



Camp Alexander Parent Guide

Camp Alexander
2182 County Rd. 96
Lake George, CO 80827



Updated on November 1, 2025

Thank you for choosing Camp Alexander!

Hello Scouts and Scouters!

My name is Lena Mock and I am the Council CAmping Director for Pathway to the Rockies Council. I have the privilege of working with a dynamic staff at a beautiful camp that I am pleased to share with you, Camp Alexander!

First, THANK YOU for choosing Camp Alexander for your summer camp destination. We are very excited to have you! We hope you are as excited as we are!

I love Camp Alexander! It is a beautiful property, located high in the Rocky Mountains. We have warm days and cool nights, beautiful sunsets, all amidst the rugged terrain and pine forests surrounding the camp. Also, Camp Alexander is continuously changing and growing! The Pathway To The Rockies Council is dedicated to this effort, and its volunteer leadership has directed that \$50 of every youth camper fee is reinvested directly into Camp Alexander. This reinvestment began in 2012, and since that time, over \$1 Million has been reinvested back into camp! This money has gone towards a brand new rifle range, new archery range, new camp entrance, new latrines in every campsite, and so much more!

Inside this Program Guide is the information we have collected to help you arrive at camp ready to have an INCREDIBLE week.

We offer a variety of program opportunities for Scouts. Camp Alexander maintains the philosophy of Scouts being able to complete merit badges and programs by the end of their week at camp. There are, however, a few merit badges that will not be able to be completed at camp due to time limitations, such as the Hiking Merit Badge.

Additionally, there are a few opportunities for adults who come to camp to participate in programs such as our weekly river rafting trip, a steak dinner hosted by the Council Leadership, various training opportunities, among others.

Finally, getting your unit ready for summer camp can be crazy. With all the programs, events, travel, and everything else involved, there will be many questions that may arise. Please, do not hesitate to contact the Pathway to the Rockies Council or me to ensure you have the information you need to “Be Prepared” for your visit.

Sincerely,

Lena Mock
Council Camping Director
Pathway to the Rockies Council
camp.alexander@scouting.org
(719) 219-2916



IMPORTANT

THE NUMBER ONE BIGGEST HEADACHE FOR UNITS COMING TO CAMP IS NOT HAVING THE MEDICAL AND MEDICATION FORMS COMPLETED CORRECTLY! THE NEXT PAGE WILL EXPLAIN EVERYTHING YOU NEED TO KNOW ABOUT THE MEDICAL FORMS AND MEDICATIONS. KEEP IN MIND WE ARE A LICENSED DAY-CARE FACILITY IN THE STATE OF COLORADO AND A MAJORITY OF THESE RULES ARE STATE-REQUIRED.

REQUIRMENTS COULD CHANGE AT ANY TIME BETWEEN THE RELEASE OF THIS PROGRAM GUIDE AND WHEN YOU ARRIVE FOR SUMMER CAMP. THE REQUIREMNTS CURRENTLY LISTED IN THIS GUIDE ARE THE MOST UP TO DATE. YOU WILL BE NOTIFIED OF ANY CHANGES AS SOON AS POSSIBLE.

HEALTH & MEDICAL RECORDS

The State of Colorado and Department of Social Services have strict rules that Camp Alexander must follow. Please read the following section carefully. Each person attending Camp Alexander must have an Annual BSA Health and Medical Record within 12 months of arrival at Camp Alexander.

Required Medical Documents:

- BSA Medical Form (Parts A, B1, B2, & C — both youth and adults)
- Colorado Certificate of Immunization (youth only)
- Copy of Health Insurance Card (both sides, both youth and adults)
- Colorado Addendum—Additional Information/Sunscreen Permission Form (youth only)
- Permission for Medication Administration/Medication Log (youth only & only if needed)
- Colorado Addendum—Contract to Carry (emergency medication) (youth only & only if needed)

The BSA Form must be completed and signed by a medical doctor, M.D., D.O., R.N.P. or P.A./C. These are the only signatures which the Colorado Department of Social Services will allow to sign the Health Form. Chiropractic doctor, D.P.M. signatures are unacceptable under Colorado Department of Social Services requirements.

On B2 (page 3) of the BSA medical form there is a section where prescription medications are to be listed. Below the list there are two signature lines: one for a parent and a doctor. A parent signature is required even if NO medications are listed and the parents must check either yes or no for over-the counter medications (ex. Tylenol, ibuprofen). These signatures are only required on YOUTH B2 forms.

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)

NO OTHER FORMS CAN BE ACCEPTED! It is the Scout's parents responsibility to supply a BSA Health and Medical record before camp admittance. **Scouts without a completed BSA Health and Medical record, including signatures, by 4:00 PM Monday must be picked up that evening by a parent, or taken home by unit leadership. Failure to provide a completed BSA Health and Medical record is not an exception to our refund policy.**

How Your Children Can Avoid Getting Sick at Summer Camp

Summer Camp Illnesses

According to the **American Camp Association**, the illness rate for campers is almost double the injury rate despite rigorous training of camp staff to avoid it.

More than 10 million youngsters will attend more than 12,000 summer camps this year, so there is ample opportunity for each camper to catch some type of illness. The basic rule of thumb is to keep your child at home if he or she is sick. This may cause scheduling inconveniences, but chances are your child's health will get worse at camp, not better.

We want your children to remain healthy and happy this summer so here are some tips on how to stay well while enjoying summer camp.

Five tips to stay healthy at Camp

Infectious diseases account for about 20 percent of illnesses among day and resident campers, and staff. You can help your children avoid catching colds, flu, and other infectious diseases by teaching them the following:

1. Proper handwashing techniques. The easiest thing to remember, add soap and wash under warm water for the length of time it takes to sing the entire "Happy Birthday" song (don't forget the thumbs, palms, back of the hand, fingernails and between the fingers). Rinse hands for the same length of time. Hand sanitizer is effective in preventing the spread of illness, as well.
2. Sneezing: Teach your children to sneeze into their elbows. Encourage them to teach their friends at camp to do the same.
3. Equip children with sunscreen and teach them how to use it. Teach them how to apply it on the face, nose and neck.
4. Send your child to camp with a refillable water bottle and ask that they don't share it (at least ask that their friends don't touch their mouths to the bottle spout). Encourage them to drink water frequently during the day. It will help them to stay hydrated in the sun and the heat.
5. Send children to camp with protective equipment. Regardless of the type of camp your scout attends, pack protective eyewear and a mouth guard. If your children are attending sports camp, make sure to send along protective equipment that protects their noses, mouths, faces and heads. Ask the camp counselors about their policies regarding protective equipment and make sure they insist that children wear them in order to participate in activities.



Recreational water illnesses

The **Centers for Disease Control and Prevention (CDC)**³ refers to “recreational water illnesses” (RWI) that can be contracted by breathing, swallowing, or touching germs. They can also be contracted by coming into contact with chemicals in the water or in the air. When chemicals in the water evaporate into the air, they turn into gas which can cause air quality problems in indoor swimming facilities.

Recreational water illnesses can be found in the following locations:

- Swimming pools
- Hot tubs
- Water parks
- Water play areas
- Interactive fountains

Lakes, rivers, or oceans

The most common recreational water illnesses are:

- Diarrhea
- Gastrointestinal issues
- Skin infections
- Respiratory infections

Eye and ear infections

How to prevent recreational water illnesses

- Check the inspection certificate of the pool and make sure it is current
- Make sure you can see the drain at the deep end of the pool
- Encourage children to not fill their mouths with water or to swallow it
- Check for a lifeguard
- Make sure chemicals are not stored out in the open



When your camper should see a doctor

There are times when it will be prudent for your young camper to see a doctor. Seek medical attention if, after returning from a day or a week at camp, your child exhibits signs of illness or injury. Given the many variables in any camp situation, and the many different children, it is wise to attend to illness or injury without delay. Seek medical attention if you see the following:

- Tugging or pulling at the ear
- Outside of the ear is pink or red
- Fever
- Rashes
- Ringworm
- Gashes
- Pink eye
- Scratching and itching that doesn't stop.
- Your child doesn't "act right" or complains about not feeling good.
- Fluid draining from the ear.
- Coughing that doesn't stop or sounds like a croup.

Summer camp is the quintessential experience for children and it should be filled with fun and new adventures. Illness and injury can sideline your child and prematurely end their summer camp experience. Doing everything you can to protect them before they head off for a day or a week of camp will help to keep them well and safe in a new environment.

Camp Alexander Sick Policy

If the participant has any of the following symptoms:

- Fever (100.4 F or greater) for more than 24 hours parents will be called to be sent home
- Vomiting for more than 24 hours parents will be called to be sent home
- Diarrhea 3 time in 24 hours parents will be called to be sent home
- Unexplained extreme fatigue or muscle aches more then 8 hours parents will be called to be sent home
- Unexplained Rash, Cough, or Sore throat for more than 24 hours parents will be called

If the participant needs emergency attention or needs to go to the hospital parents will be called.

If the participant has any two (or more) of these symptoms, parents will be called to be sent home.



ALL PAPERWORK IS REQUIRED TO BE TURNED IN 14 DAYS PRIOR TO CAMP

Due to Colorado State Child Care Regulations, all paperwork listed below, for both youth and adult campers, are REQUIRED to be submitted to the Pathway To The Rockies Council **14 days prior** to your unit attending camp. The forms submitted will be reviewed to ensure all paperwork is completed correctly. In addition to state requirements, this allows us time to work with units to rectify any issues prior to arrival at camp. The digital forms will be accessible at Camp Alexander when you arrive. The State of Colorado requires us to keep all medical forms on file for 3 years. **Please be sure your unit makes and brings a copy of medical forms for unit use. We are not able to copy your medical forms at camp.**

Youth Camper Paperwork:

- BSA Medical Form Parts A, B1, B2, and C
- Colorado Immunization Form
- Copy of Health Insurance Card
- Colorado Addendum—Additional Info/Sunscreen Permission Form
- Permission for Medication Administration/Medication Log
- Colorado Addendum—Contract to Carry

Adult Camper Paperwork

- BSA Medical Form Parts A, B1, B2, and C
- Copy of insurance card

Whole Unit Paperwork

- Adult Reference Form
- Proof of BSA registration & YPT (YPT Aging Report from my.scouting)
- [Swim Classification Record](#)

MEDICATIONS

Please do not send over the counter medications, i.e., Aspirin, Tylenol, etc., to Camp as we have them available at the Health Lodge. If you have questions about this, please contact the Council Program Director at camp.alexander@scouting.org.

Under Colorado State Law, ALL medication brought to Camp, including herbal supplements and vitamins, must adhere to the following procedures:

SCOUTS

Upon arrival at Camp, ALL medications, prescription or OTC, including herbal supplements and vitamins, must be checked in and will be made available by the Camp's medical staff throughout the week.

All prescription medication must come to Camp in the **original bottle** from the pharmacy. The label must contain:

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

Under Colorado Law, daily pill containers are not permitted. Do not cover-up information and instructions on the medication.

A letter or prescription from a licensed medical practitioner (MD, DO, PA-C or RNP) must accompany any vitamins or herbal remedies, and must include:

- The name of the camper
- The type of vitamins or herbal remedies
- The dosage
- The times of dispensing

If these requirements are not met, the vitamins or herbal remedies will not be made available. They will be placed in a locked container in the Health Lodge, and returned to the troop leader at the end of the week.

No adult leader or parent will be allowed to dispense any medication, vitamins, or herbal remedies to any camper without the approval of the Camp Health Officer. (CO Dept. of Human Services) The ONLY medications that will be allowed to remain with the camper, by law, are rescue inhalers, epi-pens, or ana-kits for allergic reactions. Any medications, vitamins, or herbal supplements in pillboxes or non-original containers will be considered contaminated and will be disposed of by our staff. Please send only enough medication for the week.

It is the responsibility of unit leaders to ensure that Scouts take their medication during the week. Unit leaders must accompany their Scouts to the Health Lodge for medication to be dispensed. Please bring all your Scouts taking medications to the Health Lodge at the same time. Additionally, it is the responsibility of the adult leaders, at departure from Camp, to collect any medications or herbal supplements from the Health Lodge. Any medications left at Camp will be disposed of after one week.

For speedy check-in, please have each Scout's parent complete the Medication Log Form. This form is used for logging the medication administered to each person. If no medications are administered, then no log is needed.

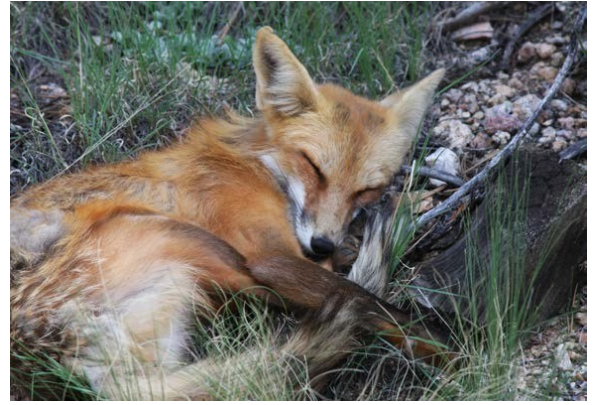
Any camper, upon check-in, requiring treatment for a pre-existing condition (i.e., wound care) should bring a note from a doctor or parent, including instructions stating what on-going treatment needs to be done, along with the sterile supplies necessary to perform the care. We are happy to assist so that treatment can take place in a clean environment. Our medical staff is not permitted by law to administer injections.

ADULTS

Adults bringing medications must store their medications in locked storage in their campsite.

Wildlife

There is abundant wildlife at camp including, rabbits, squirrels, fox, deer, elk, bears, and bald eagles. Bears are known to visit Camp Alexander in search of food and they have an exceptional sense of smell. **Food and candy should not be stored in any campsite** and no food should be taken from the dining hall. All trash collected in the campsite must be tied in a bag and brought to the trash truck, located behind the Elk's Lodge, prior to 8



p.m. each night. Chipmunks and squirrels are also a part of Camp Alexander and have been known to chew through backpacks to get candy and food.

Please keep all food out of the tents. Please lock all food items in troop trailers or other critter-proof containers.

Bugs

Bugs are not typically a large issue at camp, although we have had instances of ticks, mosquitos, and horse flies towards the end of the summer season. Staying on trails and away from water sources reduces contact with these critters. Applying bug spray can also be helpful to deter the bugs.

Altitude

The elevation at Camp Alexander varies between 8200 and 8600 feet, and the camp area consists of hills, low mountains, and valleys covered by a mix of Ponderosa pine forests, high-altitude grasslands, and wetland vegetation along the lake and stream. Preparing yourself for this difference is extremely important, especially if you are coming from sea level. Altitude sickness can cause many symptoms, and these can vary depending on the severity. The symptoms of acute mountain sickness (AMS) usually appear within the first day or so of reaching a high altitude. The symptoms of AMS include; Headache (this is the most common symptom), Nausea and vomiting, Loss of appetite, Fatigue (even when resting), Malaise (a noticeable "unwell" feeling), Trouble sleeping, and Dizziness or lightheadedness.

There's only one way to "cure" altitude sickness outright: descend to a lower altitude. Several treatments can help altitude sickness when it's not as severe. Some of these are also helpful when an immediate descent isn't possible. Treatment approaches include; Stop and acclimate. Stopping and resting is a good idea at the first signs of altitude sickness. Hydration can solve a lot of the problem of altitude sickness, increasing your water intake and also drinking electrolytes can help reduce headaches and make you feel better overall. You should begin increasing your water intake well before arriving at camp. We recommend 4 liters, or 4 nalgene, a day before 4pm and 6 liters by 8pm starting 30 days ahead of your arrival at camp.

What to Bring

Recommended Participant Packing List

- | | | |
|---|--|---|
| <input type="checkbox"/> Alarm Clock | <input type="checkbox"/> Long-Sleeve Shirts | <input type="checkbox"/> Spending Money (\$30-\$60) |
| <input type="checkbox"/> Backpack | <input type="checkbox"/> Notebook and Pencils/Pens | <input type="checkbox"/> Sunglasses |
| <input type="checkbox"/> Camera | <input type="checkbox"/> Official Scout Uniform | <input type="checkbox"/> Sunscreen |
| <input type="checkbox"/> Compass | <input type="checkbox"/> Pajamas | <input type="checkbox"/> Sweatshirt or Jacket |
| <input type="checkbox"/> Deodorant | <input type="checkbox"/> Pocket Knife | <input type="checkbox"/> Swimsuit |
| <input type="checkbox"/> Extra Blanket | <input type="checkbox"/> Rain Gear | <input type="checkbox"/> Toothbrush and Toothpaste |
| <input type="checkbox"/> First Aid Kit | <input type="checkbox"/> Scout Handbook | <input type="checkbox"/> Towel |
| <input type="checkbox"/> Fishing Gear | <input type="checkbox"/> Shampoo | <input type="checkbox"/> T-Shirts |
| <input type="checkbox"/> Flashlight or Headlamp | <input type="checkbox"/> Sleeping Bag | <input type="checkbox"/> Underwear and socks for each day of camp |
| <input type="checkbox"/> Foam Pad or Cot | <input type="checkbox"/> Sneakers/Hiking Shoes | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Hand Sanitizer | <input type="checkbox"/> Small Pillow | |
| <input type="checkbox"/> Hat | <input type="checkbox"/> Soap | |
| <input type="checkbox"/> Insect Repellent | | |
| <input type="checkbox"/> Jeans and Shorts | | |
| <input type="checkbox"/> Lip Balm | | |

PRO-TIP: Label clothes and valuables with name AND troop number. Scouts will probably participate in a water activity or get caught in the rain, so be sure to bring extra clothes and footwear.

Recommended Troop Packing List

- | | | |
|--|--|---|
| <input type="checkbox"/> Ax | <input type="checkbox"/> First Aid Kit | <input type="checkbox"/> Rope |
| <input type="checkbox"/> Bow Saw | <input type="checkbox"/> Lantern(s) | <input type="checkbox"/> Troop and Patrol Flags |
| <input type="checkbox"/> Dutch Oven(s) | <input type="checkbox"/> Maps and Compasses | <input type="checkbox"/> Troop Library |
| <input type="checkbox"/> Extra Sleeping Bag(s) | <input type="checkbox"/> Patrol Dining Tarps | <input type="checkbox"/> US Flag |

Provided by Camp

- | | | |
|--|------------------------------|-----------------|
| • Canvas Wall Tents on platforms (sleeps 8 people) | • Garbage Cans | • Picnic Tables |
| • Pavilion | • Garbage Liners | • Running Water |
| • Flagpole | • Latrine | • Toilet Paper |
| | • Latrine Cleaning Materials | |

What to Leave at Home

- | | | |
|-------------------------------|---------------------|--|
| • Personal Shooting Equipment | • Drugs of any kind | • Personal Electronics |
| • Inappropriate shirts | • Laser pointers | • Inappropriate material such as pornography |
| • Aerosol cans | • Alcohol | • Pets |
| • Fireworks | • Excessive jewelry | |
| | • Other Valuables | |

PROGRAM FEATURES & PHILOSOPHY

Camp Alexander recommends every youth should be signed up for a merit badge class/activity so you know where your scouts are at all times. However, we strongly recommend that you allow your scouts to do some fun merit badges/activities and not just focus on Eagle-required merit badges. Camp Alexander prides itself in offering merit badges that are unique to the outdoors to maximize a scout's experience. Merit badge sessions are designed to be only a part of the scout's day activities. In the evening, program areas will be open to all scouts with special events and activities in each area.

PROGRAM RECOMMENDATIONS

We promote an age appropriate camp program and have designed our merit badge and camp wide activities to ensure a Scout's advancement goals are met, while ensuring their enjoyment and excitement at camp. A counseling session prior to camp with the Scoutmaster and SPL will help a Scout achieve their advancement goal. It will also enable our staff to concentrate on the requirements that the Scout needs.

First Year Camper Program Ideas: First Class Center Advancement, Art, Basketry, Leatherwork, Pottery, Swimming, First Aid, and Woodcarving Merit Badges.

Second Year Camper Program Ideas: Anything not earned on the first year camper list, Camping, Fishing, Geology, Mammal Study and Rifle Shooting merit badges. This program places its emphasis on merit badge work. Camp Alexander provides the unique setting for completion of badges that can only be earned in the great outdoors.

Third and Fourth Year Camper Programs Ideas: Anything not earned on the first or second year camper lists; Archery, Astronomy, Canoeing, Climbing, Geocaching, Environmental Science, Lifesaving, Nature, Orienteering, Pioneering, Rowing, Shotgun Shooting, Weather, Wilderness Survival, and Emergency Preparedness.



MERIT BADGE REGISTRATION

Session registration will take place prior to your arrival at summer camp. **Once your final payment has been received your account will be activated to begin registering for Merit Badge sessions. Late payments will delay your merit badge registration availability.** Please make sure that your campers meet all of the age requirements for the various merit badges, advance planning is necessary. Some merit badges offered at Camp Alexander have prerequisites. Alert your Scouts to these prerequisites and make sure that these requirements are completed prior to camp. You can find a step by step guide on registration at the end of the program guide.

RESOURCES FOR SUCCESSFUL MERIT BADGE COMPLETION

Merit Badge Workbooks are not required but are tools that can help Scouts: organize notes, listen actively, and document their work. Workbooks allow Merit Badge Counselors to offer group instruction but still "...test the Scout individually". Please visit: www.meritbadge.org for a list of all workbooks available for the summer camp season. We strongly encourage the youth to print off a workbook for every merit badge they have to use in conjunction with the Merit Badge Pamphlet prior to camp. This is also an excellent way to show Camp Staff any completed prerequisites.

SCOUTS WILL NOT NEED TO PURCHASE ANY PROGRAM SUPPLIES FOR MERIT BADGES AT THE TRADING POST. SUPPLIES WILL BE AT THEIR PROGRAM AREA WHEN THEY ARRIVE.



SCHEDULE

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	
7:00 AM							Check Out	7:00 AM
7:15 AM		Breakfast A	Breakfast A	Breakfast A	Breakfast B	Breakfast B		7:15 AM
7:30 AM								7:30 AM
7:45 AM		Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly		7:45 AM
8:00 AM								8:00 AM
8:15 AM		Breakfast B	Breakfast B	Breakfast B	Breakfast A	Breakfast A		8:15 AM
8:30 AM								8:30 AM
8:45 AM								8:45 AM
9:00 AM							9:00 AM	
9:15 AM							9:15 AM	
9:30 AM		Session 1	Session 1	Session 1	Session 1		9:30 AM	
9:45 AM							9:45 AM	
10:00 AM						Make Up Time	10:00 AM	
10:15 AM							10:15 AM	
10:30 AM							10:30 AM	
10:45 AM							10:45 AM	
11:00 AM		Session 2	Session 2	Session 2	Session 2		11:00 AM	
11:15 AM							11:15 AM	
11:30 AM							11:30 AM	
11:45 AM							11:45 AM	
12:00 PM		Lunch A	Lunch A	Lunch B	Lunch B	Lunch B	12:00 PM	
12:15 PM							12:15 PM	
12:30 PM							12:30 PM	
12:45 PM		Lunch B	Lunch B	Lunch A	Lunch A	Lunch A	12:45 PM	
1:00 PM							1:00 PM	
1:15 PM							1:15 PM	
1:30 PM						IRON MAN	1:30 PM	
1:45 PM							1:45 PM	
2:00 PM		Session 3	Session 3	Session 3	Session 3	Open Areas	2:00 PM	
2:15 PM							2:15 PM	
2:30 PM							2:30 PM	
2:45 PM	Check In						2:45 PM	
3:00 PM							3:00 PM	
3:15 PM							3:15 PM	
3:30 PM		Session 4	Session 4	Session 4	Session 4		3:30 PM	
3:45 PM							3:45 PM	
4:00 PM						4:00 PM		
4:15 PM						4:15 PM		
4:30 PM						4:30 PM		
4:45 PM			Flag Assembly				4:45 PM	
5:00 PM		Dinner A	Carnival W/ Youth Dinner & Adult Dinner	Dinner B	Dinner B	Dinner B	5:00 PM	
5:15 PM	Dinner						5:15 PM	
5:30 PM		Flag Assembly			Flag Assembly	Flag Assembly	Flag Assembly	5:30 PM
5:45 PM		Dinner B			Dinner A	Dinner A	Dinner A	5:45 PM
6:00 PM							6:00 PM	
6:15 PM							6:15 PM	
6:30 PM	Flag Assembly						6:30 PM	
6:45 PM							6:45 PM	
7:00 PM	Scouts Own Service	Evening Activities		Evening Activities	Evening Activities		7:00 PM	
7:15 PM							7:15 PM	
7:30 PM						Closing Campfire Program	7:30 PM	
7:45 PM	SPL/SM Meeting		Troop Time				7:45 PM	
8:00 PM								8:00 PM
8:15 PM								8:15 PM
8:30 PM		Opening Campfire Program						8:30 PM
8:45 PM								8:45 PM
9:00 PM								9:00 PM
9:15 PM								9:15 PM
9:30 PM							9:30 PM	
9:45 PM						9:45 PM		
10:00 PM				Lights Out			10:00 PM	

MERIT BADGE SCHEDULE

Merit Badges and other programs run Monday through Thursday.

- Each session is **1 hour and 15 minutes**, with **5 minutes to travel** between sessions.
- **Double sessions** take up **two full periods**.
- For **two-day Merit Badges**, Scouts must choose **two sessions** when signing up:
 - One for **Mon/Tues**
 - One for **Wed/Thurs**

	Available
	Not Available

Program	9:00 AM	10:30 AM	1:30 PM	3:00 PM	Class Size	Cost	Minimum Age	Pre-reqs/not covered
	Session 1	Session 2	Session 3	Session 4				
Aquatics Area								
Canoeing					18	\$0	N/A	Pass BSA Swim Test
Kayaking					12	\$0	N/A	
Rowing					10	\$0	N/A	
Lifesaving					10	\$0	N/A	
Swimming					20	\$0	N/A	
Hike & Bike Area								
Geocaching					12	\$0	N/A	7,8,9
Orienteering					18	\$0	N/A	N/A
Hiking	Double Session				10	\$10	N/A	4e, 5
Cycling			Double Session		18	\$10	14+	7b3 (8 m.) 7b4
First Class Center Area								
First Class Requirements					22	\$0	N/A	View leaders guide
Tenderfoot & Second Class	Double Session		Double Session		65	\$0	N/A	
Handicraft Area								
Monday/Tuesday								
Art (2 days)					20	\$15	N/A	N/A
Basketry (2 days)					20	\$15	N/A	N/A
Leatherwork (2 days)					20	\$20	N/A	N/A
Woodcarving (2 days)					20	\$20	N/A	N/A
Pottery (Mon-Thurs)					10	\$20	N/A	N/A
Media Area								
Communications					10	\$0	N/A	8
Moviemaking					10	\$5	N/A	N/A
Photography					10	\$5	N/A	N/A
Aviation					8		N/A	4
Rock Climbing Area								
Climbing	Double Session		Double Session		14	\$0	13+	N/A
Maintenance Area								
Automotive Maintenance			Double Session		8	\$25	13+	N/A
Welding	Double Session		Double Session		8	\$50	13+	N/A

MERIT BADGE SCHEDULE

	Available
	Not Available

Program	9:00 AM	10:30 AM	1:30 PM	3:00 PM	Class Size	Cost	Minimum Age	Pre-reqs/not covered
	Session 1	Session 2	Session 3	Session 4				
Outdoor Skills Area								
Emergency Preparedness					18	\$0	N/A	1, 3a-c, 8b
Search and Rescue					18	\$0	12+	N/A
First Aid					20	\$0	N/A	2b
Camping					20	\$0	N/A	5e, 7b, 8d, 9a,9b
Exploration (2 day)					18	\$0	N/A	N/A
Pioneering					18	\$0	N/A	N/A
Wilderness Survival					22	\$0	N/A	5 (bring to camp)
Nature Area								
s					18	\$1	N/A	8f
Bird Study					18	\$0	N/A	N/A
Environmental Science					22	\$0	12+	N/A
Nature					18	\$0	N/A	N/A
Fly Fishing	Double Session				10	\$15	13+	10,11
Fishing					15	\$5	N/A	9, 10
Monday/Tuesday								
Weather (2 day)					18	\$0	N/A	9a or b
Geology (2 day)					18	\$0	N/A	N/A
Mammal Study (2 day)					18	\$0	N/A	N/A
Wednesday/Thursday								
Mammal Study (2 day)					18	\$0	N/A	N/A
Mining in Society (2 day)					18	\$0	N/A	N/A
Forestry (2 day)					18	\$0	N/A	N/A
Range & Target Activities Area								
Archery					16	\$10	N/A	N/A
Rifle					16	\$20	N/A	N/A
Shotgun					6	\$30	13+	N/A
Athletics Area								
Sports			Double Session		12	\$5		5a, g, h
Golf					12			
Monday/Tuesday								
Personal Fitness					15			7, 8
Wednesday/Thursday								
Athletics					15			3, 5

EVENING ACTIVITIES

Program		Mon	Tue	Wed	Thur	Class Size	Minimum Age	Pre-reqs/not covered
Aquatics Area								
Standup Paddleboarding	Lake					N/A	13+	Pass BSA Swim Test
Snorkeling	Pool					N/A	N/A	
Open Swimming	Pool					N/A	N/A	
Key Log Roll	Pool							
Scoutmaster Belly Flop	Pool						Adult	
Open Boating	Lake					N/A		
Hike & Bike Area								
Open Cycling						N/A	N/A	N/A
Mountain Boarding						N/A	13+	N/A
First Class Center Area								
Chess MB		Req.	Games	Req.	Games	20	N/A	N/A
Handicraft Area								
Open Sessions						N/A	N/A	N/A
Fingerprinting MB						20	N/A	N/A
Media Area								
Water Bottle Rockets						N/A	N/A	N/A
Outdoor Skills Area								
Wil Sur Overnighter						N/A	N/A	N/A
Search and Rescue Drill						N/A	N/A	N/A
E-Prep Drill						N/A	N/A	N/A
Nature Area								
Astronomy Night						N/A	N/A	N/A
Conservation Project						N/A	N/A	N/A
Intro to Leave No Trace						N/A	N/A	N/A
Rock Climbing Area								
Open Climbing						N/A	13+	N/A
Climb On Safely						N/A	Adults	N/A
Range & Target Activities Area								
Open Archery						N/A	N/A	N/A
Sporting Arrows	Archery					N/A	N/A	N/A
Open Rifle						N/A	N/A	N/A
Open Shotgun						N/A	13+	N/A
Shotgun Leaders Shoot	Shotgun					N/A	18+	N/A

	Available
	Not Available

AQUATICS

From learning to swim in our heated pool, to boating on the lake, the Aquatics Staff is ready and willing to teach it all. Our Aquatics Department will offer the following merit badges and programs this summer:



CANOEING

For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness. **You will need water shoes!**

KAYAKING

The most popular style of kayaking is recreational kayaking, followed by touring/sea kayaking, and whitewater kayaking. This merit badge will introduce you to recreational kayaking and help prepare you for advanced paddle sports such as tour/sea and whitewater kayaking. **You will need water shoes!**



ROWING

Rowing is the use of oars as a means of propelling boats, has grown from a basic method of transportation to a competitive sport and an enjoyable method of exercising. Rowing is a physically demanding merit badge and requires a good deal of stamina to complete the swamping drills. **You will need water shoes!**

LIFESAVING

An Eagle required Merit Badge, preparing Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies. Your scout needs to have completed the Swimming Merit Badge before coming to camp. **Your scout can't work on both Merit Badges simultaneously.**



SWIMMING

An Eagle required Merit Badge, Swimming is a leisure activity, a competitive sport, and a basic survival skill. 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 competitive swimming skills. Swimming is a great badge for first year scouts.

SWIMMING LESSONS

All Scouts should know how to swim. We offer instructional swimming for Scouts who are non-swimmers or for those that would simply like to improve their skills. Please make arrangements with the Aquatics Staff so that skill evaluations and scheduling may take place. This will take place during evening activities.

HIKE & BIKE

In the Hike & Bike area, our staff will provide opportunities to enjoy various activities and adventures in the outdoors, from hiking up the mountains, to cycling through the canyons our staff is ready to lead your adventure. Our Hike & Bike Department will offer the following merit badges this summer:



CYCLING

Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge. Participants will learn about bike and trail maintenance. Several mountain bike rides will take place throughout the week and we **recommend scouts be at least 14 years old** due to the physical difficulties of this badge.

GEOCACHING

The word geocache is a combination of "geo," which means "earth," and "cache," which means "a hiding place." Geocaching describes a hiding place on planet Earth - a hiding place you can find using a GPS unit. A GPS unit is an electronic tool that shows you where you are based on information it gets from satellites in space.



HIKING

Hiking is a terrific way to keep your body and mind in top shape, both now and for a lifetime. Walking packs power into your legs and makes your heart and lungs healthy and strong. Exploring the outdoors challenges you with discoveries and new ideas. Your senses will improve as you use your eyes and ears to gather information along the way. We will be offering the Hiking Merit Badge as a partial. Scouts will learn about hiking precautions and planning. First aid will also be covered and scouts will hike several trails throughout the camp.

ORIENTEERING

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



Scoutmasters are strongly encouraged to emphasize the need for rank advancement to all Scouts, especially those who have not yet reached the rank of First Class.

Our staff will guide each Scout through the requirements that are offered. Each Scout will be taught the subject matter and then demonstrate what they learned to a staff member. The Senior Patrol Leader, Patrol Leader, or Scoutmaster should then review the completed requirements and sign the Scout's handbook.

The First Class Center is broken into two parts. One section is for those scouts who are new to the BSA program and are working on Tenderfoot and Second Class rank. This section will cover all the requirements for Tenderfoot and Second Class that can be done at camp. The second section is for those campers that are already Second Class rank and are working on earning First Class. This session will only cover First Class requirements.

TENDERFOOT AND SECOND CLASS SESSION

First year campers who need Tenderfoot or Second Class requirements should sign up for either of the double sessions. It is also possible to sign up for both the Tenderfoot/Second Class session and the First Class sessions. Below is the list of requirements they can complete:

TENDERFOOT: 3a-d, 4a-d, 5a-d, 7a-b, 8

SECOND CLASS: 2a-d, 2f-g, 3a-d, 4 5a-d, 6a-e

FIRST CLASS SESSION

Scouts needing to complete requirements only for First Class Rank should sign up for a session at the First Class Center. There are a number of rank requirements that the Troop leadership can work on with each Scout in their respective campsites. Please see your Troop Guide for any additional equipment that you may require. Adult leaders interested in helping out at the First Class Center should contact the FCC Area Director. Leaders are encouraged to attend their Scout's first session to help with placement into the correct areas of instruction.

FIRST CLASS: 3a-d, 4a-b, 5a-d 6b-e, 7a-c



TOTIN' CHIP SESSION

Totin' Chip Session will only be offered on Monday. This will include the Scouts that require it to participate in the Woodcarving and Leatherwork merit badges. FCC campers will earn the certificate in the area during the week and do not need to attend this session.

FIREM'N CHIT

The Firem'n Chit session is offered on Friday morning and covers requirements 2d and 2e for Second Class to attend this session.



HANDICRAFT

Along with the First Class Center, the Handicraft Center at Camp Alexander makes up the hub of our first year camper program. Badge for badge, more Scouts earn Handicraft merit badges at Camp Alexander than at any other area. Except for Pottery, each session will allow the scout to earn two Merit Badges; in which they will start one badge on Monday and then the second on Wednesday. Our Handicraft Area will offer the following merit badges this summer:



ART

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. **This is a 2 day class.**

BASKETRY

Basketry is a handy skill for a Scout. A basket can be a sturdy companion on campouts, carrying clothes snugly and efficiently, holding potatoes and corn for roasting over a campfire, or carrying the day's fishing catch back to camp for dinner. Baskets and basket-weaving projects also make great gifts for family and friends. This is a good badge for first year campers. **This is a 2 day class.**



WOODCARVING

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity. Campers can earn the Totin' Chip Monday morning at the First Class Center prior. **This is a 2 day class.**

LEATHERWORK

Scouts 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. **This is a 2 day class.**



POTTERY

The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish. Great for a second year camper, **this is a 4 day class.**

MEDIA

Our Media Area focuses on interacting with both nature and other people. From learning about cameras, to learning how to talk in front of a group, our Media staff have you covered. Our Media Department will offer the following merit badges this summer:



COMMUNICATION

This clear and concise definition comes from the U.S. Department of Education: “Communication focuses on how people use messages to generate meanings within and across various contexts, cultures, channels, and media. The field of communication promotes the effective and ethical practice of human communication.”

MOVIEMAKING

The Moviemaking merit badge offers a chance to explore creative work. It teaches Scouts about planning a film project from start to finish. Scouts work on projects that make their ideas come to life. The Moviemaking merit badge helps build confidence in using modern technology.



PHOTOGRAPHY

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history. Scouts who sign up for photography will be using high quality cameras to take pictures of Camp Alexander and scouts in action! Pictures they take potentially could be used for Camp marketing material. Scouts do not need to bring their own camera, but are welcome to do so. Camp Alexander can provide all the supplies necessary for the program.

AVIATION

The Aviation Merit Badge introduces Scouts to the exciting world of flight and aeronautics. Participants learn the principles of aviation, explore aircraft components and operations, and discover career opportunities in the field. Through hands-on activities and discussions, Scouts gain an understanding of flight safety, navigation, and the science behind how airplanes work. This badge is perfect for those curious about aviation and eager to experience the thrill of learning how humans take to the skies. Scouts will need to visit an airport or an aviation museum on their own to complete this merit badge.



OUTDOOR SKILLS

The fun of the outdoors combined with practical life-long skills make up Camp Alexander's Outdoor Skills Area. Scouts will learn to find their way, build towers, and perfect their camping and survival skills. Our Outdoor Skills Area will offer the following merit badges this summer:



CAMPING

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

EMERGENCY PREPAREDNESS

Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.



EXPLORATION

Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition that could be nearby or far away.

FIRST AID

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



PIONEERING

The knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars—is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.

SEARCH AND RESCUE

A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known – perhaps having just been found by searchers – and he or she must be removed from danger and returned to safety. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.



WILDERNESS SURVIVAL

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

NATURE

At the Nature Area, our staff will introduce Scouts to the natural world surrounding them and help them learn how to preserve what we have for future generations. Our Nature Department will offer the following merit badges this summer:



ASTRONOMY

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky: the nebulae, or giant clouds of gas and dust where new stars are born; old stars dying and exploding; meteor showers and shooting stars; the moon, planets, and a dazzling array of stars. **Night sessions are required for this Merit Badge. This is a 4 day class.**

BIRD STUDY

Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world. **This is a 4 day class.**



ENVIRONMENTAL SCIENCE

While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world. This is an advanced, demanding merit badge **only for Scouts at least 12 years old. This is a 4 day class.**

NATURE

There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature. Discover animals and plants in the camps backyard; learn to identify them and what role they play in the food chain. **This is a 4 day class.**



FORESTRY

Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests. **This is a 2 day class.**

NATURE

At the Nature Area, our staff will introduce Scouts to the natural world surrounding them and help them learn how to preserve what we have for future generations. Our Nature Department will offer the following merit badges this summer:



GEOLOGY

Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence. Discuss rock formations and how they impact our earth. This is a **2 day class**.

WEATHER

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to **stay safe**. This is a **2 day class**.



MAMMAL STUDY

The Mammal Study merit badge introduces Scouts to the fascinating world of mammals and their role in nature. Participants will learn how to identify common species, understand their habitats, and explore the importance of conservation. Through observation and hands-on activities, Scouts will gain insight into mammal behavior and ecology while developing skills in responsible wildlife study.

This badge encourages curiosity about the natural world and promotes stewardship of the environment.

MINING IN SOCIETY

This merit badge introduces Scouts to the vital role mining plays in everyday life and the global economy. Participants will explore how minerals and metals are extracted, processed, and used in products they rely on daily. The badge emphasizes environmental stewardship, safety practices, and the importance of responsible resource management. Scouts will gain insight into careers in the mining industry and learn how technological advancements shape sustainable mining practices for the future.



NATURE

Fishing Licenses: Campers may fish in Lake Hagnauer, but must first have a Camp Alexander Fishing Permit. This permit is earned by attending an orientation on Sunday evening or visiting the Camp Office to read the rules and regulations. In order to fish on the South Platte River, anyone over the age of 16 must first obtain a State of Colorado Fishing License along with a Camp Alexander Fishing Permit. Colorado State Fishing licenses can be purchased in Lake George.



FISHING

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

FLY FISHING

Fly-fishing is a specialized form of fishing that combines skill and artistry. Because it is so rich with tradition, it is a passion for millions of people. The beauty of the water, the solitude, and the skills that the sport requires have made fly-fishing very important in the lives of many notable people. The Fly Fishing Merit Badge is for **Scouts 13 years and older**. It is a double session merit badge.



FISHING REGULATIONS

FISHING AT THE LAKE

- You must have a Camp Alexander fishing permit (free).
- Catch and release only.
- No live bait, only flies and lures are to be used as bait.
- All hooks must be barbless or have the barb crimped down. Treble hooks are prohibited at Camp.
- All Scouts must have a buddy with them in order to fish.
- Fishing is only allowed during daylight hours.

FISHING AT OUR RIVER FRONTAGE

- Before you go to the river you must check out at the Business Office where you will receive a fishing permit.
- You must remain on Camp A property at all times.
- Scouts must be accompanied by an adult at all times. No “one on one” permitted.
- You must have a Camp Alexander fishing permit. If you are 16 or older, you will also need a Colorado State Fishing license.
- Catch and release only.
- Barbless hooks, lures, and flies only. No power bait, salmon eggs, and no treble or double hooks are allowed.

CLIMBING

Concentration, a sense of adventure, and stamina are some of the requirements needed for rock climbing. Success is measured in part by big smiles, close team work, and the thrill of scaling rock faces in excess of 50 feet. Weather conditions at Camp Alexander may cause disruption to the climbing schedule, requiring an alternative climbing schedule throughout the week. Scouts will have the opportunity to register for an evening climb or rappelling session. There is no age requirement for the rappel or climbing evening activity. During the week Scouts may have the opportunity to complete a rappel which satisfies the Camping Merit Badge requirement.

CLIMBING



Climbing is not a sport that requires tremendous muscular strength, it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors. At Camp Alexander the Climbing sessions will be available to **Scouts who are 13 years or older.**



RANGE & TARGET ACTIVITIES

In the Shooting Sports Valley, Scouts will be able to enjoy the excitement of several different shooting sports, while our staff teaches them the safety and fundamentals necessary to have an outstanding experience. Our Shooting Sports Department will offer the following merit badges this summer:



ARCHERY

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

RIFLE SHOOTING

The Rifle Shooting merit badge shows you how a rifle works, how to handle it safely, and how to care for it. There is much more to shooting than squeezing the trigger. Once you have learned the fundamentals of rifle shooting, you can begin to apply them to various rifle-shooting sports and activities. Participants will use a .22 caliber Savage single shot rifle to qualify for the requirements of marksmanship.



SHOTGUN SHOOTING

Learning to shoot is like mastering any other skill — it takes study and practice. The Shotgun Shooting merit badge is an introduction to safely using basic skills to hit the target. Once you have mastered the fundamentals, you can begin to apply them to a variety of shotgun activities. Scouts wishing to enroll in the Shotgun merit badge **MUST be at least 13 years old**. This merit badge is physically demanding and requires a lot of stamina.

Our advice is that Scouts begin with Rifle Shooting and then advance to the shotgun merit badge. Scouts should avoid working on two Shooting Sports merit badges at the same time due to the large amount of time required to qualify for each merit badge.

Do not bring firearms, ammunition, bows, or arrows to camp. BSA National Standards and insurance requirements prohibit their presence on the property. They cannot be stored in campsites or vehicles or used on our ranges. Thank you for your cooperation in this very important matter.

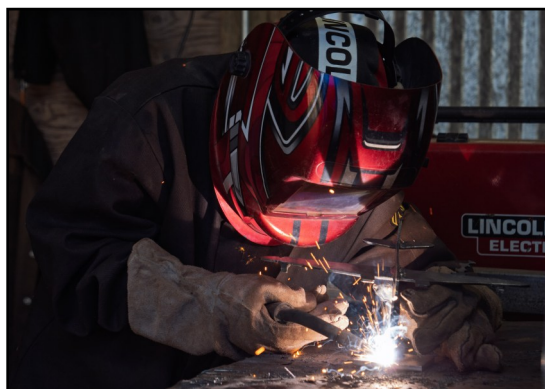
MAINTENANCE

The Maintenance Area offers an opportunity to try merit badges that are not often offered. You can have the chance to try your hand at welding, a skill that can follow you into adulthood and a lucrative career. Our Maintenance Department will offer the following merit badge this summer:



WELDING

Welding is the process of joining with a weld – joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding. **This is a double-session class.**



Automotive Maintenance

Automotive Maintenance Merit Badge introduces Scouts to the fundamentals of vehicle care and safety. Participants will learn how cars operate, explore essential systems such as engines, brakes, and tires, and practice basic maintenance tasks like checking fluids and changing a tire. This badge emphasizes responsible vehicle ownership, preventive care, and understanding the importance of safety on the road. It's a hands-on experience that builds practical skills useful for everyday life.

EXTRA ACTIVITIES



CHESS

Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Chess is played worldwide—even over the Internet. Players meet for fun and in competition, everywhere from kitchen tables and park benches to formal international tournaments.

FINGERPRINTING

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.



We will also be offering the following non-merit badge programming:



POLAR BEAR PLUNGE

Rush into the chilly waters of Lake Hagnauer at 6:00am on Thursday morning, participants who successfully complete this cool dip may purchase a much sought after and well earned Polar Bear patch at the camp Trading Post. Warning: this program is not for the faint hearted.

MILE SWIM BSA AWARD

Mile Swim is not a merit badge but a BSA Award. Scouts with very strong swimming skills may wish to earn the Mile Swim BSA award. To earn this award, a Scout must participate in the preconditioning sessions and complete the Mile Swim.



SNORKELING BSA AWARD

This is not a merit badge, but an award that can be earned. Snorkeling encourages youth members to learn and become proficient in snorkeling skills and to snorkel safely. This award if earned can be worn on left leg side of swimsuit.

MOUNTAIN BOARDING

For older scouts ready for a physical challenge! This mix between snowboarding and skateboarding is exciting! Scouts will learn safety, turning, starting, stopping, and even some tricks during this activity session. This is an activity and not a merit badge.



THEME DAYS

Get your entire troop involved with these fun theme days!

Monday – Crazy Hat Day—wear a crazy hat!

Tuesday – Camp T-Shirt Day – wear your favorite Camp Alexander t-shirt

Wednesday – OA Day – wear your OA sash with full field uniform

Thursday – Flannel Shirts—wear your favorite cowboy flannel

Friday – Floral Fridays– wear your favorite floral shirt



FLAG CEREMONIES

Camp-wide flag ceremonies are held twice a day. Announcements and awards will be presented at these times. Please make sure that your entire unit is present during these assemblies. It is a tradition at Camp Alexander that everyone in camp attends dinner and the evening flag ceremony in full Field Uniform. We are also very happy to recognize birthdays at these ceremonies. Out of state troops are encouraged to bring their state flag for display in their campsite. All units can display their Troop flags at the parade grounds.

TROOP PHOTOS

Please plan to arrive in full field uniform. During the check-in process, your guide will take you to our photo spot and snap a great 8x10 for your Scouts parents back home. Photo orders must be placed on Sunday so that they can arrive before the end of your stay. Photos are \$12 per picture.



CARE PACKAGES

Care Packages are a great way to surprise your Scout while they are at Camp Alexander! We even have packages for adult leaders at camp! Care Packages will be available for purchase in April, on our webpage. We try to update our packages, so check for current pricing. If any of the items listed are out of stock by the time your Scout arrives, we will supplement it with another Camp A item.



CAMP A EPIC PACKAGE

Includes Camp A hat, Camp A t-shirt, Camp A Sunglasses, Camp A buff, Camp A sticker, and branding mug.

BIRTHDAY PACKAGE

Includes branding mug, snack cake, Camp A hat, Camp A buff, Camp A sticker, and card signed by Camp A staff.



SURVIVAL PACKAGE



Includes pocketknife, Nalgene, knife sharpener, Camp A sticker, and 5' paracord.

SCOUTMASTER PACKAGE

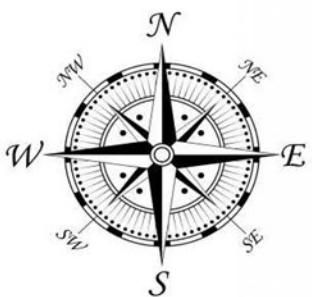
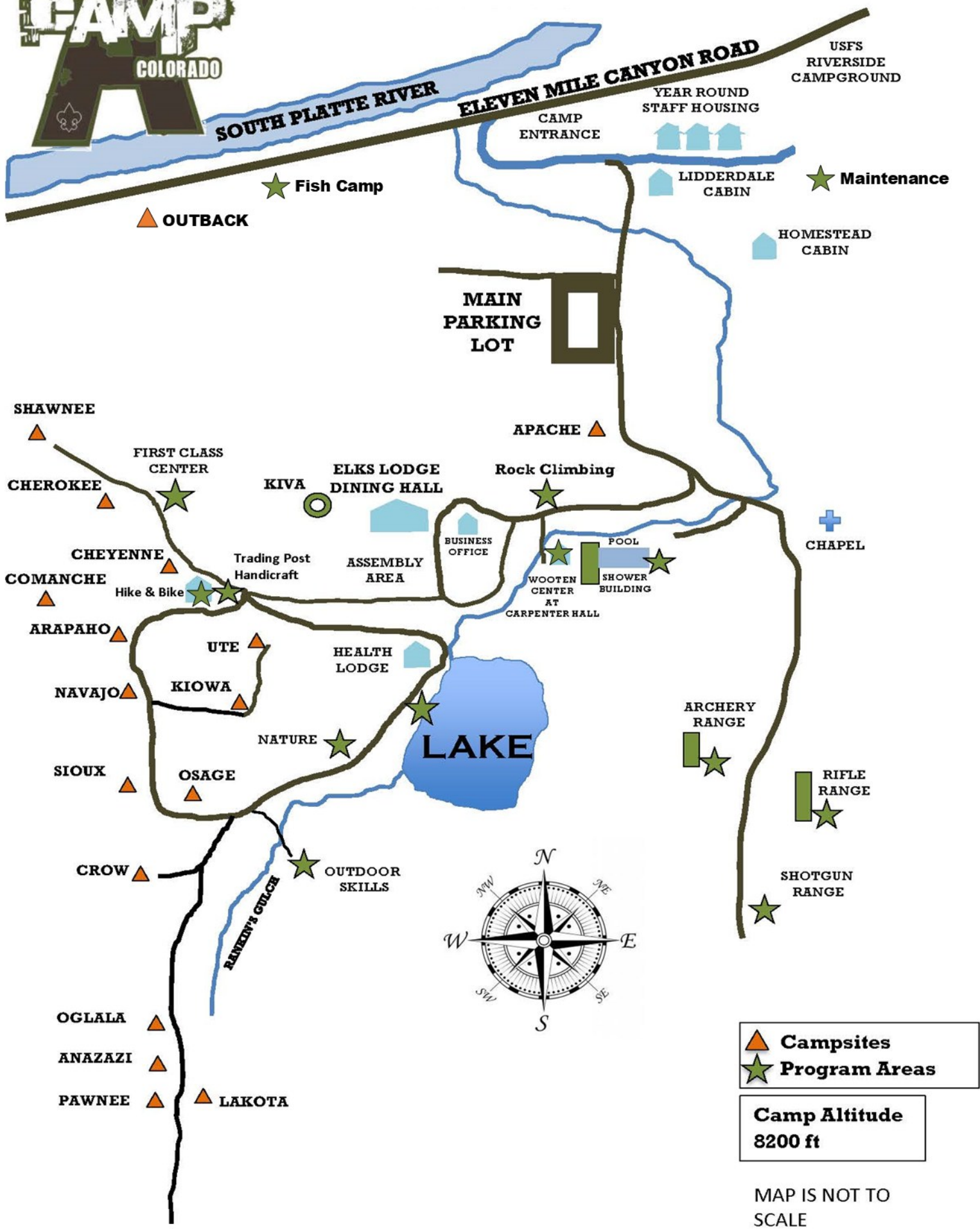
Includes branding mug, Camp A hat, chap stick, sunblock, package of beef jerky.



Experience has shown us that campers should bring \$80-\$100 for t-shirts, gear and snacks.

Camp Alexander logos and designs are intended solely for Camp Alexander use. Please do not copy or use logos or designs on any personal, unit clothing, or equipment.

CAMP COLORADO



- ▲ Campsites
- ★ Program Areas

Camp Altitude
8200 ft

MAP IS NOT TO SCALE

RENTAL COTS

There are NO cots or sleeping pads provided in your campsite. However cots can be rented prior to your arrival and used during the week. Your selected number of cots will be delivered to your campsite on Sunday and picked up Saturday. We have a limited number available, and we rent on a first come first serve basis. The cost is \$25.00 per cot. Reservation can be made online prior to camp. Payment is required prior to your unit arrival. Your Troop Guide will inspect them after use for damages.



QUARTERMASTER

The camp Quartermaster is available for your supply requests. The Quartermaster location is on the first floor of Elks Lodge, last door to the west. This staff member is a great resource for your unit if you need supplies such as axe's, tent repair kit, shovels, stoves, patrol boxes, and more.

CHECK OUT

All units and campers are required to depart camp prior to 9 a.m. Saturday. Please have all drivers arrive no later than 7:45 a.m. in the lower parking lot as camp does not have accommodations after 8:30 a.m.

EARLY CHECKOUT

Units wishing to check out Friday must do so between 1:15 - 4 p.m. The program on Friday is our first priority and thus we do not permit vehicle use until after 8 p.m. Camp staff can assist with trucks for gear after 3 p.m. All gear must be loaded in vehicles and parked at the lower parking lot if units are departing after campfire. Units are asked NOT to return to their campsites once checked out by a staff member but are encouraged to participate in the Friday Family Night Dinner, the closing ceremonies, and campfire.

ACCOMODATION OPTIONS

Handicap campsites are available for physically challenged persons at Camp Alexander. Please contact the Council Program Director, Dianna Kaszuba at 719-219-2916 prior to your arrival regarding the availability of facilities and any special needs. It is our intention to do everything possible (within our ability) to assist those wanting to attend camp.

MERIT BADGE REQUEST FORM

(print and distribute to each scout)

This form is to be turned into your Scoutmaster before **April 26th**.
Your Scoutmaster will be the one registering each scout for merit badges.

List the merit badge your scout would like to take in accordance to the Merit Badge Schedule. If your scout chooses a two day merit badge, you must select 2 merit badges for that time slot. If your scout selects a merit badge that is a double session, list the merit badge in the time slots it corresponds to.

Two-Day MB Example	9:00 AM
1st choice	Woodcarving Weather

Double Session Example	9:00 AM	10:30 AM
1st choice	Climbing	Climbing

Scouts Name: _____

	9:00 AM	10:30 AM	1:30 PM	3:00 PM
1st choice				
2nd choice				
3rd choice				
4th choice				



DIETARY NEEDS

Camp Alexander is able to accommodate any special dietary needs. Our food-service vendor, Kandle Dining, has an on-site staff member throughout camp that specifically handles all special dietary needs.

For assistance with special dietary needs, please fill out the web-form, **at least 3 weeks prior to attending camp**, located at the following link: [Special Diet Request](#)

If you have any questions or concerns please contact the Pathway to the Rockies Council Camping Director, Lena Mock@ 719-219-2916 or camp.alexander@scouting.org

