

**Summer 2026**

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

**High Adventure:  
Bear Claw**

# Leader's Guide



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

### Table of Contents

#### Camp Info

|  |    |
|--|----|
| Adult Training & Activities .....      | 20 |
| Bear Claw .....                        | 18 |
| Camp Amenities .....                   | 4  |
| Check in/Check Out Procedures .....    | 6  |
| Classes & Activities .....             | 9  |
| Merit Badge Sign-up Instructions ..... | 8  |
| Ranger Program Info .....              | 16 |
| Registration/Refund Information .....  | 5  |

#### Forms

|                                     |    |
|-------------------------------------|----|
| Cowboy Action Permission Slip ..... | 39 |
| Dietary Restrictions Form .....     | 36 |
| Health Forms .....                  | 40 |
| Packing List .....                  | 27 |
| Swim Test Forms .....               | 37 |

#### Maps

|                             |    |
|-----------------------------|----|
| Bear Creek Scout Camp ..... | 25 |
| Program Valley Map .....    | 26 |

#### Policies & Procedures .....

|       |    |
|-------|----|
| ..... | 32 |
|-------|----|

#### Schedules

|  |    |
|--|----|
| Adult Training & Activity Schedule ..... | 22 |
| Bear Claw Schedule .....                 | 19 |
| Class Options by Time-Block .....        | 15 |
| Daily Camp Schedule .....                | 7  |
| Evening Program Schedule .....           | 24 |

#### Special Events

|                                      |    |
|--------------------------------------|----|
| Special Events (Overview) .....      | 23 |
| Order of the Arrow Information ..... | 31 |
| Uncle Duder Award .....              | 28 |
| Bear Creek Games .....               | 30 |

# 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](mailto: 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](mailto: 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](mailto: 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](mailto: 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](mailto: 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](mailto: 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](mailto: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 |   | Lunch  |  |     |                  |                      |                          |  |  |                   |
| 1:30  |   | Arrive at camp<br><br>Check in begins at 1:30                              | 1:30 SPL Meeting at the Commissioners Area |     |                  |                      |                          |  |  |                   |
| 2:00  |   |  | Merit Badge Session 4                      |     |                  |                      |                          |  |  |                   |
| 3:00  |   |  | Merit Badge Session 5                      |     |                  |                      |                          |  |  |                   |
| 4:00  | Free Time / Service Hours                 |  |  |     | Bear Creek Games |                      |                          |  |  |                   |
| 5:20  | Supper                                    |  |  |     |                  |                      |                          |  |  |                   |
| 5:30  | Supper                                    | Wednesday is foil dinner at your campsite<br>Friday is Family Dinner Night |  |     |                  |                      |                          |  |  |                   |
| 6:45  |   | Flags at the Flagpole  |  |     |                  | Free Time            |                          |  |  |                   |
| 7:00  |   | Evening Programs<br>See the Evening Program Schedule for details           |  |     |                  |                      |                          |  |  |                   |
| 7:30  | Leader & SPL Meeting @ Commissioners Area |  |  |     |                  |                      |                          |  |  |                   |
| 8:00  |   |  |  |     |                  |                      |                          |  |  | Flags at Flagpole |
| 8:15  |   |  |  |     |                  |                      |                          |  |  | Campfire          |
| 8:30  | Flags at Flagpole                         |  |  |     |                  |                      |                          |  |  |                   |
| 8:40  | Campfire                                  |  |  |     |                  | OA Call Out Ceremony |                          |  |  |                   |
| 9:00  |   |  |  |     |                  | Records Review       |                          |  |  |                   |
| 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<br>Citizenship / World                    | Archaeology<br>Metalwork               | Disabilities Awareness<br>Citizenship / Nation<br>Metalwork | Archaeology<br>Citizenship / World<br>Metalwork     | Metalwork<br>Communication<br>Citizenship / Nation |
| Boat Dock      | Canoeing  | Canoeing                               | Kayaking  | Kayaking  | Free Boat  |
| Ecology        | Environmental Sci.<br>Bird Study                        | Space Exploration<br>Fish & Wildlife   | Astronomy<br>Space Exploration                              | Fish & Wildlife Mgt.<br>Environmental Sci.          | Astronomy<br>Nature<br>Environmental Sci.          |
| Field Sports   | Multisport  | Orienteering<br>Personal Fitness       | Orienteering<br>Personal Fitness                            | Fishing<br>Fly Fishing                              | Fishing<br>Fly Fishing                             |
| Handicrafts    | Woodcarving<br>Art                                      | Photography<br>Leatherwork             | Woodcarving<br>Pottery                                      | Leatherwork<br>Pottery                              | Woodcarving<br>Art                                 |
| Pool           | <i>Ranger Swim</i><br>Snorkeling<br>Lifeguard (all day) | <i>Ranger Swim</i><br>Lifesaving       | Swimming<br>Lifesaving                                      | Swimming  | Free Swim<br>Mile Swim                             |
| Range & Target | Archery<br>Rifle<br>Shotgun                             | Archery<br>Rifle                       | Archery<br>Rifle<br>Shotgun                                 | Archery<br>Shotgun                                  | Free Shoot   |
| Outdoor Skills | Emergency Prep.<br>First Aid                            | Emergency Prep.<br>Wilderness Survival | Cooking<br>Wilderness Survival                              | Emergency Prep.<br>First Aid<br>Wilderness Survival | Cooking<br>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



**SECOND CLASS:**  
1A-C, 2A-B, D-G, 3A-C, 4, 5A-D, 6A-E, 8A-B, E, 9A-B, 10



**TENDERFOOT:**  
1A-C, 2A-C, 3A-D, 4A-D, 5A-D, 6A, 7A-B, 8, 9



**FIRST CLASS:**  
1B, 2D, 3A-D, 4A, 5A-D, 6A-E, 7A-D, F, 9A, C, 11

**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/<br>Backpacking Cooking | ----->       | Orienteering        | Archery/Tomahawk/<br>Knife Throwing |
| Tuesday   | Hiking/Backpacking/<br>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    | <p>CPR/AED/First Aid<br/>Introduction to Scouting Training Courses<br/>Awards within Scouting America</p>              |
| Tuesday   | <p>CPR for the professional rescuer (CPR pro)<br/>Scoutmaster Shoot (3-5pm)<br/>Navigating the Eagle Scout Process</p> |
| Wednesday | <p>Wilderness Remote First Aid (Part 1)<br/>Aquatics Supervision (all day class)<br/>Water Rescue</p>                  |
| Thursday  | <p>Wilderness Remote First Aid (Part 2)<br/>Dutch Oven Workshop</p>  |
| Friday    | <p>Building Scouting: Recruiting Youth &amp; Volunteers<br/>Fundraising Workshop</p>                                   |

|           |  |
|-----------|--|
| Monday    | <p>Safe Swim Defense (7pm)<br/>Safety Afloat (8 pm)<br/>Scoutmaster Sculpt (7-9pm)</p> |
| Tuesday   | <p>Scoutmaster Sculpt (7-9pm)</p>  |
| Wednesday | <p>Scoutmaster Shoot (7-9pm)</p>   |
| Thursday  | <p>Scoutmaster Dinner<br/>Dutch Oven Cookoff (5:30pm)</p>                              |
| 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.



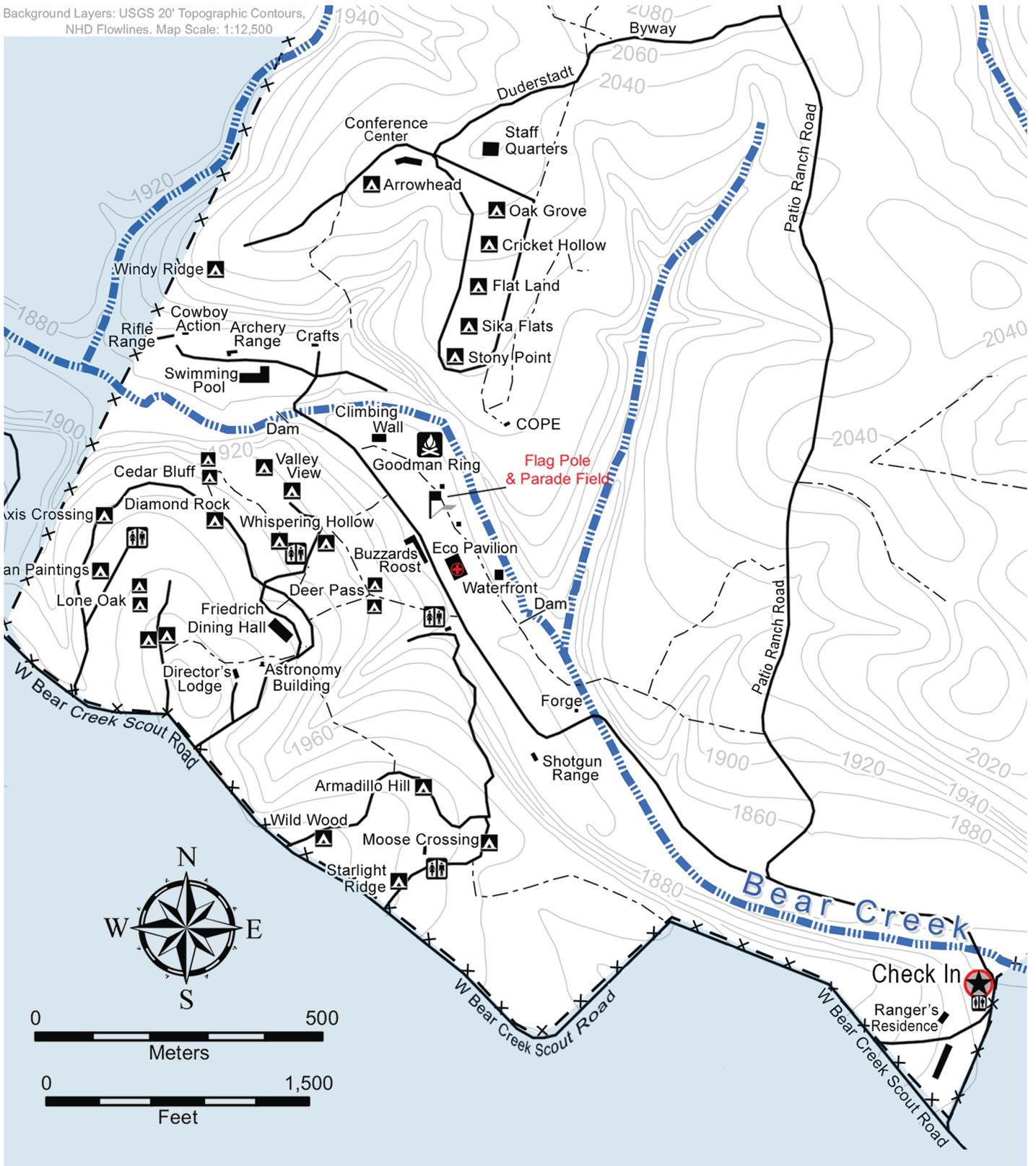
# Bear Creek Scout Camp

## 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]  | [Area Closed] | Paul Bunyan  | Paul Bunyan | Wilderness Survival Outpost                            | Wilderness Survival Outpost |
| Ranger             | Ranger Conservation                         |                                | [Area Closed]  | [Area Closed] | Ranger Totin' Chip in the Ranger Area                  |             |  |                             |
| American Heritage  | Branding at the Forge                       |                                | [Area Closed]  | [Area Closed] | Branding at the Forge                                  |             | Branding at the Forge                                  |                             |
| Field Sport        | Open Fishing & Fly Fishing Open Sport       |                                | [Area Closed]  | [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



0 500

Meters

0 1,500

Feet



**Bear Creek  
 Scout Camp**

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

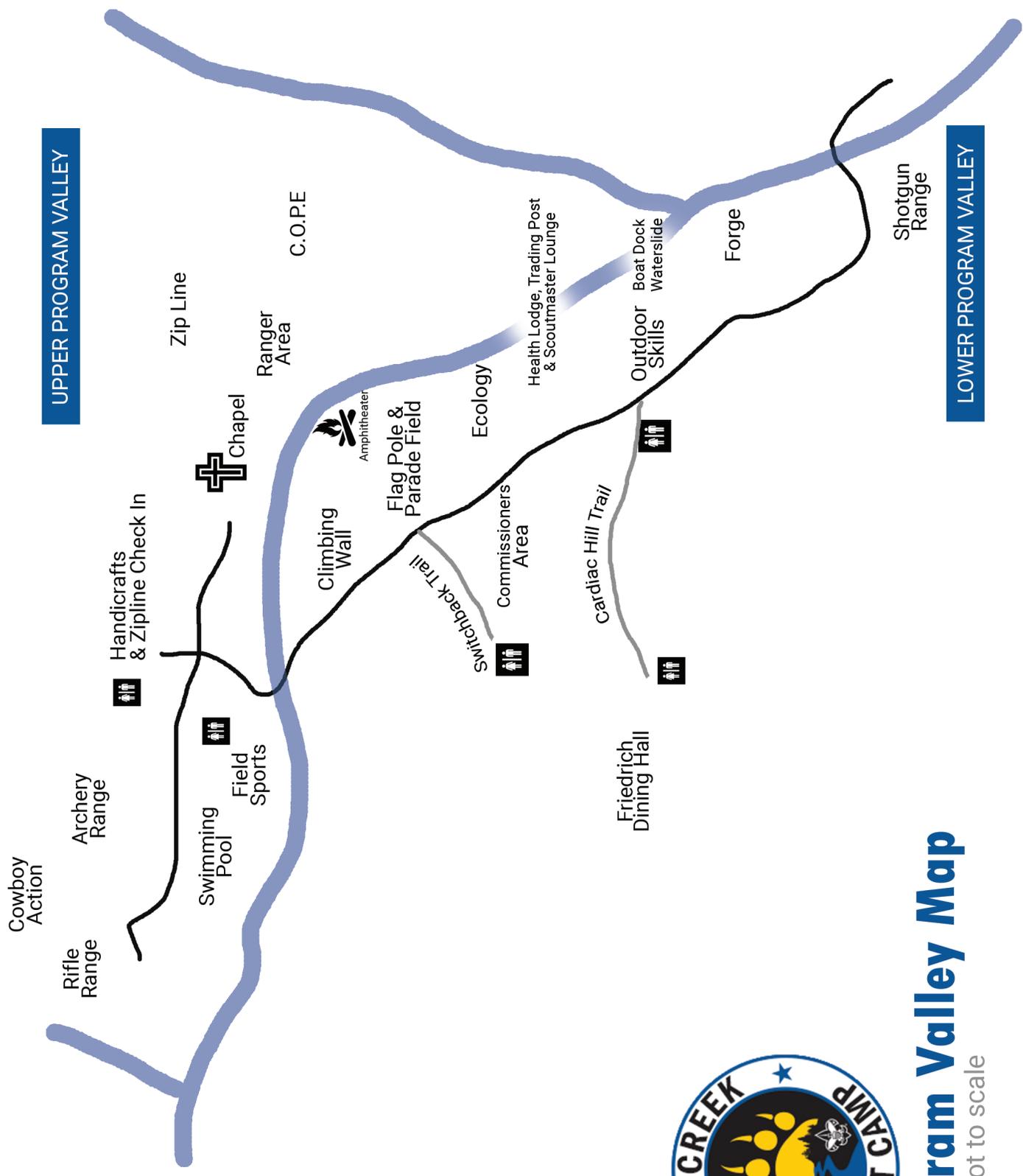


# Program Valley Map

Map is not to scale

UPPER PROGRAM VALLEY

LOWER PROGRAM VALLEY



# 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:<br>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              |               |      |     |      |     |
|   | <b>Total Points</b>  | <b>100</b>      |               |      |     |      |     |
|   | 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.

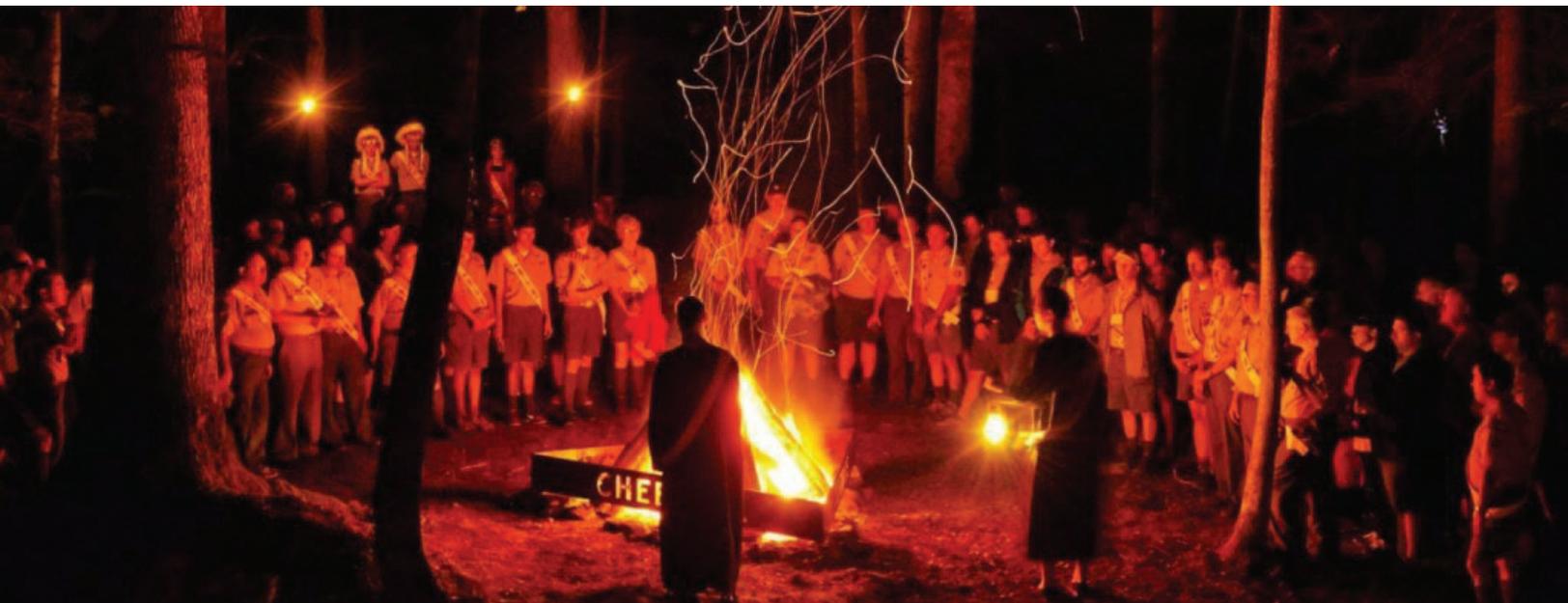
Those elected to become members, called "Candidates," have a period of one year from the date of their election to complete their Induction or they must be re-elected to become a candidate again.

### 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](mailto:BCSC@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](mailto:BCSC@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 aquatics 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](mailto: 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.



**Bear Creek  
Scout Camp**

# 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 \_\_\_\_\_

| Scout Name | Special Dietary Need / Allergies |
|------------|----------------------------------|
|            |                                  |
|            |                                  |
|            |                                  |
|            |                                  |
|            |                                  |
|            |                                  |
|            |                                  |

swim PG 1

Swim pg 2

## Cowboy Action Permission Slip