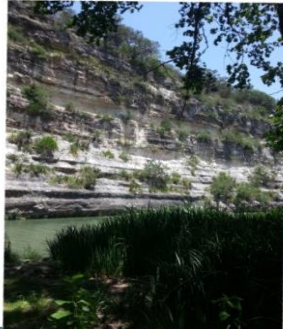




# Bear Creek Scout Reservation



# Summer Camp 2020

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## Welcome Letter

Dear Scouter,

Welcome to the 2020 Bear Creek Summer Camp Leader's Guide. This Guide contains important information about Bear Creek Summer Camp. Most of your questions about Summer Camp will be answered and all necessary forms are included in our Leader's Guide. Please share the Leaders Guide with your Scouts parents to let them know about the programs that are available.

We are assembling our Staff for the Summer camping season. Dedicated, motivated and experienced Staff members are the key to providing the kind of program you deserve. Our goal is to make your visit an educational and memorable experience your Troop will never forget. Please ask each Scout to review the requirements for their Merit Badges **prior to arriving at Camp**.

### **Highlights for the 2020 Summer Camp Season:**

We continue with Project Oso this summer, a five year plan of camp improvements. This summer's big improvement is the Guad Squad, a 3 day kayaking adventure on the Guadalupe River. We are also rebuilding the dining hall road. Future projects may include electricity to campsites, added COPE elements, plus what you and our other valued volunteers request.

Please note, it is now a National BSA requirement that adults staying in camp must be registered members of the BSA, even for only one night.

On behalf of myself and our Staff, I would like to thank you for committing a part of your Summer to the Scouts in your Troop. We are working very hard to make this the best camping season ever. Please share this Guide with parents of your Scouts and plan your Summer Camp experience. We look forward to seeing you at Bear Creek.

Yours in Scouting,

Ken Lamb  
Camp Director

**Why attend Summer Camp?** Scouting is a good way to get your Scout outdoors doing activities and develops personal values and character. You can't take the "outing" out of Scouting. Summer camp is an experience all Scouts will remember for the rest of their lives. This adventure provides many opportunities individual Troops cannot offer. The variety in the program, abundant facilities, and equipment are beyond the scope of Troop activities. We provide dining facilities, a Trading Post, a large selection of Merit Badges and a Ranger program (for new Scouts) that encourages advancement and promote a sense of self-pride often lacking in our Youth. No two Scouts are alike. We will assist you in developing a program that suits your Scouts individual needs.

**Staff** - Our staff is selected for their enthusiasm and knowledge. We reinforce that knowledge with regular training sessions prior to the camping season and create a sense of team spirit that is carried over to the Scouts visiting our camp. We are not successful unless you are satisfied with our program. We make every effort to provide the quality-learning environment you expect at Bear Creek. If you have any Scouts interested in joining our staff, contact me at [Ken.Lamb@Scouting.org](mailto:Ken.Lamb@Scouting.org) or visit the Alamo Area Council webpage to apply online at - <https://form.jotform.com/82027725250148>.

**National Camp Standards** - We are inspected annually by a team that represents the Boy Scouts of America. Our Camp meets or exceeds all standards and regulations. We are also inspected regularly by the Texas Health Department. We feature a Health Lodge staffed by qualified professional for routine health checks and problems. Strict health and safety standards are maintained at all times.

**Meals at Camp** - 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. If you have a Scout with special dietary needs, please call Chuck at the dining hall, 830-238-4084. On the Rickenbacker side, Troops bring and prepare their own food and refrigeration is provided.

**Camp Program** - Bear Creek offers a wide-range of program to fulfill your whole Troops needs. The Ranger program is for new Scouts who have yet to reach the rank of First Class. This program is a great way for new Scouts to get that advancement jump-start they need. We offer over 40 merit badges for advancing scouts. Older Scouts can do the Guad Squad kayaking trip or stay in camp and choose from COPE, climbing, Lifeguard BSA, and more.

**How to Register your Troop** – Registration for Summer Camp are done online at [www.alamoareabsa.org](http://www.alamoareabsa.org). For assistance, contact Linda Dieguez at (210) 740-9370, at the Alamo Area Council office in San Antonio, Texas. A \$150.00 per Troop deposit is required to reserve a slot. The site accepts all major credit cards and also accepts checks. **Campsites are assigned based on Troop size.**

## **How to prepare for Camp -**

1. Know each Scout's advancement status before coming to camp.
2. Determine which Scouts will participate in the High Adventure program.
3. Encourage work on pre-requisites before coming to camp.
4. Set a goal for each Scout - challenge them to do their best
5. Register your Scouts information on the online registration system prior to the registration deadline. The Unit contact will be notified by email when registration opens.
6. Collect physicals for all Scouts and adults attending camp early.
7. Alert the camp to special needs such as diet, disabilities or medications at your earliest convenience. For dietary questions call 830-238-4084. For medical concerns call 830-238-5093.

## **Leadership Requirements -**

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

1. Be a registered member of the Boy Scouts of America.
2. Complete Youth Protection Training (YPT) training and bring a copy of the card.
3. Complete Health Form- Part A, B & C.

Each Troop must have two registered adult leaders in camp at all times. One leader must be at least 21 years old and the other must be at least 18 years of age. The Boy Scouts of America requires "two deep leadership" for the safety of your Scouts. **All Leaders must bring a copy of their Youth Protection Training certificate and a completed Health Form.** We recommend a ratio of 8 scouts or less per leader.

## **General Information -**

**Drugs/Alcohol Policy** – Drug laws will be strictly enforced according to the criminal code of the State of Texas. Alcohol is strictly forbidden on all camp properties.

**Merit Badge Records** – Bear Creek will provide all leaders with a comprehensive record of accomplishments for your Scouts on Friday evening after campfire. **We do not provide "Blue Cards"**. The Alamo Area Council will be sent a copy of all Merit Badge and Advancement information.

**Firearms** – 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 during the Summer Camp season. Do not bring your personal firearms or bows.

**Immunizations** – All immunizations listed on the medical forms must be administered by a Physician prior to attending summer camp. These immunizations include measles, mumps and rubella. **It is BSA Rules and Regulations that a Tetanus shot year is listed where appropriate.**

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

**Vehicles in Camp** – Vehicles may be allowed in the campsites to deliver camping equipment only if Staff assistance is unavailable. Special permission may be allowed for physically challenged Leaders to keep a vehicle in camp for transportation to essential locations...not sightseeing. All leaders, without special permits, **must** move vehicles to the parking lot for the duration of their visit.

No one should ride on fenders or in the bed of trucks. This is strictly prohibited by Texas State Laws and BSA policy. Seatbelts must be worn at all times. The camp speed limit is 15 miles per hour or less. Violators will be asked to leave the camp immediately.

**Communication with Scouts** - We ask parents not to call their Scout except in the case of emergency. It's a good idea to contact the Unit Leader before contacting a Scout. In an attempt to discourage homesickness, we ask that you tell your Scout to not call home. Our experience shows that a homesick Scout doesn't improve if they call home. **Camp phones are for emergency and camp business only. The number is 830-238-4560, if no answer; call the Health Lodge at 830-238-5093.** To send a letter to your Scout, please address mail to:

**Scout's Name - Troop # \_\_\_\_\_**  
**Bear Creek Scout Reservation**  
**125 Bear Creek Scout Road West**  
**Hunt, Texas 78024**

**Check-in Requirements -**

- Check-in is completed at the Environmental Pavilion after your Troop has received their campsite assignment.
- Balances due for camp fees, merit badges and adventure programs, please bring your receipts.
- Medical Forms - **Health form-Parts A, B & C (Current form required)**
- **Copies** of Leaders Youth Protection training cards – Copies will not be returned to unit leaders.
- Four (4) copies of Troop Roster

## **Refund Policy –**

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

- Paid registration fees are refundable up to eight (8) days prior to the start of an event, less a 10% supply fee, upon written request with a copy of the receipt of payment.
- From the seventh (7) day up to 24 hours prior to the start of an event fees are 50% refundable, upon written request with a copy of receipt of payment.
- From 24 hours prior to the start of an event and up to seven days after the event, refunds will only be issued in the event of a valid medical emergency, summer school or military assignment and proper documentation is provided.
- Scouts are allowed to coordinate with other Scouts to fill the position being vacated. Please notify Council of the change and we will update the roster, as required. (With the exception of events with Wait Lists).
- Transfers to another session within the same event and same year (ex. Bear Creek Session 1 to BC Session 4) are allowed but *funds cannot be transferred to another event or another year.*

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

**Sunday Arrival Check-in** - Check in time is 1:30 p.m. Troops will arrive at the Administration Building parking lot where a staff member will direct the Troop to their assigned campsite. The Troop's Staff Guide, who will await you in your campsite, will inform leaders of the check-in procedure. The Troop Guide will lead your Scouts to their campsite and facilitate setting up your camp, while adult leaders remove any empty vehicles to the parking area.

**Saturday Check-Out** - Each Troop is expected to return all camp provided items to the Quartermaster. These items include tools, flags, water jugs, etc., that may have been 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. Each Troop is responsible for reviewing the computer generated Merit Badge completion list prior to departing camp. The time to resolve questions is when counselors are available, and participants are present to discuss discrepancies. We do not expect to modify our records at a later date.

**Medical Forms/Physicals** - Each Scout/Leader must submit a completed medical form upon arrival at camp. There will be no exceptions regardless of amount or degree of activity. An official copy of BSA medical form for youth and adults can be found online. It is now the same form for all BSA activities. **Special Hint:** Bring a photocopy of the original medical health form and leave the original at home! Anyone arriving without a doctor's examination will be required to secure such at their own expense before they can be checked into camp. **Please be sure that the parents have signed the medical forms and accompanying notes when appropriate (see above). Religious exceptions are allowed.**

**Medical Care Off Camp** - Any medical expenses incurred at an "off camp" medical facility by Scouts/Adult leaders while in camp will be billed to the home of the person receiving treatment. **Please make sure insurance information is completed on the medical forms. Attach a copy of insurance cards to the form.** If the family does not have appropriate insurance coverage, they may turn the bill over to the Troop to be paid by the Troop's insurance.

**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 all of the special campsite requests for electricity.

**General Camp Facilities** - The buildings and developed areas of the Friedrich Camp provide 19 Troop sites, a central Dining Hall, Health Lodge, Trading Post, Computer Lab, Astronomy Lab, Archery Range, Environmental Center, Rifle range, Shotgun/Skeet range, Shower and bathroom facilities, complete waterfront areas, Swimming Pool, Commissioner's pavilion, Leaders lounge, volleyball court, OA ceremonial amphitheater, parking lot, Forge, numerous learning centers, Ranger's Quarters, Quartermasters storage facility and Camp Administration building. All Friedrich campsites are provided with platform tenting and pavilions.

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

Swimming is restricted to prescribed areas along the waterfront and in the Swimming Pool during posted hours of operation. "Free swim" is available to everyone during scheduled hours when lifeguards are provided. Additional items such as trash bags, toilet paper, twine, brooms, water hoses and fire buckets may be checked out by contacting the Quartermasters. The Camp Trading Posts offer a variety of Scout items such as socks, hats, shirts, merit badge books, handicraft provisions, toothpaste, candy, sodas, ice cream and a wide assortment of souvenirs.



The Rickenbacker Camp provides six primitive campsites and modern restrooms at the Conference Center. Troops camping here bring and prepare their own food. Refrigeration is provided.

**Tents** - Upon arriving at camp, troops camping on the Fredrich side will find tents with platforms already set in their campsite. Rickenbacker campers may check out tents from the Quartermaster. Please take care of our tents. Your Troop Guide Staff member will inventory each tent with the Troop leadership. Units will be charged \$10.00 plus \$2.00 per inch for each rip that occurs. If any tents that are deemed unreparable by the Camp Director, the Troop will be charged to the \$275.00 for replacement.

**Dining Hall Operations** - The dining hall serves all meals cafeteria style with the exception of Wednesday night's Troop cookout (see note below). The kitchen and dining hall staff work to ensure hot meals and good service. The kitchen directors will be glad to assist in any way they can to provide special meal requirements. **Please call Trent Howe at 830-238-4084 one week prior to your arrival with any special dietary needs.**

Parents and visitors are permitted to eat in the Dining Hall with their Scout's Troop on Friday night. Meals may be purchased at the door for \$5.00 per person.

**Wednesday Night Foil Dinners** – The evening meal will be cooked, by your Scouts, in your campsite. The Dining hall staff will provide all ingredients for foil dinners and dessert (including foil). If a burn ban is in effect, this meal will be replaced by a meal at the dining hall. You are invited to bring a Dutch oven if you choose.

Dinner items will be:

Foil            Hamburger meat  
Potato        Carrot  
Onion         Cabbage

Dessert items will be:

Peaches      Cake mix  
Butter        Sugar  
Cinnamon

**Cobbler Cookoff** - The Commissioners will host a cobbler cook off for leaders each week. These cobblers will be dessert at **Thursday night's Scoutmaster Dinner**. We will provide the following ingredients and you are welcome to bring any additional ingredients.

Chocolate or yellow cake mix  
Sugar  
Cinnamon  
Butter or oil

Peaches, apples, or cherries  
Brown sugar  
Foil  
Common spices

## Program Highlights



**Quad Squad** - This weeklong kayak adventure is reserved for scouts 13 and older. Participants will spend Monday honing their kayaking skills and will take off down the river Tuesday morning. They'll return to camp on Thursday afternoon. Friday activities will be decided by the Squad. As a group, they can choose from any of the camp activities, including zipping, playing on the climbing wall, water sliding. **Please see the Quad Squad packing list on page 16.**

## • Ranger Program •

**Ranger Program** - Our Ranger program is an exciting introduction to Scouting for all who have not completed the requirements for First Class rank. We encourage all Scouts to learn basic skills in an environment of fun and cooperation. Teamwork is emphasized along with team spirit. We encourage all leaders to get involved in this program. The Ranger program is an all-day adventure lasting from 9:00 a.m. until 4:00 p.m., with a break for lunch. Along with completing a large number of rank advancement requirements, our Rangers are given the opportunity to complete the swimming merit badge and may choose between art, leatherwork, pottery or first aid.

Ranger Outpost on Thursday evening takes the Rangers to the rustic portion of the camp and allows our staff an opportunity to share campfire stories while the Rangers earn their Firem'n Chit card. Participants will need a flashlight, ground cloth, sleeping bag, water bottle, and small backpack for their hike and overnight stay. The Rangers will return to your Troops campsite before breakfast on Friday morning.

The following are the requirements a Ranger will get with perfect attendance throughout the week. 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.

**Scout:** 1a, 1b, 1c, 1d, 1e, 1f, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 5

**Tenderfoot:** 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 7a, 7b, 8

**Second Class:** 1b, 1c, 2a, 2b, 2c, 2f, 2g, 3a, 3b, 3c, 3d, 4, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a, 9b

**First Class:** 1b, 3a, 3b, 3c, 3d, 4a, 5a, 5b, 5c, 5d, 7a, 7b, 7c, 7d, 7e, 7f



**C.O.P.E.** - Bear Creek offers COPE (Challenging Outdoor Personal Experience) during daily in the morning. This one half day class is available to Scout that have reached their 13<sup>th</sup> birthday. We **charge a \$25.00 equipment usage fee** and space is limited, so register early. All Scouts registered for COPE should be thinking of a COPE name. They will be asked to select a nickname that holds significance for them. Scouts that register for COPE will be able to participate in other programs in the afternoon.



**Climbing Merit Badge** - A certified instructor trained at National Camp School teaches this course and all other instructors are climbing and rappelling trained. This class meets each afternoon and is available to all scouts that have reached their 13<sup>th</sup> birthday. Bear Creek has natural cliffs and outcrops that offer different levels of challenges for all Scouts. Participants will learn climbing safety and techniques in a classroom environment before donning a harness and hooking into a belay line. Our goal is to provide a sense of success and confidence for all participants. The objective is not solely in completing the climb but in mastering the technique and safe practices learned during the course. Gloves, climbing harness, safety helmet, carabineers and climbing rope will be provided. **There is a \$25 charge for this program.**



**Hunter Education** - This course is offered to all Scouts and Adult leaders on Tuesday 7:00 – 11:00 p.m. and Wednesday at 8:00. Hunter Safety is required for obtaining a hunting license if not born before 1972. **There is a State mandated fee of \$15.00 for this class.** Bring this fee to camp. Registration for this class must be done online through the Texas Parks and Wildlife website. We will email the registration link for this class to leaders in May." **Bring this fee, home address, and your social security number to the class.** Attendance at both nights are required to complete the training.



**Mountain Biking** - Enjoy the beautiful Texas Hill Country from vantage points few have ever visited. After an introduction to bicycle safety and maintenance, Scouts will travel the hills and valleys of Bear Creek and other nearby bike trails. This class will last for two hours per day and can satisfy some of the Cycling merit badge requirements. This class is physically challenging and restricted to Scouts thirteen years of age and older. Scouts are welcome to bring their own bikes or use the camps. There is a \$25.00 bike fee to use our bikes for this program.



**Shotgun** - This is an opportunity for all Scouts to learn to properly handle and use shotguns. They will begin with a gun safety class, which includes lessons in cleaning and storing shotguns. Aiming techniques will be emphasized along with “leading” the target object. Safety glasses and ear protection will be provided. Scouts taking this merit badge should be prepared to spend about \$30 earning this badge. Tickets will be 3 shots for a dollar at the trading post. All instructors are Camp School trained and very knowledgeable. This class is very popular and is limited Scouts who are at least 13 years old.



**Cowboy Action** - This program offers a fun, safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp this summer, scouts over the age of 14 can take part in a special shooting experience with opportunities to shoot .22 caliber pistols, .22 caliber lever action rifles, and 12 or 20 gauge shotguns at reactive targets. There is a special permission form parents must sign before a Scout participates. This form will be available on the Alamo Area Council website - <https://www.alamoareabsa.org>.



**Adult Training and Activities** - Adult Leaders can enjoy our Scoutmaster Lounge which offers air-conditioning, WIFI (for adults only). This is a great place to relax or get caught up on any work you may need to take care of. There are several opportunities for Adult Training courses throughout the week. All Scouters and adults are invited to the Scoutmaster's Dinner on Thursday night. Adult leaders are invited to stop by the Commissioner's Area and take a break during the program day. **Scouts and leaders not attending Bear Creek Summer Camp may participate in these classes by special appointment only.** Contact the Ken Lamb, Camp Director at least 24 hours before the class at [Ken.Lamb@Scouting.org](mailto:Ken.Lamb@Scouting.org).



**Youth Protection Training** – Classes are held on Mondays.



**American Red Cross /**

We will offer American Red Cross 1<sup>st</sup> Aid/CPR Training this summer! Course fee will be \$50, Sign up on your Troop registration page at tentaroo.com. Class sizes are limited. This will be followed by CPR for the professional rescuer Tuesday evening. CPR Pro will be \$20. Scouts taking BSA Lifeguard will take this as part of their lifeguard class at no extra cost.



**Wilderness First Aid** on Wednesday and Thursday. The fee for Scouts and Leaders in camp for the week taking Wilderness Remote First Aid will be \$120. The fee will be \$140 for "walk ins". Class size is limited. Registration can be done on your Troop registration page at tentaroo.com.

# Summer Camp Packing List

## **Clothing**

Scout Uniform  
Jacket  
Rain gear  
Hat  
Rugged pants  
Underwear  
T-shirts  
Socks  
Hiking boots & walking shoes  
Swimsuit  
Long Pants

## **Camping Gear**

Sleeping bag

### **Cot**

Ground cloth  
Backpack  
Flashlight with extra batteries  
Personal 1<sup>st</sup> Aid kit  
Drinking cup  
Pocket Knife

## **Merit Badge Item**

Scout Handbook  
Writing Items (pen, pencil and paper)  
Prerequisites done before camp

## **Troop Items**

Scout & Leader Medical Forms  
Troop Flag  
Rope & Twine  
Dutch Oven & Utensils  
Patrol Flags  
Water Cooler for campsite

## **Toiletries**

Toothbrush & toothpaste  
Bath Towels & washcloth  
Toilet Paper  
Soap for body & clothes  
Deodorant  
Comb  
Shaving gear (?)

## **Suggested Extras**

Sunglasses  
Camera & film  
Compass  
Spending money  
Book of Faith

## **Items to Leave At Home**

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

First Aid Kit  
American Flag  
Merit Badge Book Troop Library  
Foot Locker for Valuables  
Flagging Tape

# Guad Squad Packing List

Scouts will need the following to wear or to carry in a small stuff sack or day pack on the kayak with them.

Water shoes – these don't have to be fancy, shoes to wear that will get wet  
2 water bottles, wide mouth – 1 quart each

Sunscreen	Poncho or rain jacket
Insect repellent	Bandana
Water shoes	Small inexpensive pocketknife
A Hat	Prescription glasses need a keeper
Sunglasses with keeper strap	
Lip balm	

The following items will be needed in camp. This gear will be carried from camp to camp by truck.

T-shirts – consider long sleeve dry fits if you're sun sensitive  
A bag or backpack that's appropriate to carry all your gear.  
Small tent – one per two people

Sleeping pad	Underwear
Sleeping bag – very light	Socks
Camp pillow	Camp shoes – closed toe
Flashlight	Camp towel
Mess kit & Eating utensils	Shorts or lightweight pants
Belt	
Toiletries – Toothbrush/toothpaste, Comb, Deodorant, and any others you may need	
*Camera	
*Book if you're a reader	
*Journal	

\*Items with an asterisk are optional.

## Merit Badges Offered at Camp

<b>AQUATICS</b>	<b>SHOOTING SPORTS</b>	<b>FIELD SPORTS</b>
Canoeing **Lifesaving Rowing **Swimming Kayaking	Archery* Rifle* Shotgun*	Orienteering Fishing Fly Fishing **Personal Fitness Geocaching
<b>ECOLOGY</b>	<b>HANDICRAFTS</b>	<b>SKILLS</b>
Astronomy      Forestry Weather          Geology Nature            Bird Study Mammal Study ** Environmental Science Fish & Wildlife Mgmt. Reptile & Amphibian Study Soil & Water Conservation Space Exploration*	Art * Basketry* Leatherwork * Movie Making Pottery* Woodcarving * Cinematography	** Camping **Emergency Prep. **First Aid Pioneering Wilderness Survival Cooking
<b>COPE</b>	<b>American Heritage</b>	<b>Other Programs</b>
Climbing BMX	Radio Communications Citizenship in the World Citizenship in the Nation Indian Lore Metal Working	BSA Lifeguard (all day) Mile Swim Snorkeling BSA Service Hours Hunter Safety Nature Hike Totin' Chip Conservation Projects

**Helpful hints for merit badges** – Many of the Merit Badges can be completed at Summer Camp. However, some have time requirements, special **projects**/visitations, special skill levels or other pre-requisites so they cannot be completed at Summer Camp. Please make sure your Scouts understand that all merit badges may not be completed at Summer Camp. Encourage them to choose a variety of merit badges so they have a fun experience **We want happy campers!**



**Merit Badge Registration - Starting May 5, 2020 at 9:00 am Unit Leaders will be able to register Scouts for merit badge classes and other programs.** The Unit Leader should assign one adult to do this. Registration is done online. In March, a password will be sent to the email address provided when your Troop registered to attend camp. You may also pay fees using a credit card or check using this website.

Below is a schedule of merit badges and a list of notes about the merit badges and other programs. This can be a helpful tool for your Scouts to decide on which merit badges and programs they want to participate in while at Summer Camp.

<b>2020 Merit Badge Schedules</b>									
<b>Time</b>	<b>Aquatics</b>	<b>Boating</b>	<b>Shooting Sports</b>	<b>Crafts</b>	<b>Ecology</b>	<b>Skills</b>	<b>Field Sports</b>	<b>American Heritage</b>	<b>COPE</b>
<b>9:00 AM</b>	Instructional Swim	Canoeing	Archery	Basketry	Env. Science	Camping	Mountain Biking	Communications	COPE
	Lifesaving		Shotgun	Wood Carving	Nature	First Aid	BMX	Cit. World	
	Swimming		Rifle	Leatherwork	Space Exp.	E. Prep	Personal Fitness	Metal Working	
					Geology				
<b>10:00 AM</b>	Instructional Swim	Kayaking MB	Archery	Leatherwork	Env. Science	1st Aid	Mountain Bike (Continued)	Indian Lore	COPE
	Lifesaving		Shotgun	Pottery	Forestry	Camping	BMX	Cit. Nation	
	Swimming		Rifle	Art	Reptile & Amph.	Wild. Survival	Personal Fitness	Metal Working	
					Weather				
<b>11:00 AM</b>	Instructional Swim	Rowing	Archery	Pottery	Env. Science	1st Aid	Orienteering	Communications	COPE
	Swimming		Shotgun	Art	Astronomy	Cooking	BMX	Cit. Nation	
	Lifesaving		Rifle	Leatherwork	Mammals	Pioneering	Personal Fitness	Metal Working	
					Space Exp.				
<b>12:15 PM</b>	<b>LUNCH</b>	<b>LUNCH</b>	<b>LUNCH</b>	<b>LUNCH</b>	<b>LUNCH</b>	<b>LUNCH</b>	<b>LUNCH</b>	<b>LUNCH</b>	
<b>2:00 PM</b>	Snorkeling	Canoeing	Archery	Leatherwork	Reptile & Amph.	E. Prep	Fishing	Communications	Climbing
	Instructional Swim		Shotgun	Pottery	Env. Science	Wild. Survival	Fly Fishing	Cit. World	
	Swimming		Rifle	Basketry	Insect Study	1st Aid	Geocaching	Metal Working	
	Lifesaving				Astronomy				
<b>3:00 PM</b>	Snorkeling	Kayaking MB	Free Shoot at all Ranges	Photography	Fish & Wildlife	Camping	Orienteering	Metal Working	Climbing
	Instructional Swim			Movie Making	Bird Study	Wild. Survival	Fishing	Indian Lore	
	Swimming				Mammals	1st Aid	Fly Fishing	Cit. Nation	
					Env. Science				
<b>4:00 PM</b>	Instructional Swim	Free Boats	Free Shoot at all Ranges	Photography	Fish & Wildlife	Camping	Fishing	Communications	Climbing
	Free Swim			Movie Making	Mammals	Cooking	Fly Fishing	Indian Lore	
	Mile Swim				Geology	E. Prep	Orienteering	Cit. World	
					Soil & Water				

**Merit Badge List** – Below is the list of Merit Badges being offered this summer. Please be aware of the prerequisites and comments for some of the Merit Badges.

**Rating for Merit Badges –**

**A – Suggested for Beginning Scouts**

**B – Suggested Experienced Scouts, 2+ year campers Suggested for**

**C – Advanced Scouts, 3+ year campers**

Merit Badges	Rating	Prerequisites	Comments
Archery	C	Some experience helpful.	Scout must “qualify” by scoring a certain number of points to complete.
Art	A	None	Fun easy MB for all ages.
Astronomy	B, C	None	This will involve night classes. Requirement 6.2 may not be completed at camp.
Basketry	A	None	<b>Supply costs about \$12.</b> Making baskets is fun but time consuming.
Bird Study	C	None	Time consuming but fun.
BMX	A,B,C	None	<b>This is not a merit badge.</b> Must be physically fit!
Camping	B	Complete requirements 8c, 9a, and 9b.	With prerequisites done, this should be easy to earn at camp.
Canoeing	C	Must pass BSA Swim Test as a Swimmer.	This class may be difficult for younger/smaller scouts.
Citizenship in the Nation	B,C	Requirement 2.	Prepare for requirement 6 in advance.
Citizenship in the World	B.C	None	Come ready to discuss world events.
Climbing	C	Participants must be 13 years old.	<b>3 hour Class - \$25 fee</b> BCSR has some wonderful cliffs and climbs.
Communications	C	Complete Requirement 5 and 8. Prepare speeches beforehand.	Much time will be spent giving and critiquing speeches. Preparation must be done outside of class.
Cooking	C	Complete requirement 6. Review menu planning.	Limited to third year campers. Leaders are asked to help with this merit badge, Be prepared to spend extra time cooking & cleaning dishes.

<b>Merit Badges</b>	<b>Rating</b>	<b>Prerequisites</b>	<b>Comments</b>
<b>Emergency Preparedness</b>	<b>B,C</b>	Requirements 2c, 6c, & 8b.	First Aid MB must be completed before starting this one.
<b>Environmental Science</b>	<b>B,C</b>	Study the MB pamphlet	Much paperwork and outside observation. Scouts will need encouragement and supervision to complete this MB.
<b>First Aid</b>	<b>B,C</b>	Bring a first-aid kit.	This is for mature scouts able to grasp the information. Must be able to perform CPR.
<b>Fish and Wildlife Management</b>	<b>B,C</b>	Complete requirement 5.	Be prepared to write a paper.
<b>Fishing</b>	<b>A,B,C</b>	None	It is recommended that scouts bring their own poles or buy them from the trading post.
<b>Fly Fishing</b>	<b>B</b>	None	Bring poles if you have one. Camp has some.
<b>Forestry</b>	<b>A,B,C</b>	None	Good experience for all ages.
<b>Geocaching</b>	<b>B</b>	Requirement 7	Cannot be completed at camp.
<b>Geology</b>	<b>B</b>	None	Outstanding opportunity for all Scouts. Time consuming, but interesting.
<b>Indian Lore</b>	<b>B.C</b>	Review requirement 1.	\$15 supply cost. Learn Native American history & heritage. Need extra time for projects.
<b>Insect Study</b>	<b>C</b>	Requirement 9	For advancing Scouts.
<b>Leatherwork</b>	<b>A</b>	None	Supply costs \$15. Great MB for all ages.
<b>Lifesaving</b>	<b>C</b>	Complete requirement 1. Swimming merit badge is a prerequisite.	Very difficult for younger/smaller Scouts. Physical size & strength required.
<b>Mammal Study</b>	<b>A</b>	Complete written work.	Great for young Scouts.
<b>Metalwork</b>	<b>B</b>	None	Register online early. This MB fills fast.
<b>Nature</b>	<b>A</b>	None	Great for young scouts.
<b>Orienteering</b>	<b>B,C</b>	Knowledgeable and proficient with a compass. Complete requirement 7.	The perfect opportunity to hone your skills with a map and compass. A difficult but worthwhile endeavor.
<b>Personal Fitness</b>	<b>B,C</b>	Requirement 1b. Requirement 8 will have to be done after camp.	Scouts will learn what it means to be physically healthy and how they can improve their physical health. It will take dedication to complete the 12-week exercise program they create for themselves.

<b>Merit Badges</b>	<b>Rating</b>	<b>Prerequisites</b>	<b>Comments</b>
<b>Photography</b>	<b>A,B,C</b>	None	Learn that taking pictures can be fun and easy. Bring a camera and take your memories home.
<b>Pioneering</b>	<b>B,C</b>	Scouts should already know the basic knots.	Learn the challenging art of rope making and use. Splices can be difficult and time consuming. Great projects & lots of fun!
<b>Pottery</b>	<b>A,B,C</b>	None	Scouts will learn the art of pottery and experience using a kiln at camp.
<b>Radio</b>	<b>B</b>	Read the merit badge book.	This class will be taught by licensed amateur radio operators.
<b>Reptile and Amphibians</b>	<b>A,B,C</b>	Requirement 8	
<b>Rifle Shooting</b>	<b>C</b>	Previous experience is a plus.	Additional practice time may be necessary to qualify. Not intended for younger Scouts.
<b>Rowing</b>	<b>B,C</b>	Must pass the BSA Swim Test and be classified as a swimmer.	This MB requires physical strength and coordination.
<b>Shotgun Shooting</b>	<b>C</b>	Previous experience is a plus.	Expect to spend up to \$30 for ammo and targets. Read about additional requirements for Shotgun Shooting on page 6.
<b>Soil and Water Conservation</b>	<b>A,B,C</b>	Read the MB pamphlet.	Fun for Scouts of all ages. A real confidence builder.
<b>Space Exploration</b>	<b>B,C</b>	None	\$15 supply fee When the class starts firing rockets off on Friday, everyone wishes they were in this MB.
<b>Swimming</b>	<b>A,B,C</b>	Must pass be classified as a swimmer.	A chance to get in the pool and make yourself a stronger swimmer.
<b>Weather</b>	<b>A,B</b>	None	Interesting and challenging.
<b>Wilderness Survival</b>	<b>B,C</b>	None	For older Scouts. Test your survival skills on the Wilderness Outpost Overnight. Overnighter Required to complete merit badge
<b>Woodcarving</b>	<b>A,B,C</b>	Study MB pamphlet	\$15 supply cost. Must have knife and Totin' Chip with them. Hone your skills as a whittler.



## **AINA TOPA HUTSI LODGE ORDER OF THE ARROW Alamo Area Council, BSA**

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

Our yearly activities include a Spring Fellowship at McGimsey, a Fall Fellowship at Bear Creek which includes a very impressive Vigil Call-Out Ceremony, our Winter Banquet in late January, ceremonies for the Induction of Candidates and Brotherhood Ceremonies at most all of our events.

Each Friday evening at summer camp, camp staff who are members of our Order conduct a Call-Out ceremony for all Scouts and Scouters who have been duly elected this year as Candidates for membership in the Order of the Arrow. We have a spectacular setting which is backed by Bear Creek and a 120-foot cliff.

**REGISTERING FOR THE CALL-OUT** - Troops that have had Unit Elections earlier this year may submit the names of those eligible to be called out to our Camp Chief at any leaders meeting. All names are subject to verification and additional names can be added up until Thursday of your unit's week in camp.

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

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

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

# **Bear Creek Scout Reservation Camp Schedule**

## **Sunday**

- 1:30 Arrive at camp, check in
- 5:30 Supper
- 7:30 Leader and SPL meeting at commissioner area
- 8:30 Flags in the valley
- 8:40 Campfire

## **Monday - Thursday**

- 7:20 Flags followed by breakfast at dining hall
- 9:00 Merit badge session 1
- 9:15 Leaders meeting at commissioners area
- 10:00 Merit badge session 2
- 11:00 Merit badge session 3
- 12:20 Lunch
- 2:00 Merit badge session 4
- 3:00 Merit badge session 5
- 4:00 Merit badge session 6
- 5:20 Flags followed by supper at the dining hall
- 7:00 Evening programs
- 10:30 Lights out

## **Friday**

- 7:20 Flags followed by breakfast at dining hall
- 9:00 Merit badge session 1
- 9:15 Leaders meeting at commissioners area
- 10:00 Merit badge session 2
- 11:00 Merit badge session 3
- 12:20 Lunch
- 2:00 Merit badge session 4
- 3:00 Merit badge session 5
- 4:00 Merit badge session 6
- 5:30 Supper
- 8:00 Flags in the valley
- 8:15 Campfire
- 9:00 OA Callout ceremony
- 10:30 Lights out

## **Saturday**

- 7:20 Flags and breakfast
- 8:00 Check out begins

## **Other important Events**

- Monday, 6:45 PM – OA meeting at the Eco Pavilion.
- Camp wide Chapel Service will be Wednesday at 7:00 PM.
- Hunter safety meets Tuesday and Wednesday evenings.

## THE UNCLE DUDER HONOR TROOP AWARD

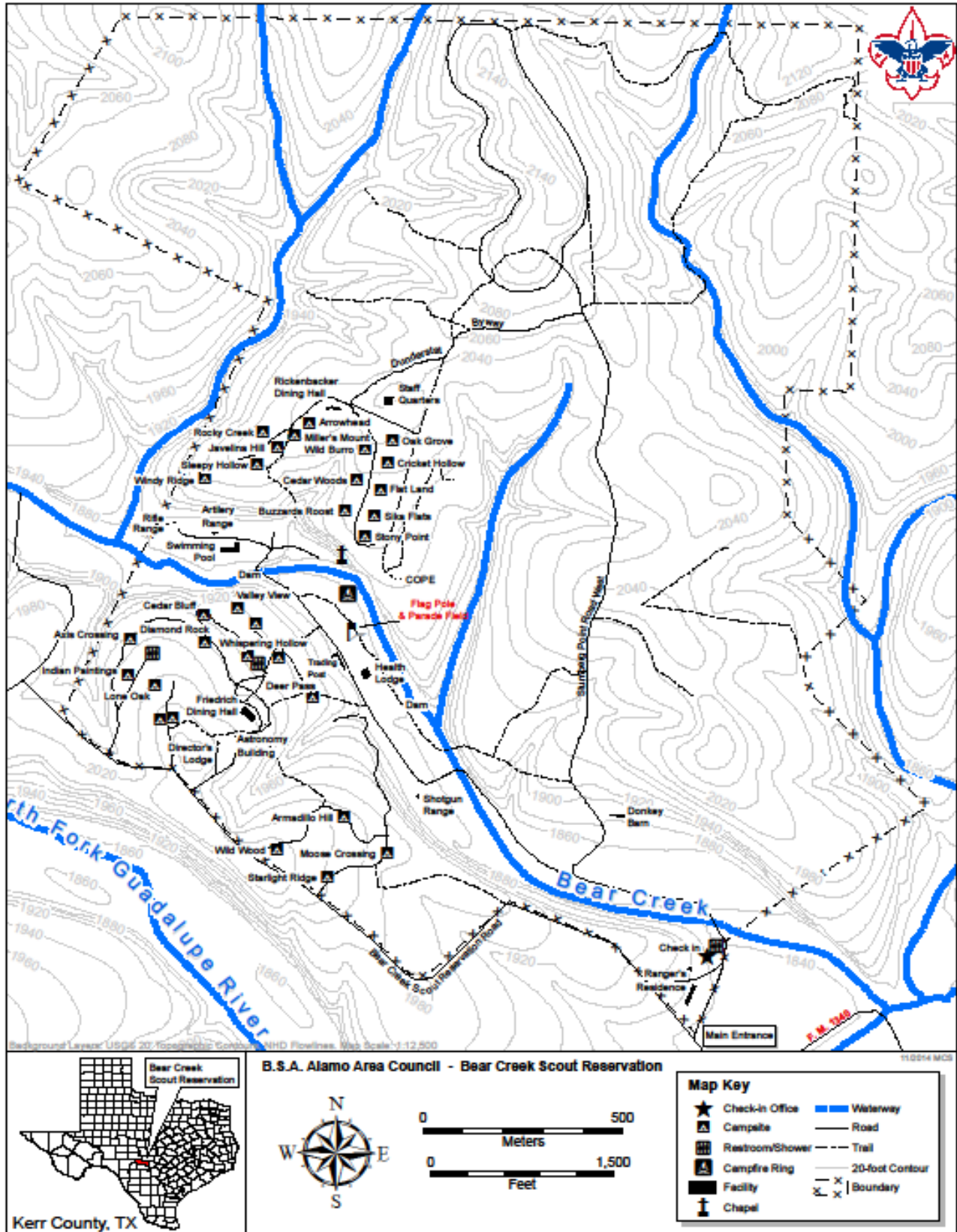
The Uncle Duder Honor Troop Award is presented to all units meeting the Uncle Duder standards of **Good Camping**. The award is designed to encourage Unit participation in the wide range of activities and to provide units and individual service opportunities. Units that meet or exceeds the Camp standards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

### Uncle Duder Honor Troop Award Requirements:

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

**Scoring** - The score for item #1 will be based on meeting sign-in sheets. Camp Commissioners will inspect campsites each day and record a score for items 2, 3, and 4. Scores for item 5 and 6 will be based on sign-up sheets located at the Commissioner’s pavilion, inspection of facilities by Commissioners, and reports from the Ecology Director and Quartermaster.

# Bear Creek Scout Reservation Map





# ADVENTURE AWAITS



## Alamo Area Council Contact Information

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