

CHOOSE THE ADVENTURE

YOU'RE THE STAR OF THE STORY
CHOOSE FROM 100+ POSSIBLE ENDINGS

SUMMER CAMP 2025

AN ALAMO AREA COUNCIL ADVENTURE

Leader's Guide





Dear Scouter,

Welcome to an exciting week at camp, where adventure and growth take center stage! Whether your Scout is participating in the **Ranger Program, Aquatics Leadership, COPE/Climbing, or High Adventure Prep**, they are about to embark on an unforgettable journey that will challenge them, teach them new skills, and build lasting friendships.

This camp is designed to offer something for every Scout, from mastering essential Scouting skills in the Ranger Program to developing leadership and teamwork through thrilling aquatic and climbing adventures. Whether they're scaling new heights, diving into the water, or preparing for the challenges of high adventure treks, your Scouts will be engaged in activities that build confidence, resilience, and self-reliance.

What makes this camp truly special is its ability to blend fun with purpose. These programs are about more than badges—they're about preparing Scouts for life, teaching them to lead, work as a team, and overcome challenges. As parents and leaders, your support is invaluable in helping Scouts make the most of these experiences. Your encouragement and enthusiasm inspire them to aim higher and achieve more.

Safety is at the heart of everything we do. Our experienced staff and instructors are dedicated to maintaining a safe and positive environment for every Scout. If you have questions, concerns, or need assistance at any time, please don't hesitate to reach out to me or any member of the camp team.

Thank you for entrusting us with this incredible opportunity to be part of your Scout's journey. We look forward to an action-packed week filled with learning, adventure, and memories that will last a lifetime. Let's make this an experience to remember!

Yours in Scouting,

Linda Dieguez
Camp Director



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

Summer Camp 2025

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CHECK-IN REQUIREMENTS

All youth and adults must be registered members of the Boy Scouts of America. We will have printed rosters for you to verify those registered for camp are at camp.

Current official BSA form Part A, B, & C required for youth and adults

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

CAMP DIRECTOR'S TIPS

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

GENERAL INFORMATION

VEHICLES IN CAMP

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

FOOD ALLERGIES / DIETARY NEEDS

Email Adventure@alamoareaabsa.org by May 15th, with any special dietary needs.

CONTACT INFORMATION

EMERGENCY NUMBERS

Camp phones are for emergency and camp business only. If you need to get in touch with someone for emergency situations, please call the Alam Area Council at 210-341-6811.

CHECK IN AND CHECK OUT

ARRIVAL CHECK-IN:

Check-in time is 1:00 p.m. Troops will arrive at the front gate. At 1:00 our staff members will direct the Troop to their assigned campsite. The Troop's Staff Guide, who will await you in your campsite, will inform leaders of the check-in procedure. The Troop Guide will help facilitate setting up your camp, while adult leaders remove all vehicles to the parking area. Vehicles may only remain in a campsite if they are hooked to a troop's trailer or with a pre-notified handicap permit. Tents are not provided to units.

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

CHECK-OUT

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



REGISTRATION

HOW TO REGISTER YOUR TROOP

Registration for Summer Camp is done online at <https://mycouncil.alamoareascouting.org/Event/14826>. The site accepts all major credit cards and also accepts e-checks. Campsites are assigned based on Troop size and need. You will receive your campsite assignment by email with check in instructions on November 14th. For assistance, email Adventure@alamoareabsa.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. Collect physicals for all Scouts and adults attending camp early. Alert the camp to special needs such as diet, disabilities or medications by May 15th via email at Adventure@alamoareabsa.org.

LEADERSHIP REQUIREMENTS

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

- Be a registered member of the Boy Scouts of America.
- Complete Youth Protection Training (YPT) training.
- Complete Health Form- Part A, B & C
- Each Troop must have two registered adult leaders in camp at all times.

LEADERS MUST BE AT LEAST 21 YEARS OLD

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

REFUND POLICY

This policy applies to all events and activities held in the Alamo Area Council unless otherwise specified in the event literature and event webpages.

To ensure the council can provide the best service to the Scouts and to make better investments into the lives of our youth the Alamo Area Council has adopted the following refund policy:

All Scout Night events and tickets are Non-Refundable. Deposits are Non-Refundable (deposits are any initial fee paid to hold your spot in the event. Examples of events that have deposits: Summer Camps, Wood Badge, NYLT, Jamboree, etc).

Paid registration fees are refundable up to thirty (30) days prior to the start of an event, less a 20% processing and supply fee, upon written request.

Within 30 days of the event, the event is Non-Refundable. (Emergency situations may be considered within 30 days with appropriate documentation provided, minus a 20% processing and supply fee. Examples of

emergencies are medical – with official doctor or medical note, Military orders, or a requirement to attend summer school.)

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. (Events with waitlists are exceptions to this policy – the next person on the waitlist will fill the vacated spot).

Transfers to other events are not permitted. (Exceptions to this policy are Bear Creek Summer Camp and McGimsey Cub Scout Day Camp, for these two events we can move you within the different sessions).

When the event is cancelled by the Council a full refund will apply.



Scout Mail

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

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



CAMP AMENITIES

CAMPSITES

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

CAMP TRADING POSTS

Open at select times throughout the camp, the Trading Post offers a variety of Scout items such as clothing, hats, handicraft provisions, toothpaste, candy, ice cream and a wide assortment of souvenirs. Cash and credit cards accepted.

*check trading post schedule to know the actual times.

COMMISSIONER'S AREA

A great area to share and learn about scouting and experiences with other scouts. Adult leaders are invited here to take a break during the program day.

DINING HALL

All meals are provided by professional cooks and served (cafeteria style) by our youth staff. Well-planned meals provide a balanced diet and seconds are usually available. For Scouts with special dietary needs, send an email noting limitations to Adventure@alamoareabsa.org by May 15th.



RANGES

Archery and Airsoft facilities have been designed and certified by BSA standards. The camp furnishes air soft rifles for use on the rifle range and recurve bows for use on the Archery range.



ADULT TRAINING

Climb on Safely

Location: Climbing

Climb On Safely is the Boy Scouts of America's procedure for organizing BSA climbing/rappelling activities at a natural site or a specifically designed facility such as a climbing wall or tower. All unit-sponsored/planned climbing activities, regardless of where they are held, fall under Climb On Safely. This applies to a single unit or multiple units that may be participating in a joint unit climbing activity. Tour leaders are responsible for making sure all points of Climb On Safely are followed. Unit committee chairs and local councils must ensure that an adult on the tour has taken Climb On Safely training.

CPR/AED

Location: OA Building

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

Wilderness Remote First Aid

Location: OA Building

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

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



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:

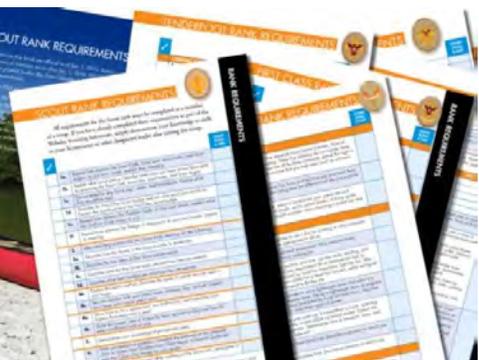


Each patrol has a dedicated Troop Guide who leads them through the program. Scouts will elect their own Senior Patrol Leader, practice daily troop meetings, and prepare to take these leadership skills back to their units.

Skill Building:



Rangers will complete many rank advancement requirements and earn key certifications, including Totin' Chit, Firem'n Chit, Swimming Merit Badge, First Aid Merit Badge, and a Handicraft Merit Badge (Art, Leatherwork, or Woodworking).



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.



SCOUT TRAINING:

Firem'n Chit

Location: Outdoor Skills

This certification grants a Scout the right to carry fire-lighting devices (matches, lighters, etc.) to build campfires. *The Scout's "Firem'n Rights" can be taken away if they fail in their responsibility.*



Totin' Chip

Location: Outdoor Skills

This certification grants a Scout the right to carry and use woods tools.

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.

MERIT BADGES



First Aid

Location: Outdoor Skills

First aid—caring for injured or ill persons until they can receive professional medical care—is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill.



Swimming

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.

ADDITIONALLY, SCOUTS CHOOSE ONE HANDICRAFT



Woodcarving

Location: Handicrafts

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. T



Leatherworking

Location: Handicrafts

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



Art

Location: Handicrafts

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art.

Ranger Camp Daily Schedule



	Sun	Mon	Tues	Wed	Thurs	Fri	Sat
7:30		Breakfast					
8:45		Flags at the Flagpole					Check out begins at 8:30
9:00		Activity Session 1					
9:30		Leaders Meeting on Dining Patio					
10:00		Activity Session 2					
11:00		Activity Session 3					
12:10		Lunch					
1:30							
2:00	Arrive at camp	Activity Session 4					
3:00	Check in begins at 1:30	Activity Session 5					
4:00		Free Time					
5:20		Supper					
5:30							
6:45		Flags at the Flagpole				Free Time	
7:00						Flags at Flagpole	
7:30	Leader & SPL Meeting @ Dining Patio					Climbing, Branding, Ranges, Pool, Games	
8:00							
8:15							
8:30	Flags at Flagpole					Campfire	
8:40	Campfire						
9:00							
10:00						Records Review	
10:30						Lights Out	



COPE & CLIMBING

MINIMUM AGE: 13 YEARS OLD

MAXIMUM PARTICIPANTS: 12 PARTICIPANTS

This program is designed for Scouts who are ready to challenge themselves physically and mentally while developing leadership and teamwork skills. Mornings are dedicated to earning the Climbing Merit Badge, where Scouts will learn the fundamentals of climbing, including safety, technique, and belaying. In the afternoons, they will shift their focus to COPE (Challenging Outdoor Personal Experience), starting with team-building exercises on Low Elements to strengthen communication and trust. As the week progresses, Scouts will work toward overcoming High Elements, applying what they've learned to navigate more demanding challenges. With a small group size of 12, every participant will have the opportunity to engage fully, build strong connections with their team, and support each other through each new obstacle. This program is ideal for experienced Scouts looking for a high-adventure experience that pushes their limits while reinforcing leadership and problem-solving skills in a dynamic group setting.



HIGH ADVENTURE

MINIMUM AGE: 13 YEARS OLD

Ready to take your outdoor skills to the next level? Join us at our brand-new High Adventure Prep Camp, designed to get you ready for epic adventures! Over five days, you'll master essential skills for hiking, biking, and backpacking while building confidence for high-adventure trips. Here's a sneak peek: Learn about water distribution, campsite etiquette, and planning ahead. Practice hiking and biking treks, with distances increasing each day. Build and use your own backpacking gear. Cap it all off with a 5-mile trek and overnight campout under the stars! This camp is perfect for Scouts ready to take on new challenges and prepare for unforgettable adventures.



Monday
1 mile hike
2 mile bike trek



Tuesday
2 mile hike
4 mile bike trek



Wednesday
1 mile hike
1 mile backpack



Thursday
5 mile backpack trek
Overnight camp





AQUATICS CAMP

- SCOUTS ABLE TO PASS THE SWIMMING TEST AND BE CLASSIFIED AS A SWIMMER
- SCOUTS MUST BE 15 YEARS OF AGE TO EARN THE LIFEGUARD CERTIFICATION
- MAXIMUM PARTICIPANTS: 30 PARTICIPANTS



Welcome to our exciting Aquatics Leadership Camp Week! Dive into an unforgettable summer experience centered around building leadership skills and having a blast in the water. Our comprehensive program is designed to incorporate all the training and merit badges mentioned, providing a fully developed and immersive aquatic experience. Scouts have the opportunity to receive various awards, Badges, and certifications, and how to teach these skills to other scouts. Scouts, upon completion, will be more prepared to staff scouting camps as Aquatic Staff members.

PROGRAM SPECIFICS

This program offers Scouts the opportunity to earn Red Cross Lifeguard Certification if you are 15 years of age or older. Those under will learn the skills but cannot receive the certification. Throughout the course, Scouts will learn key lifeguarding skills using the EDGE Training Method, a proven model that helps Scouts master new skills and develop confidence in real-world situations.



MERIT BADGES AND AWARD OFFERINGS



Lifesaving MB

The Lifesaving merit badge teaches Scouts how to help people in water emergencies.



Swimming MB

Scouts who earn this badge will learn about safety when swimming and diving, and gain some basic swimming skills.



Canoeing MB

Teaches basic canoeing skills and knowledge.



Rowing MB

The Rowing Merit Badge teaches Scouts about rowing as a sport and exercise, and knowledge of the mechanics of rowing.



Kayaking MB

The Kayaking merit badge teaches basic kayaking skills and safety on calm water, like lakes and ponds.



Snorkeling Activity Badge

The Snorkeling BSA badge teaches Scouts about snorkeling safety, equipment, and skills.



Kayaking Activity Badge

This program allows Scout to demonstrate competency in paddling a on calm water, including proper use of life jackets, basic strokes, and how to safely get in and out of the kayak.



SUP Activity Badge

The award introduces Scouts to the basics of stand up paddleboarding (SUP) on calm water, including skills, equipment, self-rescue, and safety precautions.

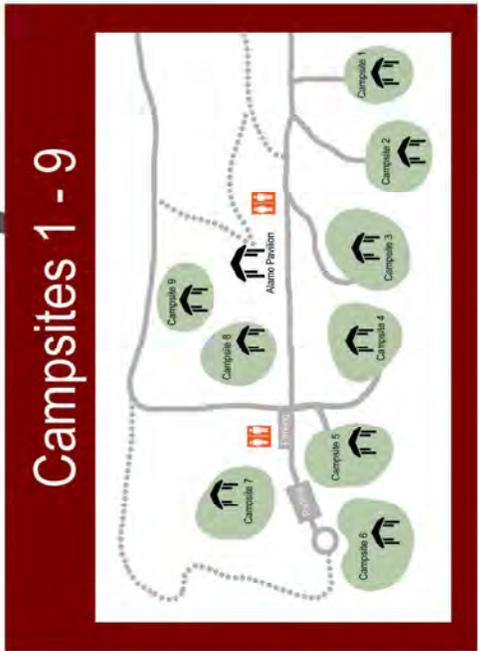
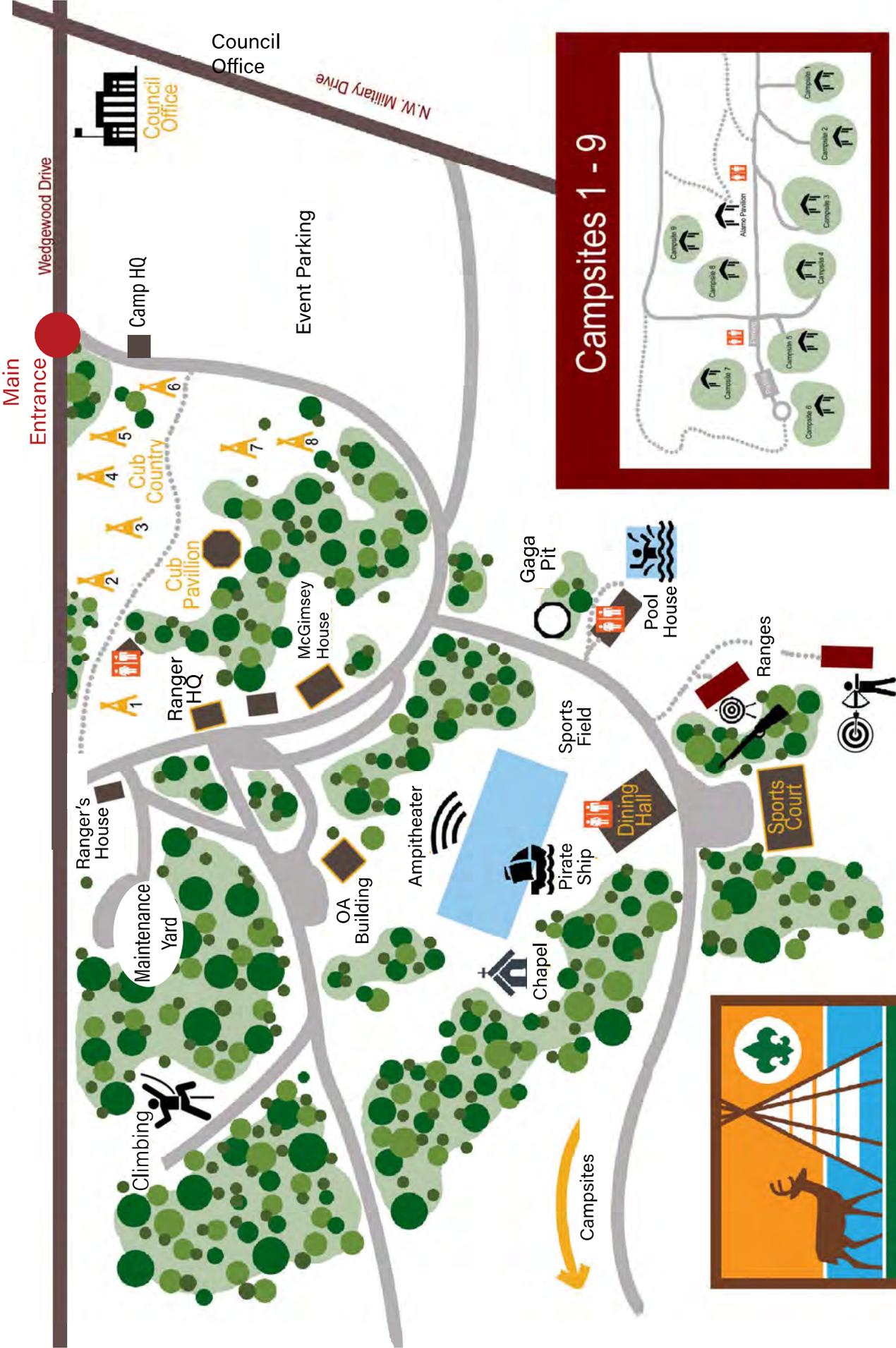


Mile Swim Badge

The Mile Swim BSA award is a patch given to Scouts and adults who swim one mile without stopping. It's a challenging award that recognizes Scouts who are physically fit and have strong swimming skills.



National Outdoor Award Aquatics Segment



10810 Wedgewood Drive, San Antonio, TX 78213
 For Registration and Events Visit AlamoAreaBSA.org



Scouting America

Alamo Area Council

INDIVIDUAL PACKING LIST

CAMPING GEAR

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

CLOTHING

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

CAMP DIRECTOR'S TIP

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

TOILETRIES

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

SUGGESTED EXTRAS

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

ITEMS TO LEAVE AT HOME

- Sheath knives
- Fireworks
- Skateboards & scooters
- Bikes
- Valuables
- Electronic games
- Pets



Troop Packing List

- Copy of Accident and Sickness Insurance
(out of Council units)
- Scout & Leader Medical Forms
- Troop Flag
- Rope & Twine
- Patrol Flags
- Water Cooler for campsite
- First Aid Kit
- American Flag
- Merit Badge Book Troop Library
- Foot Locker for Valuables
- Flagging Tape
- Medications



Discover, Create, and Play at McGimsey Scout Park!

For youth ages 7-17* at McGimsey Scout Park!

Our camp offers a unique blend of adventure, creativity, and learning, all while allowing campers to return to the comfort of their homes each night. Each week, campers will dive into exciting topics designed to spark their interests and unleash their creativity.

Week 1

June 30 - July 4, 2025

Handicrafts
Card Games
Range & Target Activities

Week 2

July 7 - 11, 2025

Paul Bunyon & Pioneering
3D Printing
Robotics
Coding & Programing
Game Design

Week 3

July 14 - 18, 2025

Handicrafts
Card Games
Paul Bunyon & Pioneering
Lifeguard Certification (15 yrs+)

Week 4

July 21 - 25, 2025

Dungeons & Dragons
3D Printing
Robotics
Game Design

Week 5

July 28 - Aug 1, 2025

Handicrafts
Card Games
Paul Bunyon & Pioneering
Animation
Graphic Design

**All Ages Day Camps are open to the public
...You do NOT have to be a registered scout to
participate!**

About the class

Class size varies from 4-10 participants, and they are grouped with their peers to enhance the learning experience for all. For example, teens will not be in classes with elementary-aged children, but campers their own age.

The Emersive Experience

These classes will delve into an curriculum designed to keep kids engaged, and building on the concepts of the previous day. Most classes will be working toward a final project to be completed at the end of the week. Campers also have opportunities for outdoor experiences such as swimming, sports, and range & target activities each day.

Facilities

Classes are held in shaded areas and temperature controlled rooms at McGimsey Scout Park, and the Alamo Area Service Center.

Lunch

Lunch is provided daily from one of our local kid-friendly resturants. Families will choose their meals based on the offerings each day.



**This guide is for classes designed
for youth ages 12-17 only**

To register, or to see the offerings for youth ages 7-11, scan the QR code

3D printing

Master the Art of 3D Printing at Future Creators Camp

Design Like a Pro

Take your ideas from imagination to reality as you learn 3D modeling with powerful design software. Whether you're crafting custom game pieces, unique phone accessories, or intricate art projects, you'll gain the skills to turn your vision into printable designs.

Hands-On, High-Tech Fun

Get plenty of hands-on time with the printers as you learn:

- How to prep and slice your designs for printing.
- The differences between printing materials and when to use each.
- Finishing techniques like sanding, painting, and assembly to make your projects look amazing.

Explore the Possibilities of 3D Printing

Discover how 3D printing is used in real-world industries like engineering, art, medicine, and even fashion. Through engaging activities, you'll learn how this technology is shaping the future—and how you can be part of it!

Animation Camp

Create, Design, and Animate Your Own World!



Have you ever dreamed of creating your own animated characters or telling a story through animation? At Animation Camp, you'll learn how to bring your ideas to life, starting with classic animation techniques and moving to professional animation software. Whether you want to design characters, create cool effects, or make your own animated short film, this camp will teach you everything you need to know to get started in the world of animation and you will work on the Animation Merit Badge.

Card Games

Card Games Camp: Escape the Heat and Master Your Favorite Games!

Beat the Texas heat and dive into a world of card games at Card Games Camp! Spend your days in an air-conditioned room playing everything from classic games like Hearts and Spades to trading card battles with Yu-Gi-Oh!, Magic the Gathering, Pokemon, and more! Whether you're an experienced card player or just starting out, you'll have a blast while mastering new games and hanging out with friends.

Cool and Comfortable Environment No need to worry about the scorching Texas sun—our air-conditioned room keeps you cool while you play. You'll stay comfortable and focused, and you'll have plenty of time to relax, socialize, and enjoy the games without the heat getting in the way.

Coding & Programming

Learn Five Powerful Coding Languages.

Start your journey with Scratch, the perfect introduction to programming logic. Then dive into real-world coding languages. You'll learn the basics of each language, how they're used in the tech industry, and which one fits your style.

Level Up Your Skills Each Day Every day, you'll learn something new:

- Scratch: Get a strong foundation in coding logic through drag-and-drop blocks.
- Python: Discover one of the easiest and most versatile languages for beginners.
- C: Learn the building blocks of modern programming.
- C++: Take your coding to the next level with advanced concepts.
- Java: Master the language used to create apps and video games.



Dungeons & Dragons

Craft Your Destiny

Begin your adventure by creating a character that's uniquely yours—a daring rogue, a powerful wizard, a fearless paladin, or anything you can dream up. Work with your party to plan strategies, overcome obstacles, and solve puzzles as you navigate an epic campaign led by expert Dungeon Masters.

Meet Fellow Adventurers

At this camp, you'll meet other teens who share your love of fantasy, gaming, and storytelling. Together, you'll create unforgettable memories, forge alliances, and maybe even spark rivalries (all in good fun, of course).

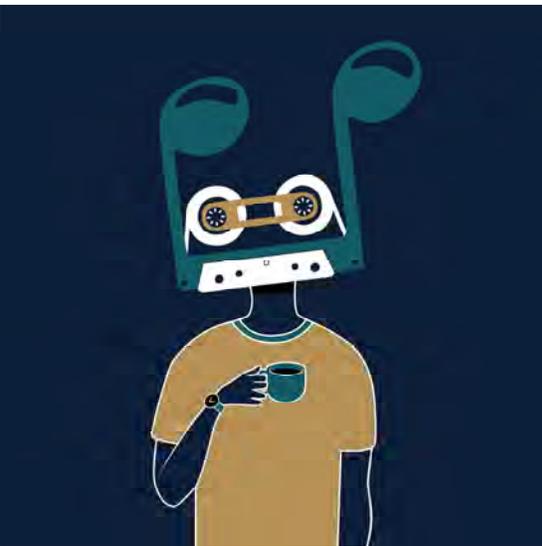
Game Design

Minecraft as Your Design Tool.

Minecraft isn't just for survival mode—it's the perfect tool to test and create your own game ideas. Use the game's creative mode to build everything from obstacle courses to scavenger hunts, and then playtest your designs with others. You'll see firsthand what makes a game challenging and fun, and learn how to tweak your designs based on feedback.



Complete the Game Design Merit Badge Throughout the week, you'll complete the requirements for the Game Design Merit Badge, where you'll gain hands-on experience in game design. Learn the process from concept to final product, and discover how game designers balance creativity with technical skills. By the end of camp, you'll be able to say you've earned a merit badge in game design!



Graphic Arts Camp

Create Your Own Designs for Real Products.

Design your very own t-shirts, posters, and stickers! You'll learn how to create artwork that's perfect for printing on real-world products. Whether you want to make a cool logo or an eye-catching design, you'll have the skills to make it happen.

Field Trip to a Local Vendor Get an inside look at how graphic designs are turned into real products! You'll visit a local vendor to see the printing process in action. This field trip will show you how your designs can go from a computer screen to things like shirts, posters, and more.



Complete the Graphic Arts Merit Badge Throughout the week, you'll complete all the requirements for the Graphic Arts Merit Badge. From learning design principles to creating your own products, you'll gain the skills needed to earn this badge and showcase your creativity.



Handicrafts

If you love being outside and getting creative, Handicrafts Camp is the perfect place for you! Spend your days in the beautiful outdoors learning new art skills like basket weaving, pottery, painting, leatherworking, and sculpture. Plus, you'll earn credit toward multiple merit badges, including Basketry, Art, Leatherwork, Pottery, and Sculpture as you work on your projects!





Lifeguard Camp

Become a Certified Lifeguard and Gain Valuable Skills!

Are you ready to step up, gain confidence, and become a certified lifeguard? At Lifeguard Camp, you'll work towards earning your American Red Cross Lifeguard Certification while developing the skills you need to keep people safe in and around the water. This camp is designed for 15-17-year-olds who are ready to take on responsibility, learn lifesaving techniques, and earn a certification that will set you apart.

Minimum Age: 15



Pioneering and the Paul Bunyan Award

Build, Create, and Earn New Skills!

Ready to challenge yourself, learn new skills, and earn some awesome merit badges? Join us at Pioneering and Paul Bunyan Award Camp, where you'll dive into the exciting world of pioneering, building your own rope bridges, towers, and other cool structures using just rope and wood. You'll also have the chance to earn the Pioneering Merit Badge and the Paul Bunyan Award for mastering some seriously impressive outdoor skills.



Range and Target Activities

Aim, Shoot, & Earn Your Badges!

Ready to test your aim and improve your shooting skills? Join us at Range and Target Activities Camp, where you'll focus on earning both the Archery Merit Badge and the Rifle Merit Badge—using Airsoft rifles for a safe and fun experience. Whether you're a beginner or have some experience, you'll get hands-on practice, expert instruction, and the chance to sharpen your shooting skills.



Robotics Camp

Robotics Camp: Build. Code. Earn. Compete.

Step into the exciting world of robotics at Camp, where technology meets creativity and competition! Whether you're a beginner or a seasoned builder, this camp will teach you how to design, build, and program your very own robot using state-of-the-art VEX Robotics kits. Along the way, you'll complete the Robotics Merit Badge, showcasing your knowledge and skills. End the week with an epic robot battle to see whose creation reigns supreme!



Complete the Robotics Merit Badge During the week, you'll dive deep into the world of robotics as you complete the requirements for the Robotics Merit Badge. Learn about the history and future of robotics, explore real-world applications, and gain hands-on experience building and programming robots. By the end of camp, you'll have a new badge to add to your collection!

Adults at Camp

Parents are welcome to experience camp with their Cub Scout when registered in advance. Parents/guardians must register as we are required by the state of Texas to complete background checks ahead of the event. In addition, current Youth Protection Training certificates and BSA Annual Health & Medical Record Parts A, B1, and B2 are required.

CAMP POLICIES and PROCEDURES

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

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

REGISTRATION

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

UNIT LEADERSHIP

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

PARENTS AND VISITORS

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

LEAVING CAMP

Anyone leaving camp must sign out at the Camp HQ. 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, the Alamo Area Council has an agreement with local physicians and hospitals if additional medical treatment is required. In the case of non-life-threatening injury or illness, the unit leader will be asked to provide transportation to the hospital or clinic

as directed. Emergency services will be called in the case of accidents or illness of a more critical nature. There is no charge for medical services performed in camp. All campers needing services from hospitals/ clinics are required to handle payment through their insurance policy.

INSURANCE

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

MEDICAL RE-CHECK

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

MEDICATION

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

- The campers 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. BSA policy does not mandate nor necessarily encourage the Scout leader to do so. All prescription medication must be accompanied by a note from a parent or guardian giving permission for the medication to be administered by the Scout leader. Medical

marijuana/cannabis is not authorized for use by Scouts or leaders during their time at camp.

IMMUNIZATIONS

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

SCOUT UNIFORM IN CAMP

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

FOOTWEAR

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

EVERYBODY GET A BUDDY

No Scout should be without a buddy at camp.

QUIET HOURS

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

CAMPSITES & BATHROOMS

Campsite and bathroom cleanliness are the responsibility of the campers who use them. Any damage done to camp property by campers will be the responsibility of the individual's troop. Campsites may be inspected at any time to ensure the health and safety of all campers.

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.

ICE

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

GARBAGE & FOOD IN CAMPSITES

The Quartermaster Staff will pick up trash nightly before 9:30pm. Bag and place trash on the roadside of the nearest restroom to be collected. No food is allowed inside of tents, food left in campsites must be secured in wildlife-proof container or secured inside a covered trailer.

PETS/ANIMALS/WILDLIFE

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

building or in an area that would put Scouts in harms way please call the staff to safely remove the animal.

VEHICLE POLICY

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

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

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

HANDICAP VEHICLES

Only vehicles with state issued Disabled Parking placards or license plates may park in designated Disabled Parking spaces. Driving in the Campsite areas or Program Valley is not permitted unless the participant has a state issued handicap placard. State issued placards are issued as an accommodation for a disability, and therefore should also be noted on the camper's Medical Record. Vehicles are to be used as a mode of transportation, not as a carpool or shuttle for able Scouters. Likewise, permitted transportation is for essential locations only - not for sightseeing purposes. If transporting a Scout under the age of 18, all Youth Protection Policies must be met. Individuals needing accommodation, must have a handicap placard or license plate, and notify the Camp Director via email at Adventure@alamoareaabsa.org by May 15th to ensure the assigned campsite has accessible parking.

GATE POLICY

Perimeter gates MUST remain closed at all times - no exceptions. If you need access, you must contact your troop leadership.

EMERGENCY PROCEDURES

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

- Dining Hall
- Sports Pavilion
- OA Building

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

LOST CAMPERS

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

PROHIBITED ACTIVITIES

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

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

Part A: Informed Consent, Release Agreement, and Authorization

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Informed Consent, Release Agreement, and Authorization

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

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

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

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

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

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

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

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



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

List participant restrictions, if any:

None

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

Participant's signature: _____ Date: _____

Parent/guardian signature for youth: _____ Date: _____

(If participant is under the age of 18)

Complete this section for youth participants only:

Adults Authorized to Take Youth to and From Events:

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

Name: _____

Name: _____

Phone: _____

Phone: _____

Adults **NOT** Authorized to Take Youth to and From Events:

Name: _____

Name: _____

Phone: _____

Phone: _____



Part B1: General Information/Health History

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

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

Address: _____

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

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

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

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



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

In case of emergency, notify the person below:

Name: _____ Relationship: _____

Address: _____ Home phone: _____ Other phone: _____

Alternate contact name: _____ Alternate's phone: _____

Health History

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

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



Part B2: General Information/Health History

Full name: _____

Date of birth: _____

High-adventure base participants:

Expedition/crew No.: _____

or staff position: _____

Allergies/Medications

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

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

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

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

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

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

Medication	Dose	Frequency	Reason

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

Administration of the above medications is approved for youth by:

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

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

Immunization

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

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

Please list any additional information about your medical history:

DO NOT WRITE IN THIS BOX.
 Review for camp or special activity.

Reviewed by: _____

Date: _____

Further approval required: Yes No

Reason: _____

Approved by: _____

Date: _____

