

Scouter,
Welcome to the 2026 Fall Camp Leader's Guide! This guide contains important information about this year's Fall Camp, including answers to many frequently asked questions and the forms you'll need to prepare for camp. Please share this guide with your Scouts and their families so they can learn about the exciting programs and opportunities available throughout the weekend.

What makes Fall Camp such a great experience for your unit? Our staff is dedicated, enthusiastic, and experienced, with one goal in mind: providing a fun, safe, and memorable program for every Scout and leader. We strive to make camp an engaging educational experience that your troop will remember for years to come.

To help every Scout get the most out of camp, we ask that they review the requirements for their selected merit badges before arriving and complete any prerequisites in advance. Coming prepared allows Scouts to maximize their time at camp and enjoy everything our program has to offer.

Each year we continue to enhance our program, recruit outstanding staff, and uphold the highest standards of Scouting. We are committed to delivering an exceptional Fall Camp experience and appreciate the partnership of unit leaders and families in making that possible.

On behalf of our entire staff, thank you for choosing to join us at Fall Camp this year. We are excited to welcome you and your troop for another outstanding camping season. Please share this guide with your Scouts and their families as you begin planning your 2026 Fall Camp adventure.

We look forward to seeing you at McGimsey Fall Camp 2026.

Yours in Scouting,

Jacob Dieguez, Kayla Tolbert, Douglas Klekar, Ahren Dieguez

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

Fall Camp

NOVEMBER 21 - 24, 2026

TABLE OF CONTENTS

General Information 3
Contact Information 3
Camp Amenities 4
Registration 5
Check In and Check Out 6
Event Lead's Tips 6
Merit Badge Sign Up 7
Emerging Merit Badges 11
Training Opportunities 12
Other Program Areas 13
Fall Camp 14
Fall Camp 15
Camp Map 16
Individual Packing List 17
CAMP POLICIES and PROCEDURES 18



General Information

VEHICLES IN CAMP

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

FOOD ALLERGIES / DIETARY NEEDS

Email Adventure@AlamoAreaScouting.org by November 6th with any special dietary needs.

Contact Information

EMERGENCY NUMBERS

Camp phones are for emergency and camp business only. If you need to get in touch with someone for emergency situations, please call or text Linda Dieguez at 210-740-9370.



SCOUT MAIL

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

Scout's Name - Troop #_____
Fall Camp
2226 NW Military Hwy
San Antonio, Texas 78213



Camp Amenities

CAMPSITES

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

CAMP TRADING POST

Open at mealtimes and evening program, the Trading Post offers a variety of Scout items such as clothing, hats, handicraft provisions, toothpaste, candy, ice cream and a wide assortment of souvenirs. Cash and credit cards are accepted. *Check trading post schedule to know the actual times.

COMMISSIONER'S AREA

This is a great area to learn about Scouting and experiences and share with other Scouters. Adult leaders are invited here to take a break during the program day.

DINING HALL

All meals are provided by professional cooks and served (cafeteria style) by our youth staff. Well-planned meals provide a balanced diet and seconds are usually available. For Scouts with special dietary needs, send an email noting limitations to Adventure@AlamoAreaScouting.org by November 6th.

RANGES

Range facilities have been designed and certified to Scouting America standards. The camp furnishes pellet air rifles and recurve bows for use.



Scouting America
Alamo Area Council

Registration

HOW TO REGISTER YOUR TROOP

Registration for Fall Camp is done online at https://www.AlamoAreaScouting.org/fall-camp/. The site accepts all major credit cards and also accepts e-checks. Campsites are assigned based on troop size and need. You will receive your campsite assignment by email with check-in instructions on November 13th. For assistance, email Adventure@AlamoAreaScouting.org.

Refund policy can be found at https://www.AlamoAreaScouting.org/about-us/refund-policy/

HOW TO PREPARE FOR CAMP

Know each Scout's advancement status before coming to camp. Encourage work on prerequisites before coming to camp. Set a goal for each Scout - challenge them to do their best. Register your Scouts' information on the online registration system prior to the registration deadline. Collect physicals early for all Scouts and adults attending camp. Alert the camp to special needs such as diet, disabilities or medications by November 6th via email at Adventure@AlamoAreaScouting.org.



LEADERSHIP REQUIREMENTS

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

- Be a registered member of Scouting America.
- Complete Safeguarding Youth Training (SYT).
- Complete Health Form - Part A, B & C
- Each Troop must have two registered adult leaders in camp at all times.
- A registered female adult leader 21 years of age or over must be present for any activity involving female youth or female adult program participants.

LEADERS MUST BE AT LEAST 21 YEARS OLD

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

Check In and Check Out

SATURDAY ARRIVAL CHECK IN:

Check-in time is 12:00 p.m. Troops will arrive at the front gate. Our staff members will direct the troop to their assigned campsite. The troop's staff guide, who will await you in your campsite, will inform leaders of the check-in procedure. The staff guide will help facilitate setting up your camp while adult leaders remove vehicles to the parking area. Only one (1) vehicle may remain in a campsite when hooked to a troop's trailer. Any camper with a pre-issued handicap permit must park at the Sports Court parking area.

Tents are not provided to units.

CHECK IN IS COMPLETED AT THE DINING HALL AFTER YOUR TROOP HAS ARRIVED AT THEIR ASSIGNED CAMPSITE TO DROP GEAR.

TUESDAY CHECK-OUT

Each Troop is expected to return all camp-provided items to the Quartermaster. These items include tools, flags, water jugs, coffee thermos etc, that are used during the week in your campsite or for service projects. Any items missing will be accounted for before a Troop is allowed to check out. A campsite inspection will be conducted to ensure 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 on Tuesday after lunch during Records Review. The time to resolve questions is when counselors are available, and participants are present to discuss discrepancies. We do not expect to modify our records at a later date.

UNITS INTERESTED IN CHECKING OUT EARLY SHOULD MAKE ARRANGEMENTS WITH THE EVENT LEAD AT CHECK IN



CHECK-IN REQUIREMENTS

All youth and adults must be registered members of Scouting America.

We will have printed rosters for you to verify that those registered for camp are present.

Current official Scouting America Health form Part A, B, & C required for youth and adults.

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

Event Lead's Tips

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

Merit Badge Sign Up

The Alamo Area Council uses an online merit badge system that makes scheduling easy and provides leader updates at camp as to how your Scouts are doing in each class. At the end of camp, you will be provided with digital class results and a list of each merit badge class your Scouts took and what they completed. Be sure to read the following information before you sign up online and remember that online badge sign-ups go live on October 16.

A NOTE FROM THE EVENT LEAD

Each Merit Badge requires a minimum of one block.

You will need the date of birth and current rank for each Scout.

Session 6 will have added classes that fill up quickly and require more sessions – to be added after class registration opens and need is identified.

Classes and Activities



ARTIFICIAL INTELLIGENCE Location: Cyberworks Area

Scouts learn key terms, explore how AI and automation are used in daily life, school, and work, and examine ethical concerns like bias and privacy. They also investigate deep-fakes, practice communicating effectively with AI, and apply their knowledge through a project or teaching activity.



ARCHERY Location: RATA

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.



BASKETRY Location: Handicrafts

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.



CYBERSECURITY Location: Cyberworks Area

Scouts learn about online safety, ethical behavior, cyber threats, and how to defend against them using tools like firewalls, antivirus software, and strong passwords. They explore encryption, connected devices, and the risks of public Wi-Fi, while also practicing safe habits like updating software and backing up data.

PRE-REQUISITES: 1a



COMPETITIVE GAMING Location: Cyberworks Area

Scouts have the opportunity to explore the exciting world of esports while developing skills in teamwork, communication, strategy, and good sportsmanship.

PRE-REQUISITES: will be emailed out prior to camp



ELECTRICITY — Location: Handiwork

Learn why electricity plays a significant role in the economy and how energy consumption impacts our daily lives with the Electricity Merit Badge. Scouts will demonstrate how to respond to electrical emergencies, explain how a fuse blows or a circuit breaker trips, and complete an electrical home safety inspection. The Electricity Merit Badge is an excellent opportunity for Scouts to learn how to read an electric meter and determine their household's energy cost from meter readings.

PRE-REQUISITES: 2, 7



EMERGENCY PREP — Location: Outdoor Skills

The Emergency Preparedness merit badge helps Scouts learn how to act before, during, and after emergencies. It teaches practical skills like identifying prevention and recovery methods for natural and man-made disasters, creating family escape plans, building disaster kits, and providing safe first aid.

PRE-REQUISITES: First Aid Merit Badge



ENVIROMENTAL SCIENCE — Location: Handiwork

The Environmental Science merit badge is an Eagle-required badge in Scouting America that teaches Scouts about ecosystems, pollution, conservation, and human impacts on the environment. Scouts conduct hands-on experiments to understand topics like soil erosion, air particulates, and oil spills, while learning how to become better environmental stewards.



FIRST AID — Location: Outdoor Skills

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



GEOCACHING — Location: Outdoor Skills

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.

PRE-REQUISITES: 7, 9



INVENTING — Location: Handiwork

Inventing involves finding technological solutions to real-world problems. Inventors understand the importance of inventing for society because they creatively think of ways to improve the lives of others. Explore the world of inventing through this new merit badge and discover your inner inventiveness.

PRE-REQUISITES: 2, 6, 7, 8



LANDSCAPE ARCHITECTURE — Location: Handicrafts

Landscape architects design and plan the various outdoor spaces in modern communities – neighborhood parks, soccer fields, school grounds, places of worship, office parks, shopping malls, cemeteries, and lakes – creating outdoor places that people will care about and want to visit.



METALWORK — Location: Handiwork

(Choose one: Blacksmith, Foundry, or Sheet Metal)

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of three metalworking options available at camp.

PRE-REQUISITES: 1



MODEL DESIGN AND BUILDING — Location: Handiwork

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

PRE-REQUISITES: 1, 4



MOVIE MAKING — Location: Handiwork

Moviemaking is a way to tell stories visually through the art and science of motion picture photography.



NUCLEAR SCIENCE — Location: Ecology

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.



ORIENTEERING — Location: Outdoor Skills

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.

PRE-REQUISITES: 7, 10



PAINTING — Location: Handicrafts

This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.



PLUMBING — Location: Handiwork

Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.



PROGRAMMING Location:

Earning the Programming Merit Badge will take you "behind the screen" for a look at the complex codes that make digital devices useful and fun. Without programs, today's high-tech gadgets would be little more than empty shells.

PRE-REQUISITES: View the Personal Safety Awareness "Digital Safety" video (with your parent or guardian's permission) https://filestore.scouting.org/filestore/YPSAT/digitalsafety/story.html



RIFLE (PELLET) Location: RATA

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.

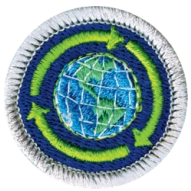
PRE-REQUISITES: 1i, 1g



SCULPTURE Location: Handicrafts

This merit badge introduces Scouts to sculpture, an art form that allows an artist to express what they see and feel by shaping materials such as clay, stone, metal, and wood.

PRE-REQUISITES: 3



SUSTAINABILITY Location: Ecology

Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.



WELDING Location: Handiwork

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.



WILDERNESS SURVIVAL Location: Outdoor Skills

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.

PRE-REQUISITES: 5



WOOD CARVING Location: Handicraft

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 that can become a lifetime activity.



WOODWORK Location: Handiwork

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself.

PRE-REQUISITES: 1c, 7

Emerging Merit Badges



The Scouting America Test Lab is an exciting way to help in the development of fun and interesting new topics unique to the Scouting America program.

Requirements will be finished at Fall Camp, and participants will complete a survey to gather opinions on the badge. Should the badge be approved by the National Office as a new merit badge, Scouts can be credited as having earned that badge.

AUCTIONEERING Location: Outdoor Skills

PSYCHOLOGY Location: Ecology



To participate in these merit badges, Scouts MUST bring a cell phone / tech capable of scanning a QR code to complete National's required survey.

Area List

Cyber Area
Sports Court
Dining Hall

Ecology
Teepees

Handicrafts
Teepees

Handiwork
Maintenance yard
Ranger HQ
Alamo Pavillion

Outdoor Skills
Teepees
Trading Post Patio
(white house)

Range and Target Activities (RATA)
Ranges



Partial Merit Badge Option

We will send an email out ahead of time asking your scout what unfinished merit badges they have that they would be interested in getting help to finish. We will work towards coordinating evening time with a counselor to complete those if we are able to. We will communicate with you ahead of time if we are able to schedule this. This is limited to registered campers.

Training Opportunities



FIREM'N CHIT Location: Outdoor Skills

This certification grants a Scout the right to carry fire-lighting devices (matches, lighters, etc.) to build campfires. The Scout must show their Scout leader, or someone designated by their leader, an understanding of the responsibility to do the following:

- I have read and understand use and safety rules from the Scouting America Handbook.
- I will build a campfire only when necessary and when I have the necessary permits (regulations vary by locality).
- I will minimize campfire impacts or use existing fire lays consistent with the principles of Leave No Trace.
- I will check to see that all flammable material is cleared at least 5 feet in all directions from fire (total 10 feet).
- I will safely use and store fire-starting materials.
- I will see that fire is attended to at all times.
- I will make sure that water and/or a shovel is readily available.
- I will promptly report any wildfire to the proper authorities.
- I will use the cold-out test to make sure the fire is cold out and will make sure the fire lay is cleaned before I leave it.
- I follow the Outdoor Code, the Guide to Safe Scouting, and the principles of Leave No Trace and Tread Lightly!

The Scout's "Firem'n Rights" can be taken away if they fail in their responsibility.



TOTIN' CHIP Location: Outdoor Skills

This certification grants a Scout the right to carry and use woods tools. The Scout must show their Scout leader, or someone designated by their leader, that the Scout understands their responsibility to do the following:

- Read and understand woods tools use and safety rules from the Scouting America handbooks.
- Demonstrate proper handling, care, and use of the pocketknife, ax, and saw.
- Use knife, ax, and saw as tools, not playthings. Respect all safety rules to protect others. Respect for property.
- Cut living and dead trees only with permission and good reason.
- Subscribe to the Outdoor Code.

The Scout's "Totin' Rights" can be taken away if they fail in their responsibility.

Other Program Areas

Refer to the Evening Schedule for Locations

FISHING

Fishing is available during any open period as an "on your own activity". Sign out fishing poles at the Commissioners' Area.

MOVIE NIGHT

OPEN RANGES

Archery and Rifle, no sign up required.

OUTPOST

Wilderness Survival Scout are automatically registered for this. If your Scout needs to complete this requirement and is NOT registered for the merit badge, see the Event Lead at check-in.

PUMPKIN CARVING

Friendly, scary, or Picasso-like, carve your pumpkin into something exceptional.
Participants must have their Totin' Chip
Reservation required, email the Event Lead at Adventure@AlamoAreaScouting.org by November 11, 2026.

RC CARS

RC cars are lit up and race at night! Watch the little balls of light zip around the park.

SPORTS TOURNAMENT

Reservation required in teams of 5, email the Event Lead at Adventure@AlamoAreaScouting.org or sign up in person AT DINING HALL by lunch on Sunday

SCAVENGER HUNT

Information on the Scavenger Hunt will be emailed to the troop contact on November 11, 2026.



SCARECROW BUILD

Make a Scarecrow to protect your campsite from rogue turkeys.
Reservation required, email the Event Lead at Adventure@AlamoAreaScouting.org by November 11, 2026.

STARGAZING PARTY

They are in the sky every night but see them in a whole new way! Do you need requirement 4a-c, 5a, d, 8b for the astronomy merit badge? The Camp Director will verify this requirement for those who attend or bring a blue card/sign the Scout's workbook.

VIDEO GAME COMPETITON

Reservation required, email the Event Lead at Adventure@AlamoAreaScouting.org or sign up in person AT DINING HALL by lunch on Sunday





Fall Camp

Daily Schedule

	Saturday	Sunday	Monday	Tuesday
7:30		Breakfast	Breakfast	Breakfast
8:00		Interfaith Service		
8:40		Flags	Flags	Flags
9:00		MB Session 2	MB Session 4	MB Session 6
9:15				
10:00				
11:00				
12:00	Check In and Campsite Set up	Lunch	Lunch	Closing Flags/Presentation
1:00				Campsite Clean Up/Records Review
2:00	MB Session 1/Ldr's Meeting	MB Session 3	MB Session 5	
3:00				
4:00				
5:15	Flags	Flags	Flags	
5:30	Dinner	Dinner	Dinner	
7:30	Opening Campfire			
8:00				
8:30	Troop Time			
9:00				
10:00				
10:30	Lights Out			



Fall Camp

Evening Schedule

	Saturday	Sunday		Monday	
	7:00	7:00	8:00	7:00	8:00
Amphitheatre	Flags/Opening Campfire	Movie		Movie	
OA Building		Den Chief Training		Den Chief Training Cont.	
Ranges		Open Ranges		Open Ranges	
Dining Hall		Bracket Video Game Tournament		Movie	Bingo
DH Parking Lot		RC Cars		RC Cars	
Sports Pavilion		Cards and Games	Scavenger Hunt	Sporting Tournament	
Overflow Field		Stargazing Party		Stargazing Party	
Handicrafts		Open		Open	
Wilderness Survival		Outpost Campout			

Shaded boxes = no activity scheduled.



Camp Map


Wedgewood Drive
Main Entrance
N.W. Military Drive
Council Office
Event Parking
Cub Country
Cub Pavillion
McGimsey House
Ranger HQ
Ranger House
COPE
O.A. Building
Amphitheater
Chapel
Pirate Ship
Sports Field
Dining Hall
Gaga Pit
Pool House
Ranges
Sports Court
Camping Sites
Campsites 1 - 9
10810 Wedgewood Drive, San Antonio, TX 78213
AlamoAreaScouting.org
McGimsey SCOUT PARK

Individual Packing List

CAMPING GEAR

- Trunk or Footlocker
- Drinking Cup
- Water Bottle
- Daypack
- Sleeping bag
- Pillow
- Cot
- Tent
- Ground Cloth/Tarp
- Mosquito Net and Frame
- Camp Chair (small/easy to carry)
- Pocket Knife (and Totin' Chip Card)
- Headlamp / Flashlight
- Personal First Aid Kit
- Non-aerosol Sunscreen
- Non-aerosol Bug Spray

TOILETRIES

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

CLOTHING

Plan for 4-days

- Full Scouting America Field Uniform
- OA Sash (OA Members Only)
- Weather appropriate jacket
- T-shirts
- Shorts or Pants
- Socks
- Underwear
- Shower Shoes
- Rugged Pants *
- Long Sleeve Shirt*
- Work Gloves *
- Rain gear/jacket
- Hiking boots / closed toe shoes
- Hat / cap

*for service project

SUGGESTED EXTRAS

- Clothes Hanger for Uniform
- Sunglasses
- Cooling Towel
- Compass
- Bag for laundry
- Battery-powered fan
- Trading Post Spending Money
- Camera
- Watch
- Book of Faith
- Extra batteries for all items

CAMP DIRECTOR'S TIP

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

MERIT BADGE ITEMS

- Scout Handbook
- Writing Items (pen/pencil/paper)
- Prerequisites done before camp
- Compass (required for Orienteering MB)
- Fishing Pole (required for fishing)
- Personal First Aid Kit (required for First Aid MB)
- Phone/device (for Test Lab MBs only)
- Computer (for Programing, AI, & Cybersecurity MBs only)

ITEMS TO LEAVE AT HOME

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



Troop Packing List

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

Camp Policies and Procedures

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

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

REGISTRATION

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

UNIT LEADERSHIP

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

PARENTS AND VISITORS

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

LEAVING CAMP

Anyone leaving camp must sign out at the Camp HQ. The front gate of Camp will be open each morning from 7-8am and then again for pick ups from 6-7pm. Scouts will not be allowed to leave camp with someone other than their parents or legal guardian without the approval of the Scoutmaster. Scoutmasters should be advised not to allow Scouts to leave camp.

TOBACCO/VAPING

Use of Tobacco or vaping products is prohibited on all Alamo Area Council properties.

HEALTH AND SAFETY

The first aid lodge is available with a qualified health officer on duty 24 hours a day. In addition, the Alamo Area Council has an agreement with local physicians and hospitals if additional medical treatment is required. In the case of non-life-threatening injury or illness, the unit leader will be asked to provide transportation to the hospital or clinic as directed. Emergency services will be called in the case of accidents or illness of a more critical nature. There is no charge for medical services performed in camp. All campers needing services from hospitals/ clinics are required to handle payment through their insurance policy.

INSURANCE

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

MEDICAL RE-CHECK

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

MEDICATION

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

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

No handwriting will be allowed on prescription medication bottles. All over the counter medication must come to camp in the original containers. The taking of medication is the responsibility of the individual taking the medication and/or their parent/ guardian. A Scout leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a Scout takes the necessary medication at the appropriate time. Scouting America policy does not mandate nor necessarily encourage the Scout leader to do so. All prescription medication must be accompanied by a note from a parent or guardian giving permission for the medication to be administered by the Scout leader. Medical marijuana/cannabis is not authorized for use by Scouts or leaders during their time at camp.

IMMUNIZATIONS

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

SCOUT UNIFORM IN CAMP

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

FOOTWEAR

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

EVERYBODY GET A BUDDY

No Scout should be without a buddy at camp.

QUIET HOURS

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

CAMPSITES & BATHROOMS

Campsite and bathroom cleanliness are the responsibility of the campers who use them. Any damage done to camp property by campers will be the responsibility of the individual's troop. Campsites may be inspected at any time to ensure the health and safety of all campers. Few campsites have access to electric outlets. Electricity is a shared resource between the troops staying in the campsite and special consideration must be made for campers who require electricity for medical purposes.

A Scout is helpful, courteous, and clean, and we ask that troops work together to make sure that restroom facilities are cleaned daily. The camp will supply all necessary items to clean and sanitize restrooms. Before troops check out of camp, the camp staff will inspect all facilities to insure they are clean and free of damage.

CPAP MACHINES

Leaders with CPAP machines are encouraged to bring battery packs for their equipment. Many insurance providers now cover these batteries. The Camp cannot accommodate special campsite requests for electricity.

ICE

Ice is available for purchase throughout the week. It can be purchased from the dining hall for $5.00 cash/bag.

GARBAGE & FOOD IN CAMPSITES

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

PETS/ANIMALS/WILDLIFE

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

VEHICLE POLICY

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

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

HANDICAP VEHICLES

Only vehicles with state issued Disabled Parking placards or license plates may park in designated Disabled Parking spaces. Driving in the Campsite areas or Program Valley Area is not permitted unless the participant has a state issued handicap placard. State issued placards are issued as an accommodation for a disability and therefore should also be noted on the camper's Medical Record. Vehicles are to be used as a mode of transportation, not as a carpool or shuttle for able Scouters. Likewise, permitted transportation is for essential locations only - not for sightseeing purposes. If transporting a Scout under the age of 18, all Youth Protection Policies must be met. Individuals needing accommodation must have a handicap placard or license plate and notify the Camp Director via email at Adventure@alamoareascouting.org by November 5th to ensure the assigned campsite has accessible parking.

GATE POLICY

Perimeter gates MUST always remain closed - no exceptions. The front gate of Camp will be open each morning from 7-8am and then again for pickups from 6-7pm.

EMERGENCY PROCEDURES

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

- Dining Hall
- Sports Pavilion
- OA Building

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

LOST CAMPERS

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

PROHIBITED ACTIVITIES

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

1. Hunting.
2. Unauthorized use of all-terrain vehicles.
3. Pets.
4. Starting fires with gasoline, oil, diesel fuel, lighter fluid, propane, etc.
5. Starting fires outside of designated areas. No flames in tents or cabins, this includes lit mosquito coils, candles & hot plates. Please check with the camp staff to see if any burn bans are in effect before starting a fire. When not in use, all fuel (propane, white gas, etc) must be kept locked up.

6. Towing passengers on sleds, trailers or any other conveyance not intended for such use. No Scouts or leaders may ride in the back of pickup trucks.
7. Firearms and ammunition are available at the camp for use ONLY at the rifle and shotgun ranges. No other firearms are permitted on camp property. Do not bring your personal firearms, ammunition or bows.
8. Use of fireworks.
9. Absolutely no alcohol or illegal drugs will be allowed on camp property. Drug and alcohol laws will be strictly enforced according to the laws of the state of Texas. Use of these substances will result in immediate removal from camp.
10. Chainsaws are not allowed at camp unless prior permission is received. National Scouting America has implemented stringent new rules for their safe use.



