PM AT THE BOAT DOCKS

Prerequisites: Participants must be classified as a swimmer per Scouting America's Swim Test*

This is designed to introduce participants to the basics of SUP on calm water, emphasizing safety, skills, and equipment knowledge. Requires both participation on Monday and Tuesday, and at evening free-boat.

CLASSES

LIFEGUARD CERTIFICATION TRAINING ●

ALL DAY /ALL WEEK COURSE & SOME EVENINGS

Prerequisite: Participants must pass Scouting America's Swim Test,* be classified as a swimmer. Must pass the strength pre-test which will be posted in the class description on registration.

INSTRUCTIONAL SWIM ○

SCHEDULED CLASS (5-DAYS)

These are structured swimming lessons that teach skills aiming to move participants from a nonswimmer to a proficient swimmer through various lessons and activities. This includes teaching swimming strokes, rescue methods, and proper use of equipment, all while adhering to Scouting America's safety guidelines.



MILE SWIM TRAINING ○●●

SCHEDULED CLASS (DAILY)

Prerequisite: Classified as a swimmer via Swim Test.

The Mile Swim is an award recognizing members who can swim one continuous mile or more. Participants are encouraged to show up everyday so that they may train and understand their limitations before attempting the full mile.



TOTIN' CHIP ○

SCHEDULED CLASS (WEDNESDAY EVENING)

SEE THE EVENING PROGRAM SCHEDULE

The Totin' Chip is a certification in Scouts BSA that grants a Scout the right to carry and use woods tools like the pocketknife, ax, and saw. To earn it, a Scout must demonstrate understanding of safety rules and proper tool handling, use the tools responsibly, and subscribe to the Outdoor Code.

SERVICE HOURS

CONSERVATION HOURS ○●●

FREE-TIME ACTIVITY (M/TU/W EVENING)

SEE THE EVENING PROGRAM SCHEDULE

These are service hours dedicated to protecting Earth's natural resources through projects like planting trees, building wildlife habitats, preventing erosion, and removing invasive species. These hours are a component of the service requirements for advancement.

SERVICE HOURS ○●●

FREE-TIME ACTIVITY (4PM & 7-9PM DAILY)

SEE THE EVENING PROGRAM SCHEDULE

These are projects that benefit the community, for the "benefit of others." Service can include volunteering at the camp or improving a wildlife habitat at Bear Creek Scout Camp. Projects are planned and supervised by the Camp Staff and/or Camp Rangers.

ACTIVITY

COWBOY ACTION ●●

FREE-TIME ACTIVITY (THURSDAY EVENING)

SEE THE EVENING PROGRAM SCHEDULE

This program offers a fun, safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp this summer, Scouts over the age of 14 can take part in a special shooting experience with opportunities to shoot .22 caliber pistols, .22 caliber lever action rifles, and 12 or 20 gauge shotguns at reactive targets. Parents must sign the permission form before a Scout participates. See [page 31](#) for the permission slip.

ROCK WALL CLIMBING ○●●

FREE-TIME ACTIVITY (M/TU/W EVENING)

SEE THE EVENING PROGRAM SCHEDULE

The Bear Creek Scout Camp rock wall has manufactured handholds and footholds, offers fun for different skill levels, focusing on strength, balance, problem-solving, and full-body fitness. It's a popular sport for beginners to advanced climbers alike.

STAR PARTY ○●●

FREE-TIME ACTIVITY (MONDAY EVENING)

SEE THE EVENING PROGRAM SCHEDULE

Using telescopes and guided by knowledgeable staff, Scouts identify constellations, planets, and stars while learning about astronomy, navigation, and the science behind the night sky. It's a relaxing, awe-inspiring evening that sparks curiosity and a sense of wonder.

MERIT BADGE CLASS & PROGRAM SCHEDULE

This can be a helpful tool for your Scouts to decide on which merit badges and programs they want to participate in.

FOR EVENING ACTIVITIES, SEE PAGE 24

	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM
Heritage	Communication Citizenship / World	Archaeology Metalwork	Disabilities Awareness Citizenship / Nation Metalwork	Archaeology Citizenship / World Metalwork	Metalwork Communication Citizenship / Nation
Boat Dock	Canoeing	Canoeing	Kayaking	Kayaking	Free Boat
Ecology	Environmental Sci. Bird Study	Space Exploration Fish & Wildlife	Astronomy Space Exploration	Fish & Wildlife Mgt. Environmental Sci.	Astronomy Nature Environmental Sci.
Field Sports	Multisport	Orienteering Personal Fitness	Orienteering Personal Fitness	Fishing Fly Fishing	Fishing Fly Fishing
Handicrafts	Woodcarving Art	Photography Leatherwork	Woodcarving Pottery	Leatherwork Pottery	Woodcarving Art
Pool	<i>Ranger Swim</i> Snorkeling Lifeguard (all day)	<i>Ranger Swim</i> Lifesaving	Swimming Lifesaving	Swimming	Free Swim Mile Swim
Range & Target	Archery Rifle Shotgun	Archery Rifle	Archery Rifle Shotgun	Archery Shotgun	Free Shoot
Outdoor Skills	Emergency Prep. First Aid	Emergency Prep. Wilderness Survival	Cooking Wilderness Survival	Emergency Prep. First Aid Wilderness Survival	Cooking First Aid
Other	Climbing	----->	----->	Rock Wall Open Climb	Rock Wall Open Climb

RANGER PROGRAM



RANGER PROGRAM

The Ranger program is an adventure designed specifically for new crossover Scouts as a first-year program.

The Ranger Program is the ultimate experience for Scouts working toward their First Class rank, blending learning, fun, and teamwork into an unforgettable adventure. Designed specifically for new crossover Scouts, this program provides a supportive environment where basic skills are taught through collaboration and hands-on practice.



WHAT SETS THE RANGER PROGRAM APART

Patrol-Size Groups:

Scouts work in groups of 6 to 8, ensuring personalized attention and fostering close teamwork. This size allows each Scout to actively participate, practice leadership, and form strong bonds with their peers—just like in their home units.



Guided Leadership:

Each patrol has a dedicated Troop Guide who leads them through the program. Scouts will elect their own Senior Patrol Leader, practice daily troop meetings, and prepare to take these leadership skills back to their units.



Skill Building:

Rangers can complete many rank advancement requirements and earn key certifications, including Totin' Chit, Firem'n Chit, Swimming Merit Badge, and First Aid Merit Badge.



This small-group approach ensures every Scout is engaged, supported, and given the chance to grow in confidence and capability. Leaders, you're invited to join in the experience and watch your Scouts thrive in a program designed to set them up for long-term success in Scouting.





WITH PERFECT ATTENDANCE THROUGHOUT THE WEEK, RANGERS CAN COMPLETE THE FOLLOWING REQUIREMENTS:



SCOUT:
1A-F, 2A-D, 3A-B, 4A-B, 5



TENDERFOOT:
1A-C, 2A-B, 3A-D, 4A-D, 5A-D, 6A, 7A, 8



SECOND CLASS:
1C, 2A-C, F-G, 3A-D, 4, 6A-E, 8A-B, 9A-B



FIRST CLASS:
1B, 3A-D, 4A-B, 5A-D, 7A-F, 9A-B



IN ADDITION, SCOUTS CAN EARN:

First Aid Merit Badge

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.



Swimming Merit Badge

Location: Pool

Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic skills. Scouts must pass the BSA Swimming Test to complete this badge.



Fireman's Chit

Location: Outdoor Skills

This certification grants a Scout the right to carry fire-lighting devices (matches, lighters, etc.) to build campfires. The Scout's "Fireman's 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.

CAMP DIRECTOR'S NOTE:

We encourage you to test their skills from what they've learned, however we are willing to sign their books upon your request. If your Ranger completed the swimming merit badge they also completed the rank requirements associated with swimming.





BEAR CLAW

EXCLUSIVE TO BEAR CREEK SUMMER CAMP

For Scouts and leaders who have “done it all,” Bear Claw offers a brand-new challenge — a next-level adventure designed to reignite your excitement for the outdoors and expand your Scouting toolkit.

Bear Claw is inspired by the retired Scouting America program Powder Horn, a high-adventure sampler that gave participants a taste of the incredible outdoor opportunities available through Scouting. While the national Powder Horn course has been discontinued, Bear Creek proudly carries its spirit forward with our own unique twist.

BEAR CLAW IS AN IMMERSIVE, HANDS-ON PROGRAM

Scouts and adults together to explore the best of outdoor adventure guided by skilled instructors and local experts who “teach by doing.” Each day, participants dive into new experiences like caving, blackpowder rifle, and outdoor living history (pioneering, blacksmithing, cowboy action shooting, etc.), paddlecraft, expedition planning, and more. The focus isn’t on earning badges or certifications — it’s about building confidence, discovering new interests, and uncovering the resources that make those activities possible back home in your unit.

Bear Claw participants form into crews, mirroring the Venturing model, and work side-by-side with dedicated guides who help them navigate the challenges and fun of each day. Along the way, themed activities, creative challenges, and a light-hearted camp atmosphere keep the energy high and the learning unforgettable.

This program is ideal for:

Older Scouts (14+) ready for something beyond merit badges.

Adult leaders seeking inspiration and practical skills to enhance their unit’s program.

Anyone who loves adventure, teamwork, and trying something new. It’s also a great bonding experience!

BEAR CLAW IS MORE THAN JUST ANOTHER CAMP ACTIVITY

The camp is a launchpad for your next great outdoor adventure. You’ll leave not only with stories to tell, but with the knowledge, ideas, and enthusiasm to bring new life to your troop or crew’s outdoor program.

Exclusive to Bear Creek Summer Camp.

Where experience meets adventure ...and adventure becomes inspiration.

Archery
Astronomy
Backpacking
Canoeing
Cave Exploring
Conservation
COPE
Expedition Planning
First Aid
Fishing
Kayaking
Land Navigation
Leave No Trace Camping
Lifesaving
Mountaineering
Outdoor Living History
Plants and Wildlife
Rifle
Shotgun
Swimming
Wilderness Survival



BEAR CLAW DAYTIME CLASS & PROGRAM SCHEDULE

	9:00 AM	10:00 AM	11:00 AM	2:00 PM	3:00 PM
Monday	Icebreakers	Cooking/Dutch Oven/ Backpacking Cooking	----->	Orienteering	Archery/Tomahawk/ Knife Throwing
Tuesday	Hiking/Backpacking/ Caving	-----	----->	Pioneering	Astronomy
Wednesday	Cope & Climbing	-----	----->	Zipline & Rock Wall	----->
Thursday	Blacksmithing	Shotgun	Black Powder	Rifle	Cowboy Action
Friday	Fly Fishing	Kayaking/Canoeing	----->	First Aid	Swimming/Lifesaving

*It's only when you know a [Scout's] environment that
you can know what influences to bring to bear.*

-Lord Baden Powell



ADULT TRAINING & ACTIVITIES

Aquatics Supervision

Aquatics Supervision training provides Scout leaders with the essential skills and knowledge to safely manage unit swimming and boating activities, focusing on preventing emergencies and responding effectively.

Awards Within Scouting America

This session introduces leaders to the wide range of awards and recognitions available to both youth and adults in Scouting America. Participants will explore programs such as the Religious Emblems, NOVA and STEM awards, the National Outdoor Awards Program, Conservation recognitions, Complete Angler, and key adult leader awards. The class covers eligibility, requirements, and how each award supports advancement, skill development, and long-term engagement in Scouting. Leaders will leave with a better understanding of how to encourage meaningful achievement and celebrate the accomplishments of Scouts and volunteers alike.

Building Scouting:

Recruiting Youth & Volunteers

This leader workshop equips Scouting volunteers with the tools and strategies needed to grow their units with confidence. Participants will learn effective recruitment methods including how to host impactful joining events and using digital and social media outreach. The course also introduces leaders to official Scouting America marketing resources, helps them set achievable youth and adult recruitment goals, and includes practical skill-building on topics such as adult recruitment, optimizing your BeAScout.org pin, and leveraging geofencing and other modern tools to support membership growth.

CPR / AED / First Aid Training

Course fee apply, and class sizes are limited.

NOTE: Scouts taking Lifeguard Training will take this as part of their lifeguard class at no extra cost.

CPR for the Professional Rescuer (CPR pro)

Prerequisite: CPR/AED/First Aid

Course fee apply, and class sizes are limited.

NOTE: Scouts taking Lifeguard Training will take this as part of their lifeguard class at no extra cost.

Cowboy Action

Open to Adults & Youth ages 14+

This program offers a fun, safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp this summer, take part in a special shooting experience with opportunities to shoot .22 caliber pistols, .22 caliber lever action rifles, and 12 or 20 gauge shotguns at reactive targets. Parents must sign the permission form before a Scout participates. See page 39 for the permission slip.

Dutch Oven Workshop

Designed to teach the skills and techniques of cooking outdoors using a cast-iron Dutch oven. Adults who participate in this training may use their dish in the Dutch Oven Cookoff event held the same evening.

Fundraising Workshop

This workshop provides leaders with the knowledge and tools to run successful, compliant fundraising efforts within Scouting America. Participants will learn the rules and best practices for unit fundraising, how to complete and submit the BSA Unit Fundraising Application, and the specific guidelines for Eagle Scout service project fundraising using the Eagle Scout Fundraising Application. Leaders will leave prepared to plan and manage fundraisers that support their program and meet all necessary requirements.



Introduction to Scouting Training Courses

This session gives leaders an overview of the training and leadership development opportunities available throughout Scouting America. Participants will be introduced to key programs such as NYLT, NLYE, Wood Badge, Camp School, and advanced training offered through the Philmont Training Center. The course explains what each program provides, who it's for, and how it strengthens both individual leaders and their units. Leaders will leave with a clear understanding of the training pathways available and how to take the next step in their own development—or guide others in theirs.

Navigating the Eagle Scout Process

This class provides a clear, step-by-step overview of the Eagle Scout process and equips leaders with the knowledge to guide Life Scouts toward success. Participants will learn the requirements for the rank, best practices for supporting Scouts through project planning and approvals, how to navigate paperwork and Boards of Review, and common pitfalls to avoid. The session also covers effective mentoring strategies and ways to help Scouts stay motivated and on track. Leaders will leave confident in their ability to support every Life Scout on their path to Eagle.

Scoutmaster Dutch Oven Cook-off

Any number of Scoutmasters from a troop may participate in this event. Submissions for this event are due Thursday at 5:30pm in the overflow dining hall. The submission should be a dessert. A panel of impartial judges will be formed to evaluate all submissions. The submission with the most favorable scores from all judges will be named champion of this event.

Scoutmaster Sculpt

Any number of scoutmasters from a troop may participate in this event. The Handicrafts will provide stoneware to each participating scoutmaster to be constructed into an original sculpture. At the end of the week the Handicrafts staff will evaluate all submissions and choose a champion. All sculptures will be returned to troops at the end of the week to be taken home with them.



Scoutmaster Shoot

Any number of Scoutmasters from a troop may participate in this event. The event will be held at the shotgun range on Tuesday afternoon from 3:00pm to 5:00pm. Scoutmasters should buy 3 shotgun tickets at the Trading Post prior to attending the event. The event will involve shooting clay pigeons in varying angles. The scoutmaster with the best accuracy and highest score will be named champion of this event.

Safety Afloat

Safety Afloat is required for all boating activities

Renewable every two years

Safety Afloat ensures the safety of participants in all water activities, such as boating and swimming. It requires adult leaders to be trained in its "nine points" to conduct activities safely, focusing on factors like qualified supervision, personal health reviews, swimming ability, the buddy system, and proper equipment. The program provides standards for safe unit activity afloat.

Safe Swim Defense

Required for all swimming activities

Renewable every two years

This is a required set of guidelines for all swimming activities in Scouting America to ensure participant safety. It is based on eight points: qualified supervision, personal health review, a safe area, response personnel (lifeguards), a lookout, ability groups, the buddy system, and discipline. Adult leaders must complete the online training to supervise these activities, which apply to any event where participants enter the water over knee-deep or submersion is likely.

Wilderness Remote First Aid (2-day class)

Open to Scouts (14+) and Adults

Prerequisite: CPR/AED

Course fees apply, and class size is limited.

This hands-on training course teaches Scouts and leaders how to respond to medical emergencies in remote locations where professional medical help is more than an hour away. The two-day course covers patient assessment, wound care, treatment for common wilderness-related illnesses and injuries like hypothermia and altitude sickness, and requires current CPR/AED certification as a prerequisite. It is a mandatory requirement for leaders on high-adventure trips, with some bases requiring at least two WFA-certified leaders.

Rock Wall Climbing

The Bear Creek Scout Camp rockwall has manufactured handholds and footholds, offers fun for different skill levels, focusing on strength, balance, problem-solving, and full-body fitness. It's a popular sport for beginners to advanced climbers alike.

ADULT TRAINING & ACTIVITY SCHEDULE



DAYTIME

EVENING

Monday
Tuesday
Wednesday
Thursday
Friday

Monday	CPR/AED/First Aid Introduction to Scouting Training Courses Awards within Scouting America
Tuesday	CPR for the professional rescuer (CPR pro) Scoutmaster Shoot (3-5pm) Navigating the Eagle Scout Process
Wednesday	Wilderness Remote First Aid (Part 1) Aquatics Supervision (all day class) Water Rescue
Thursday	Wilderness Remote First Aid (Part 2) Dutch Oven Workshop
Friday	Building Scouting: Recruiting Youth & Volunteers Fundraising Workshop

Monday	Safe Swim Defense (7pm) Safety Afloat (8 pm) Scoutmaster Sculpt (7-9pm)
Tuesday	Scoutmaster Sculpt (7-9pm)
Wednesday	Scoutmaster Shoot (7-9pm)
Thursday	Scoutmaster Dinner Dutch Oven Cookoff (5:30pm)
Friday	





SPECIAL EVENTS

MONDAY NIGHT STAR PARTY

MONDAY 9:15 PM

ORDER OF THE ARROW ICE CREAM SOCIAL

OA MEMBERS ONLY

WEDNESDAY 1:30 PM

TROOP COOKOUT (FOIL DINNERS)

WEDNESDAY NIGHT

The evening meal will be cooked by your Scouts in your campsite. The Dining hall staff will provide all ingredients for foil dinners and dessert (including foil). If a burn ban is in effect, this meal will be replaced by a meal at the dining hall. You are invited to bring a Dutch oven if you choose. Dinner: foil, hamburger meat, potato, carrot, onion, and cabbage. Desert: peaches, cake mix, butter, sugar, and cinnamon.

CHAPEL SERVICE (VESPERS)

WEDNESDAY 9:00 PM

Non-denominational faith service open to all who wish to participate.

SCOUTMASTERS DINNER - ADULT LEADERS ONLY

THURSDAY EVENING

FRIDAY FAMILY DINNER - FAMILIES INVITED

FRIDAY EVENING

See Family Dinner page 35 for detailed instructions about how to participate.

BEAR CREEK GAMES

EVERY EVENING (AWARD CEREMONY AT CLOSING CAMPFIRE)

A friendly competition between friends where some will take the gold, and others will take only memories of an amazing camp experience! Units may complete the Games activities anytime as long as it does not impact regular class schedules or programs. This is to support maximum participation. See page 30 for details.

AINA TOPA HUTSI LODGE

ORDER OF THE ARROW CALL-OUT

FRIDAY NIGHT

Each Friday evening at summer camp, staff who are members of our Order conduct 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. We have a spectacular setting which is backed by Bear Creek and a 120-foot cliff. See Page 31 for more information about the OA.



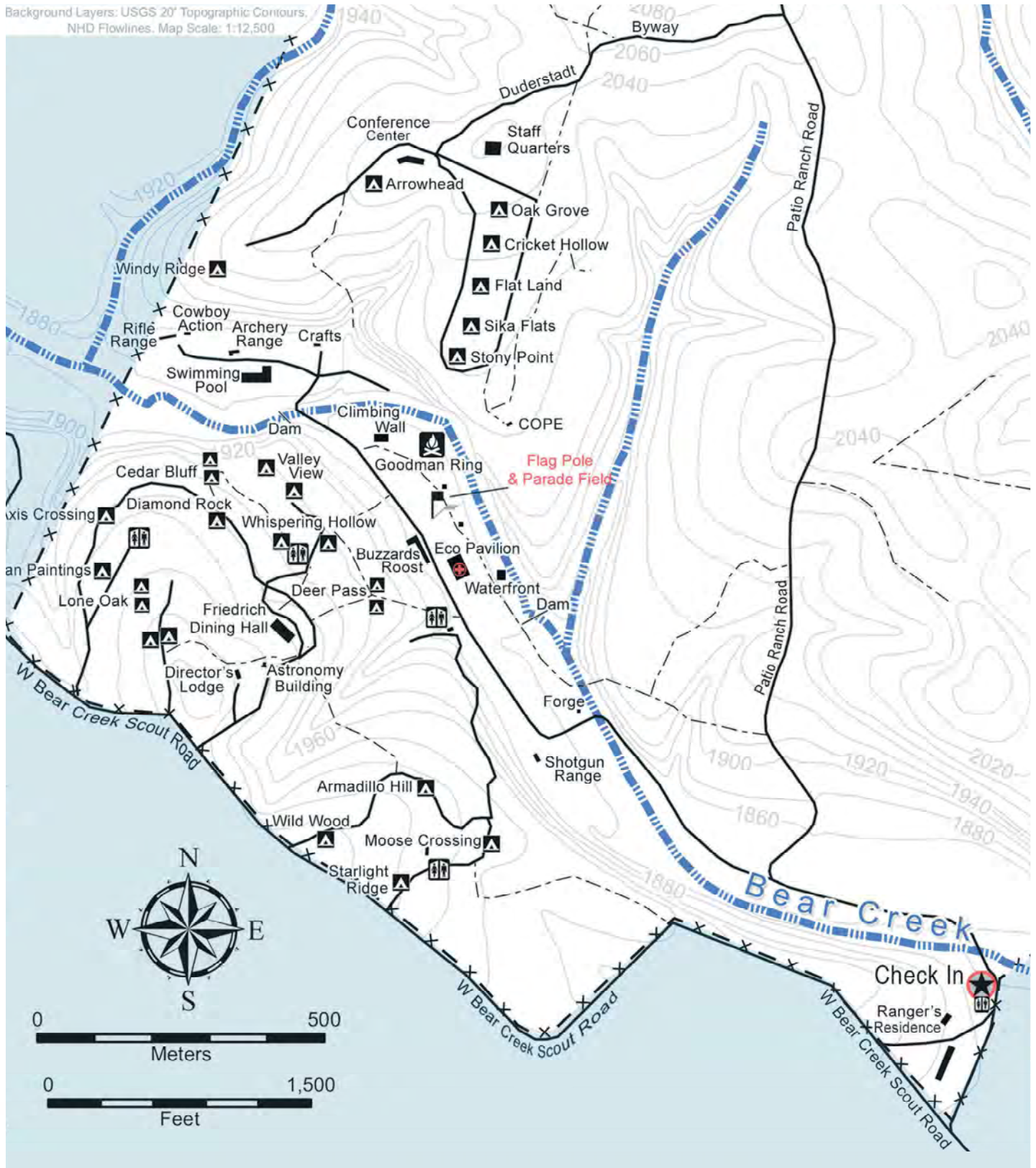
Bear Creek Scout Camp

EVENING PROGRAM SCHEDULE

Area	Monday		Tuesday		Wednesday		Thursday	
	7:00 PM	8:00 PM	7:00 PM	8:00 PM	7:00 PM	8:00 PM	7:00 PM	8:00 PM
Outdoor Skills	Totin' Chip	Totin' Chip	[Area Closed]		Paul Bunyan	Paul Bunyan	Wilderness Survival Outpost	
Ranger	Ranger Conservation		[Area Closed]		Ranger Totin' Chip in the Ranger Area			
American Heritage	Branding at the Forge		[Area Closed]		Branding at the Forge		Branding at the Forge	
Field Sport	Open Fishing & Fly Fishing Open Sport		[Area Closed]		Open Fishing & Fly Fishing Open Sport		Open Fishing & Fly Fishing Open Sport	
Pool	Free Swim		Free Swim		[Area Closed]		Free Swim	
	Safe Swim Defense	Safety Afloat						
Boat Docks	Free Boat Waterslide Log Rolling		Free Boat Waterslide Log Rolling		Free Boat Waterslide Log Rolling		Free Boat Waterslide Log Rolling	
Range & Target	Free Shoot: Rifle & Archery		Free Shoot: Rifle & Archery		[Area Closed]		Free Shoot: Rifle, Archery & Cowboy Action	
Climbing	Zipline		Zipline		Zipline		Zipline	
Handicrafts	Patrol Flag Competition Pottery & Sculpting		Patrol Flag Competition Pottery & Sculpting		Patrol Flag Competition		[Area Closed]	
Ecology	Ranger Conservation	Conservation & Service Project	Conservation & Service Projects Native Riparian Buffer Restoration		Conservation & Service Projects Nature Hike at 7:00 PM		Conservation & Service Projects Nature Hike at 7:00 PM	
Other	Star Party at 9:15 PM		None		Chapel/Vespers 9:00 PM (OA Ring)		Cobbler Cook-off Scoutmasters Dinner	
Commissioners Area	Citizenship in Society (Part I)		Citizenship in Society (Part II)		[Area Open]		[Area Open]	

Citizenship in Society is a two-part class taught by Merit Badge Counselors from Bear Creek Scout Camp's Commissioner Corps

Background Layers: USGS 20' Topographic Contours,
NHD Flowlines. Map Scale: 1:12,500



**Bear Creek
Scout Camp**

- Check-in Office / Camp HQ
- Campsite
- Restroom/Shower
- Campfire Ring
- Facility
- Med Lodge
- Waterway
- Road
- Trail
- 20-foot Contour
- Boundary

Cowboy
Action

Rifle
Range

Archery
Range

Handicrafts
& Zipline Check In

Swimming
Pool

Field
Sports



Chapel

Zip Line

Ranger
Area

C.O.P.E



Amphitheater

Climbing
Wall

Flag Pole &
Parade Field

Ecology

Health Lodge, Trading Post
& Scoutmaster Lounge

Commissioners
Area

Friedrich
Dining Hall

Cardiac Hill Trail

Outdoor
Skills

Boat Dock
Waterslide

Forge

Shotgun
Range

UPPER PROGRAM VALLEY

LOWER PROGRAM VALLEY



Program Valley Map

Map is not to scale

PACKING LIST

CAMPING GEAR

Tent
Trunk or Footlocker
Drinking Cup or Second Water Bottle
Daypack
Twin Size Sheet/Blanket/Sleeping Bag
Pillow
Cot
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
Sunscreen
Bug Spray

TOILETRIES

Bath Towels (2)
(one for aquatics, one for showers)
Washcloth
Toilet Paper
Deodorant
Comb / brush
Shower Shoes
Body-wash / Shampoo / Soap
Toothbrush and Toothpaste
Other / Feminine Hygiene / Shaving
Chapstick
Facial wipes
Hand Sanitizer

CLOTHING

Full BSA Field Uniform
OA Sash (OA Members Only)
Hoodie or Light Jacket
T-shirts (enough for 6 days)
Shorts or Pants (enough for 6 days)
Socks (enough for 6 days)
Underwear (enough for 6 days)
Mask (might be required in the trading post)
Flip Flops (for shower use ONLY)
Rugged Pants (for service project)
Long Sleeve Shirt (for service project)
Work Gloves
Rain gear/jacket
Hiking boots / closed toe shoes
Hat / cap (for sun protection)

SUGGESTED EXTRAS

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

AQUATICS

Swim Suit
Quick dry towel
Goggles (optional)
Swim Shirt (optional)
Water shoes or sandals for boating area (optional)

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)
Bicycle Helmet (required for Multisport MB)

ITEMS TO LEAVE AT HOME

Sheath knives
Fireworks
Radios, CD Players
Skateboards & scooters
Valuables
Electronic games
Pets

**MAKE SURE TO MARK ALL ITEMS WITH
SCOUT'S NAME AND UNIT NUMBER**

TROOP PACKING LIST

Roster w/highlighted participants
(4-copies needed)
Leader Safeguarding Youth Training
copies
Copy of accident and sickness Insurance
(out of Council units)
Scout & Leader Medical Forms
(page 27-30)
Signed Permission Slips for Cowboy
Action Activity (page 34)

Troop Flag
Rope & Twine
Dutch Oven & Utensils
Patrol Flags
Water Cooler for campsite
First Aid Kit
American Flag
Merit Badge Book Troop Library
Foot Locker for Valuables
Flagging Tape
Medications

REQUIRED FOR 2026

One flashlight per leader
and one per every 4 youth
CANNOT be a cell phone,
MUST be a flashlight or headlamp



NOTE ABOUT FLAGS

Troops should bring U.S., troop and patrol flags to be posted in your campsite. Camping is done using the patrol method. All campsites are graded daily for neatness, symbolic display of flags and troop spirit.

UNCLE DUDER HONOR TROOP AWARD

The Uncle Duder Honor Troop Award is presented to all units meeting the Uncle Duder standards of Good Camping. The award is designed to encourage Unit participation in the wide range of activities and to provide units and individual service opportunities. Units that meet or exceed the Camp standards during their week Bear Creek will be known as an "Uncle Duder Honor Troop" and awarded a flag pennant at the Friday night campfire.

UNCLE DUDER HONOR TROOP AWARD REQUIREMENTS:

1. At least one adult from the unit must attend all required meetings. Additionally, the SPL, ASPL or designated youth must attend all required youth meetings.
2. The unit must maintain a clean and organized campsite. The site should be free of litter, gear stowed appropriately in tent and pavilion areas. The Troop members comply with all camp policies.
3. All vehicles must be removed from the campsite by 9:00 AM on Monday morning unless they display a medical pass issued by the Camp Medic or Director. Vehicles must remain in the designated parking areas until after the Friday night campfire or unless approved by the Camp Director.
4. All liquid fuels (charcoal lighter, etc.) must be properly stored in the campsite. Any not properly stored will be removed by Commissioners. No fires are to be left unattended.
5. Participate in a Troop Service or Conservation Project, such as:
 - a. Raise or Lower the Camp Flags (Dining Hall).
 - b. Raise or Lower the Valley Flag.
 - c. Conservation project approved and supervised by the Ecology Director for at least one hour and involve at least 75% of the unit and one troop leader.
 - d. Sweep the Dining Hall after a meal.
 - e. Pick up litter in a location identified by the Camp Commissioner/Camp Director.
 - f. Gather firewood for Friday night campfire – see Camp Quartermaster for details.
 - g. Other service project approved by the Camp Commissioner or Camp Director.
 - h. At least 75% of the unit attends Vespers Wednesday evening or Troop conducts a Vespers program in their campsite.
6. Troop members assist in maintaining a safe and clean restroom area by cleaning the bathing and toilet facilities. It is anticipated that Troops will clean the facility nearest their campsite and also the common use facilities in the Valley and Dining Hall. More than one Troop can be involved in cleaning a facility each day.
7. The Troop must attain at least a score of 90 on their Troop and Campsite Evaluation for at least three days at camp



SCORING

The score for item #1 will be based on meeting sign-in sheets. Senior Patrol Leaders, with Scoutmaster guidance, will inspect campsites each day and record a score for items 2, 3, and 4. These scores may be adjusted by Camp Commissioners as they spot-check campsites. Scores for item 5 and 6 will be based on sign-up sheets located at the Commissioner's pavilion, inspection of facilities by Commissioners, and reports from the Ecology Director and Quartermaster.



BE AN UNCLE DUDER TROOP

(A minimum score of 90 Points on each of three days is required for the Uncle Duder Award.)

TROOP # _____

CAMPSITE _____

#	Item	Possible Points	Actual Points				
			Mon	Tues	Wed	Thur	Fri
1	At least one adult from the unit must attend all Scoutmaster meetings. Additionally, the SPL, ASPL or designated youth must attend all required youth meetings.	20					
2	The unit must maintain a clean and organized campsite. The site should be free of litter, gear must be stowed appropriately in tent and pavilion areas. The Troop members comply with all camp policies.	20					
3	All vehicles must be parked outside the campsite unless they display a medical pass issued by the Camp Medic or Director.	10					
4	All liquid fuels (charcoal lighter, etc.) must be properly stored in the campsite. (Commissioners will remove any liquid fuels not properly stored.) No fires are to be left unattended.	10					
5	Participate in a Troop Service or Conservation Project, such as: Raise/Lower the Camp Flags, a conservation project, sweeping dining hall, litter patrol, vespers, and other approved projects	20					
6	Troop members assist in maintaining a safe and clean restroom area by cleaning the bathing and toilet facilities.	20					
	Total Points	100					
	Senior Patrol Leader's Initials						
	Scout Master's Initials						

Troop Service and Facility Cleaning Projects

Monday: _____

Tuesday: _____

Wednesday: _____

Thursday: _____

Friday: _____

BEAR CREEK GAMES

The Bear Creek Games are a series of events that welcome the participation of any troop to showcase their particular prowess in the many areas of Scouting. All troops are welcome to participate in any or all events, and each event will be held as often as possible from Monday through Thursday so the sixth period and evening program on Friday can be spent having fun free time. Each event will name its own champion out of the participating troops. At the end of all events, all scores will be compiled to name the overall Bear Creek Games Champion. The more events a troop participates in, the higher the chance of them being named the Bear Creek Games Champion.

During the games, Scouts are expected to demonstrate the highest understanding and practice of the Scout Oath and Law. Any violation of safety or show of unsportsmanlike conduct may be grounds for disqualification and removal from the games.

THE FOLLOWING EVENTS ARE TO OCCUR THROUGHOUT THE WEEK:

RIFLE

DURING FREE SHOOTING TIMES

One scout will represent their troop in this event. This event will be located at the rifle range. Scouts participating will be given five rounds to shoot at a typical NRA qualifying target. The scout with the highest total score will be named the champion of this event.

ARCHERY

DURING FREE SHOOTING TIMES

One scout will represent their troop in this event. This event will be located at the archery range. Scouts participating will be given a quiver of five arrows to shoot at a typical archery qualifying target. The scout with the highest total score will be named the champion of this event.

SWIM RELAY

DURING FREE SWIM TIMES

Two scouts will represent their troop in this event. This event will be located at the pool. One scout will feet-first dive in the pool, perform Scouting America's regulation swim test, and then swim back to the middle of the pool. Afterwards the second participant, still on the edge, will throw a rescue ring to the scout that has just finished the swim test. Each group of scouts participating will be timed. The scouts that perform the swim test and rescue exercise the fastest will be named champion of this event.

ECOLOGICAL TRIVIA

DURING THE FREE PERIODS

At most, three scouts may represent their troop in this event. This event will be held in the Ecology area. The Ecology staff will provide a test with ten written questions. Scouts who participate in this test must answer all questions correctly to qualify in becoming a champion. If a scout does not know the answer to a question they may convene with the other scouts in their group. However, the tests will also be timed! The scout(s) with the fastest time will be named champion of this event. In the event that none of the groups get all the questions correct to qualify then the group with the highest score and fastest time will be named champion of this event.

PATROL FLAG COMPETITION

M/TU/W 7:00PM TO 9:00PM IN HANDICRAFTS AREA

Any number of scouts from a troop may participate in this activity. Staff will provide acrylic and canvas to participating troops in this event. Troops are encouraged to use their creativity to make an original patrol flag for their troop. Troops may also submit patrol flags that they brought with them to camp, but each patrol is only allowed one patrol flag submission. At the end of the week the Handicrafts staff will evaluate all submissions, choose a champion, and all patrol flags will be returned to troops to be taken home with them.

PIONEERING COMPETITION

DURING FREE TIME WHILE THE SKILLS AREA IS OPEN

Any number of scouts from a troop may participate in this event. Scouts will be provided rope and wooden poles to lash the tallest free-standing structure. The structure must stand through the inspection of all other submissions to be considered for this award. The tallest free-standing structure that lasts through the judging will be named champion of this event.



AINA TOPA HUTSI LODGE ALAMO AREA COUNCIL

The Aina Topa Hutsi Lodge of the Order of the Arrow serves our council throughout the year, providing bridge ceremonies for Cub Scout Packs, setting up and putting away summer camp, 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 at McGimsey, a Fall Fellowship at Bear Creek which includes a very impressive Vigil Call-Out Ceremony, our Winter Banquet in late January, ceremonies for the Induction of Candidates and Brotherhood Ceremonies at most all of our events.

Each Friday evening at summer camp, camp staff who are members of our Order conduct 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. We have a spectacular setting which is backed by Bear Creek and a 120-foot cliff.

SCOUTING'S NATIONAL HONOR SOCIETY

OA MEMBERS ARE ENCOURAGED TO WEAR
THEIR SASHES ON FRIDAY

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 any leaders meeting. All names are subject to verification and additional names can be added up until Thursday of your unit's week in camp.

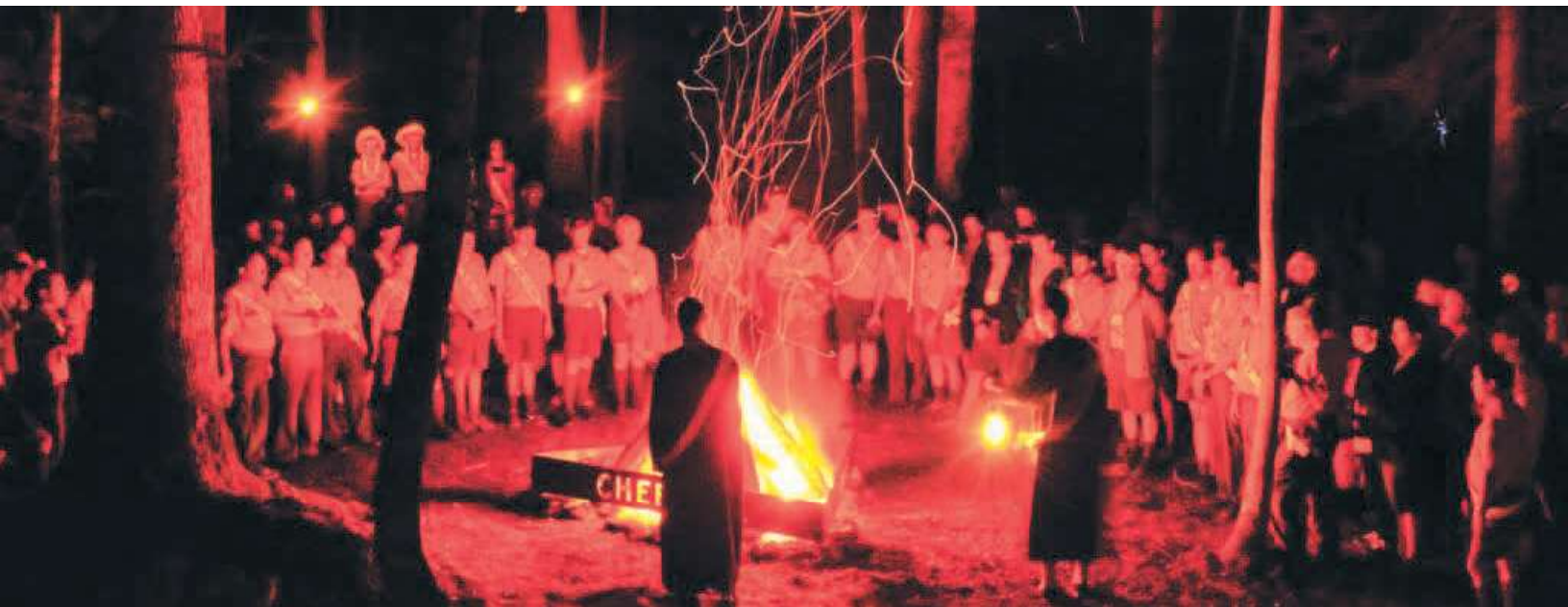
Those elected to become members, called "Candidates," have a period of one year from the date of their election to complete their Induction or they must be re-elected to become a candidate again.

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 summer camp.



POLICIES & PROCEDURES

INTRODUCTION

It is the goal of Bear Creek Scout Camp (BCSC) 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 Bear Creek Scout Camp'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 of these rules and policies can be addressed before camp by emailing BearCreekScoutCamp@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 summer camp must be a registered member Scouting America. Charter Rosters with participants highlighted must be turned in to the front office upon check-in at camp as proof of registration.

UNIT LEADERSHIP

Each unit must have a minimum of two registered adult leaders 21 years of age or over are required in camp at all times. 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. BCSC 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 BCSC, and ensure Scout safety, individuals are not permitted on camp property without prior authorization. All visitors must check in and out at Camp HQ.

Parents or visitors planning to attend the Friday Family Dinner event must follow the instructions listed in the appendix on page 35. For questions, email BearCreekScoutCamp@AlamoAreaScouting.org

LEAVING CAMP

Anyone leaving camp must sign out at the Camp HQ. The front gate of BCSC will be closed at all times. 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 are 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, BCSC 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 at camp. A copy of your certificate of insurance and necessary information for processing a claim must be on file with the camp medical officer before your troop can camp at BCSC. This allows the BCSC 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.

POLICIES & PROCEDURES

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

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

SCOUT UNIFORM IN CAMP

Scouts are expected to wear the Scouting America field uniform to breakfast, morning flags, evening flags, dinner, and to Friday'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.

SWIMMING ATTIRE

Swimsuits must be modest. Outside of aquatic areas all campers are required to wear shirts and shorts or pants.

FOOTWEAR

Campers will need sturdy shoes for hiking and a spare pair in case their shoes get wet. No open toed shoes. Water shoes are encouraged for boating areas.

EVERYBODY GET A BUDDY

No Scout should be without a buddy at camp.

QUIET HOURS

Quiet hours are from 10:00pm to 6:30am.

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. Electric 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 checking 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.

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.

BCSC is in the country where there are raccoons and other smaller animals who will make a mess of unsecured food or garbage.

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, and 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 the county road which parallels a portion of BCSC is 30 mile per hour (MPH). The speed limit on roads on camp is 10 MPH with the following exceptions:

- a. The speed limit in the Program Valley (the area after the second low water crossing) is 5 MPH.
- b. The speed limit in campsite areas is 5 MPH.

POLICIES & PROCEDURES

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 the week.

All other vehicles must be removed to a designated parking area for the duration of their visit. Driving in the Campsite areas or Program Valley 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 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 BearCreekScoutCamp@AlamoAreaScouting.org by May 15 to ensure the assigned campsite has accessible parking.

GATE POLICY

Perimeter gates MUST remain closed at all times - no exceptions. If you find a gate open, close it.

EMERGENCY DRILL

There will be a camp wide emergency drill within the first day of camp. Emergency procedures will be posted on camp bulleting boards in all campsites. As a rule, Scouts and Scouters hearing vehicle horns honking repeatedly must report immediately to the nearest gathering point without delay.

Gathering points are:

- If on the Friedrich side of camp - meet at the Dining Hall
- If on the Rickenbacker side- meet at the conference center
- If in the Lower Valley - meet at the Eco Pavilion
- If in the Upper Valley - meet at the Handicrafts Area

It is the responsibility of the leaders to make sure the Scouts are aware of what to do during an emergency. Consult the camp maps on pages 25 and 26 to locate these areas.

LOST CAMPERS

Please inform staff if you need help finding a lost camper. BCSC 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. Scouting America's national organization has implemented stringent new rules for their safe use.



FAMILY DINNER

FRIDAY FAMILY DINNER

Anyone planning to attend the Friday Family Dinner should notify their Troop of their intentions prior to the week of camp. There are different requirements for visitors (people coming for the OA Call-Out and dinner) and those who plan to stay Friday night with their unit.

Troops should arrange for a leader or pair of Scouts to meet expected visitors at the Camp HQ and escort them to the appropriate place.

DINNER/CALL-OUT GUESTS (NOT STAYING THE NIGHT)

1. Upon arrival at camp, visitors must check in at Camp HQ, where they will receive a wristband indicating they are a visitor and have been permitted to be on property. Wristbands must be worn at all times while at camp.
5. Dinner is \$10, payable (cash only) at the dining hall.
6. Guests are expected to follow all policy guidelines while at camp. (See policies)
7. Guests must sign out at the Camp HQ and leave camp after the Call-Out Ceremony is over.

**GUESTS ARE NOT ALLOWED
TO CAMP OVER NIGHT**

NUTRITION & ALLERGIES

Our dining hall will make modifications to fit special dietary needs. This Special Dietary Roster will inform the staff of the products that the Scout is allergic to. Please email this completed form, or the details of your Scout's needs to [BearCreekScoutCamp@AlamoAreaScouting.org](mailto: BearCreekScoutCamp@AlamoAreaScouting.org) by May 15.



Troop Number _____

Council _____

[illegible]

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for ***council activities*** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resumeswimming as before, and return to starting place.

Anyone who has not completed the beginner or swimmer tests is classified as a **nonswimmer**.

COWBOY ACTION SHOOTING PROGRAM PARTICIPATION AND HOLD HARMLESS AGREEMENT

Bear Creek Scout Reservation, Alamo Area Council will be conducting a Scout cowboy action shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).

I, the undersigned, give my child, _____, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/ she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear at all times while on the range.
3. Follow all the safety rules provided in the briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature _____ Date: _____

Parent/guardian signature _____ Date: _____

Parent/guardian printed name _____ Date: _____

Home phone _____ Cell phone _____

Email address _____

Part A: Informed Consent, Release Agreement, and Authorization

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

(If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.

Every person who furnishes any BB device to any minor, without the express or implied permission of the parent or legal guardian of the minor, is guilty of a misdemeanor. (California Penal Code Section 19915[a]) My signature below on this form indicates my permission.

I give permission for my child to use a BB device. (Note: Not all events will include BB devices.)

☐ Checking this box indicates you DO NOT want your child to use a BB device.



NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in connection with programs or activities below.

List participant restrictions, if any:

☐ None

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont Scout Ranch, Philmont Training Center, Northern Tier, Sea Base, or the Summit Bechtel Reserve, **I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met.** The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian's signature is required.

Participant's signature: _____ Date: _____

Parent/guardian signature for youth: _____ Date: _____

(If participant is under the age of 18)

Complete this section for youth participants only:

Adults Authorized to Take Youth to and From Events:

You must designate at least one adult. Please include a phone number.

Name: _____

Name: _____

Phone: _____

Phone: _____

Adults NOT Authorized to Take Youth to and From Events:

Name: _____

Name: _____

Phone: _____

Phone: _____



Prepared. For Life.®

Part B1: General Information/Health History

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Age: _____ Gender: _____ Height (inches): _____ Weight (lbs.): _____

Address: _____

City: _____ State: _____ ZIP code: _____ Phone: _____

Unit leader: _____ Unit leader's mobile #: _____

Council Name/No.: _____ Unit No.: _____

Health/Accident Insurance Company: _____ Policy No.: _____



Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.

In case of emergency, notify the person below:

Name: _____ Relationship: _____

Address: _____ Home phone: _____ Other phone: _____

Alternate contact name: _____ Alternate's phone: _____

Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	Last HbA1c percentage and date: _____ Insulin pump: Yes <input type="checkbox"/> No <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Hypertension (high blood pressure)	
<input type="checkbox"/>	<input type="checkbox"/>	Adult or congenital heart disease/heart attack/chest pain (anginal)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
<input type="checkbox"/>	<input type="checkbox"/>	Family history of heart disease or any sudden heart-related death of a family member before age 50.	
<input type="checkbox"/>	<input type="checkbox"/>	Stroke/TIA	
<input type="checkbox"/>	<input type="checkbox"/>	Asthma/reactive airway disease	Last attack date: _____
<input type="checkbox"/>	<input type="checkbox"/>	Lung/respiratory disease	
<input type="checkbox"/>	<input type="checkbox"/>	COPD	
<input type="checkbox"/>	<input type="checkbox"/>	Ear/eyes/nose/sinus problems	
<input type="checkbox"/>	<input type="checkbox"/>	Muscular/skeletal condition/muscle or bone issues	
<input type="checkbox"/>	<input type="checkbox"/>	Head injury/concussion/TBI	
<input type="checkbox"/>	<input type="checkbox"/>	Altitude sickness	
<input type="checkbox"/>	<input type="checkbox"/>	Psychiatric/psychological or emotional difficulties	
<input type="checkbox"/>	<input type="checkbox"/>	Neurological/behavioral disorders	
<input type="checkbox"/>	<input type="checkbox"/>	Blood disorders/sickle cell disease	
<input type="checkbox"/>	<input type="checkbox"/>	Fainting spells and dizziness	
<input type="checkbox"/>	<input type="checkbox"/>	Kidney disease	
<input type="checkbox"/>	<input type="checkbox"/>	Seizures or epilepsy	Last seizure date: _____
<input type="checkbox"/>	<input type="checkbox"/>	Abdominal/stomach/digestive problems	
<input type="checkbox"/>	<input type="checkbox"/>	Thyroid disease	
<input type="checkbox"/>	<input type="checkbox"/>	Skin issues	
<input type="checkbox"/>	<input type="checkbox"/>	Obstructive sleep apnea/sleep disorders	CPAP: Yes <input type="checkbox"/> No <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	List all surgeries and hospitalizations	Last surgery date: _____
<input type="checkbox"/>	<input type="checkbox"/>	List any other medical conditions not covered above	



Part B2: General Information/Health History

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Allergies/Medications

DO YOU USE AN EPINEPHRINE
AUTOINJECTOR? Exp. date (if yes) _____ ☐ YES ☐ NO

DO YOU USE AN ASTHMA RESCUE
INHALER? Exp. date (if yes) _____ ☐ YES ☐ NO

Are you allergic to or do you have any adverse reaction to any of the following?

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Medication		<input type="checkbox"/>	<input type="checkbox"/>	Plants	
<input type="checkbox"/>	<input type="checkbox"/>	Food		<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings	

List all medications currently used, including any over-the-counter medications.

☐ Check here if no medications are routinely taken. ☐ If additional space is needed, please list on a separate sheet and attach.

Medication	Dose	Frequency	Reason

☐ YES ☐ NO Non-prescription medication administration is authorized with these exceptions: _____

Administration of the above medications is approved for youth by:

_____/_____
Parent/guardian signature MD/DO, NP, or PA signature (if your state requires signature)



Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.

Immunization

The following immunizations are recommended. Tetanus immunization is required and must have been received within the last 10 years. If you had the disease, check the disease column and list the date. If immunized, check yes and provide the year received.

Yes	No	Had Disease	Immunization	Date(s)
<input type="checkbox"/>	<input type="checkbox"/>		Tetanus	
<input type="checkbox"/>	<input type="checkbox"/>		Pertussis	
<input type="checkbox"/>	<input type="checkbox"/>		Diphtheria	
<input type="checkbox"/>	<input type="checkbox"/>		Measles/mumps/rubella	
<input type="checkbox"/>	<input type="checkbox"/>		Polio	
<input type="checkbox"/>	<input type="checkbox"/>		Chicken Pox	
<input type="checkbox"/>	<input type="checkbox"/>		Hepatitis A	
<input type="checkbox"/>	<input type="checkbox"/>		Hepatitis B	
<input type="checkbox"/>	<input type="checkbox"/>		Meningitis	
<input type="checkbox"/>	<input type="checkbox"/>		Influenza	
<input type="checkbox"/>	<input type="checkbox"/>		Other (i.e., Hib)	
<input type="checkbox"/>	<input type="checkbox"/>		Exemption to immunizations (form required)	

Please list any additional information about your medical history:

DO NOT WRITE IN THIS BOX.

Review for camp or special activity.

Reviewed by: _____

Date: _____

Further approval required: ☐ Yes ☐ No

Reason: _____

Approved by: _____

Date: _____



Part C: Pre-Participation Physical

This part must be completed by certified and licensed physicians (MD, DO), nurse practitioners, or physician assistants.

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____



You are being asked to certify that this individual has no contraindication for participation in a Scouting experience. For individuals who will be attending a high-adventure program, including one of the national high-adventure bases, please refer to the supplemental information on the following pages or the form provided by your patient. You can also visit www.scouting.org/health-and-safety/ahmr to view this information online.

Please fill in the following information:

	Yes	No	Explain
Medical restrictions to participate	<input type="checkbox"/>	<input type="checkbox"/>	

Yes	No	Allergies or Reactions	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Medication	
<input type="checkbox"/>	<input type="checkbox"/>	Food	

Yes	No	Allergies or Reactions	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Plants	
<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings	

Height (inches)	Weight (lbs.)	BMI	Blood Pressure	Pulse
			/	

	Normal	Abnormal	Explain Abnormalities
Eyes	<input type="checkbox"/>	<input type="checkbox"/>	
Ears/nose/throat	<input type="checkbox"/>	<input type="checkbox"/>	
Lungs	<input type="checkbox"/>	<input type="checkbox"/>	
Heart	<input type="checkbox"/>	<input type="checkbox"/>	
Abdomen	<input type="checkbox"/>	<input type="checkbox"/>	
Genitalia/hernia	<input type="checkbox"/>	<input type="checkbox"/>	
Musculoskeletal	<input type="checkbox"/>	<input type="checkbox"/>	
Neurological	<input type="checkbox"/>	<input type="checkbox"/>	
Skin issues	<input type="checkbox"/>	<input type="checkbox"/>	
Other	<input type="checkbox"/>	<input type="checkbox"/>	

Examiner's Certification

I certify that I have reviewed the health history and examined this person and find no contraindications for participation in a Scouting experience. This participant (with noted restrictions):

True	False	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Meets height/weight requirements.
<input type="checkbox"/>	<input type="checkbox"/>	Has no uncontrolled heart disease, lung disease, or hypertension.
<input type="checkbox"/>	<input type="checkbox"/>	Has not had an orthopedic injury, musculoskeletal problems, or orthopedic surgery in the last six months or possesses a letter of clearance from his or her orthopedic surgeon or treating physician.
<input type="checkbox"/>	<input type="checkbox"/>	Has no uncontrolled psychiatric disorders.
<input type="checkbox"/>	<input type="checkbox"/>	Has had no seizures in the last year.
<input type="checkbox"/>	<input type="checkbox"/>	Does not have poorly controlled diabetes.
<input type="checkbox"/>	<input type="checkbox"/>	If planning to scuba dive, does not have diabetes, asthma, or seizures.

Examiner's signature: _____ Date: _____

Examiner's printed name: _____

Address: _____

City: _____ State: _____ ZIP code: _____

Office phone: _____

Height/Weight Restrictions

If you exceed the maximum weight for height as explained in the following chart and your planned high-adventure activity will take you more than 30 minutes away from an emergency vehicle/accessible roadway, you may not be allowed to participate.

Maximum weight for height:

Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight	Height (inches)	Max. Weight
60	166	65	195	70	226	75	260
61	172	66	201	71	233	76	267
62	178	67	207	72	239	77	274
63	183	68	214	73	246	78	281
64	189	69	220	74	252	79 and over	295



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