

CAMP ALEXANDER

Hip Pocket Handbook



Name: _____ Campsite: _____

Welcome to Camp Alexander! We would like to thank you for choosing us for your Summer Camp Mountain-Top Experience!

There is a lot of information to be distributed to your troop throughout your stay with us, and this book is here to help you along your way!

Information for special programs and schedules, as well as camp procedures are outlined in the following pages. It's important for the SPL and two Adult Leaders from every troop to attend the morning meetings with the Program Director. SPL's are responsible for relaying all information to their troops.

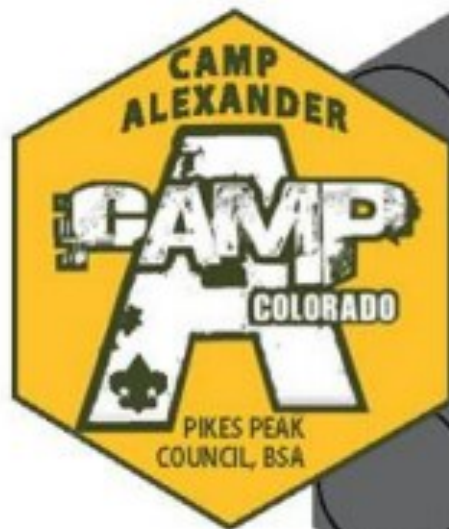
There are many opportunities for Scouts and Scouters at Camp Alexander! If you have any suggestions or concerns, please bring them to us so we may address them in a timely manner.

Dianna Kaszuba - Camp Director

TABLE OF CONTENTS

PEBBLE PATCHES	4
ASSEMBLIES	7
SENIOR PATROL LEADER RESPONSIBILITIES	7
THEME DAYS	7
AREA SCHEDULES	8
TRADING POST	8
BUSINESS OFFICE	8
MEDICATION ADMINISTRATION	8
QUARTERMASTER	8
ELKS LODGE DINING HALL	8
DAILY EVENTS SCHEDULE	9-15
CAMP MAP	16
IRON MAN COMPETITION	17
MERIT BADGE SCHEDULE	18
EVENING ACTIVITIES	20
ADULT LEADER ACTIVITIES	21
ADULT LEADER MERIT BADGE	22
MAINTENANCE ISSUES	23
WHITE WATER RAFTING INFO	23
DINING HALL MEAL AND SETTING SCHEDULE	24
DINING HALL DUTIES	25
VISITING ADULT REQUIREMENTS	26
CAMPSITE DUTY ASSIGNMENTS—SERVICE AREAS	26
CAMPSITE DUTIES AND RESPONSIBILITIES	27
DAMAGE TO CAMPSITE OR CAMP MATERIALS	28
VEHICLE POLICY	29

CAMP ALEXANDER PEBBLE PROGRAM



Pebble Patch Program

Customize your Camp Memory Patch

The Pebble Patch program is on the honor system. Requirements are completed at the Scoutmaster/Assistant Scoutmaster's discretion. The requirements listed below are only a suggestion - feel free to customize each scout's large participation patch to remind them of their time at camp. Once the requirements for a pebble are completed you can purchase each patch in the Trading Post. Each Pebble cost \$1.00.

	The Burning Spirit <ol style="list-style-type: none"> 1. Attend the Friday night campfire 2. Help your troop with a skit for the Friday night campfire 3. Have something branded 		Outdoorsman <ol style="list-style-type: none"> 1. Help make a pioneering project 2. Learn one lashing 3. Teach your Scoutmaster that lashing
	Climbing <ol style="list-style-type: none"> 1. Successfully complete a climb 2. Successfully complete a repel 3. Tie a water knot and teach another scout 		Kayaking <ol style="list-style-type: none"> 1. Go kayaking 2. Use all safety equipment 3. Follow all of the rules
	International Scouting <ol style="list-style-type: none"> 1. Attend the International Presentation 2. Talk to someone who has scouted internationally 3. Learn the flags of five countries that have Scout organizations 		Mountain Boarding <ol style="list-style-type: none"> 1. Go mountain boarding 2. Don't get hurt 3. Complete a J turn
	Handi with the crafts <ol style="list-style-type: none"> 1. Make a Handicraft project 2. Make a paracord craft 3. Make a lanyard 		Citizenship <ol style="list-style-type: none"> 1. Assist in raising or lowering the colors in your campsite 2. Demonstrate how to fold the American flag 3. Teach how to fold the flag
	Archery <ol style="list-style-type: none"> 1. Shoot a round of archery 2. Obey the range safety rules 3. Hit the target 		Mountain Biking <ol style="list-style-type: none"> 1. Take a mountain bike ride on the moderate course 2. Bring a buddy 3. Wear your helmet
	Weekly Camper <ol style="list-style-type: none"> 1. Stay all week 2. Earn a merit badge 3. Live like a good scout 		Happy Feet <ol style="list-style-type: none"> 1. Complete an Official Camp A hike (blue mountain, scenic overlook...) 2. Bring lots of water 3. Bring a buddy
	Outdoor Cooking <ol style="list-style-type: none"> 1. Cook food in your campsite 2. Invite a staff to join you 3. Eat what you've made 		Marksman <ol style="list-style-type: none"> 1. Participate in shoot a rifle or shotgun 2. Obey Range Safety Rules 3. Shoot 5 groups of 5 shots

 <p>Iron Man</p> <ol style="list-style-type: none"> 1. Compete in the Iron Man competition 2. Give it all you've got 3. Have fun 	 <p>Geocached</p> <ol style="list-style-type: none"> 1. Complete an official Camp A geocache 2. Sign the log sheet 3. Put it back where you found it
 <p>Year Pebble</p> <ol style="list-style-type: none"> 1. Attend Camp for 5 yrs/10 yrs/20 yrs 	 <p>River Rat</p> <ol style="list-style-type: none"> 1. Go White Water Rafting 2. Brave the rapids 3. Demonstrate teamwork by steering together
 <p>First Aid</p> <ol style="list-style-type: none"> 1. Learn a new first aid skill 2. Attend a health and safety merit badge, or CPR/First Aid training 3. Teach a first aid skill to another Scout 	 <p>Naturalist</p> <ol style="list-style-type: none"> 1. Use the "Leave No Trace" policy 2. Go on a nature hike OR 3. Do a Nature sponsored Conservation project
 <p>The Angler</p> <ol style="list-style-type: none"> 1. Obtain a Camp A fishing license 2. Go fishing for at least a combined 30 minutes 3. Be Prepared 	 <p>The Aquaman</p> <ol style="list-style-type: none"> 1. Complete the BSA swim test 2. Bring a towel to an aquatics event 3. Bring a buddy to the same event
 <p>Order of the Arrow</p> <ol style="list-style-type: none"> 1. Attend the Order of the Arrow ice cream social 2. Meet someone from a different lodge 3. Learn something new 	 <p>Diverse Hands</p> <ol style="list-style-type: none"> 1. Meet someone from a different background 2. Have a conversation 3. Learn something new
 <p>Rappelling</p> <ol style="list-style-type: none"> 1. Visit the Rock in evening open time 2. Attend Safety Briefing 3. Complete a rappel 	 <p>Hot Shot</p> <ol style="list-style-type: none"> 1. Shoot 3 bullseyes at Rifle 2. Shoot 3 bullseyes at Archery 3. Shoot 3 clays at shotgun
 <p>Computer Master</p> <ol style="list-style-type: none"> 1. Complete a Media Merit Badge 2. Learn something new on the computer 3. Teach someone else 	 <p>Injury Prone</p> <ol style="list-style-type: none"> 1. Find a way to injure yourself at camp 2. Have to visit the med lodge 3. Come up with a great story about the injury
 <p>Keen Eye</p> <ol style="list-style-type: none"> 1. Complete the Photography Merit Badge 2. Learn a new photography skill 3. Take a great picture! 	 <p>Mountain Man</p> <ol style="list-style-type: none"> 1. Take the Wilderness Survival Merit Badge 2. Attend the Wilderness Survival Overnight 3. See the sunrise!
 <p>Crossbones</p> <ol style="list-style-type: none"> 1. Have a rough time at camp 2. But did you die? 	 <p>The Cross</p> <ol style="list-style-type: none"> 1. Attend the Sunday Night Scouts Own Service 2. Have your own Scouts Own Service in Camp 3. Be reverent!
 <p>Tree!</p> <ol style="list-style-type: none"> 1. Take the Forestry Merit Badge 2. Learn 3 types of trees in Camp 3. Teach your Scoutmaster 	 <p>Knot Master</p> <ol style="list-style-type: none"> 1. Learn the 6 scouting knots 2. Teach them to another scout 3. Learn a 7th knot
 <p>The Compass</p> <ol style="list-style-type: none"> 1. Take the Orienteering Merit Badge 2. Find your way with a compass 3. Don't get lost! 	 <p>Canoeing</p> <ol style="list-style-type: none"> 1. Take the Canoeing Merit Badge 2. Get more practice during open lake 3. Wear your life jacket!

ASSEMBLIES

Flag Ceremonies: Held twice a day at the assembly area. 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. There will be no Saturday morning assembly. Troops are encouraged to bring their state/troop flag for display in the campsite and assembly area.

ONLY BSA TROOP FLAGS ARE TO BE FLOWN IN THE ASSEMBLY AREA

Flag ceremonies this week will be conducted by color guards composed of Scouts, as assigned by campsites in the table below. You will report to the assembly area for instruction 10 minutes before your campsite's assigned ceremony (i.e. 7:35 a.m. for morning flags and 5:20 p.m. for evening flags).

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
MORNING	N/A	STAFF	SIOUX	OGLALA	CHEROKEE	ARAPAHO
EVENING	STAFF	NAVAJO	STAFF	LAKOTA	NAVAJO	SHAWNEE

SENIOR PATROL LEADER RESPONSIBILITIES

Senior Patrol Leaders Council: The SPL from each Troop will make up the Camp Senior Patrol Leaders Council. This group will be working to coordinate the Friday night Campfire. They will also elect the Camp Senior Patrol Leader. SPL's will meet with the Program Director DURING THE DAILY Leader's Meeting at 8:20 a.m. Monday-Thursday at the Kiva. SPL'S scheduled for the second sitting will get their breakfast and head to the meeting. If your troop's SPL cannot make the meeting, do your best to send a replacement to ensure that information from the meeting is properly disseminated to the troop.

THEME DAYS

Get your entire troop involved with these fun themed days!

Monday – Crazy Hat Day - wear a crazy hat

Tuesday – Camp T-Shirt Day - wear your favorite Camp A 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



AREA SCHEDULES

TRADING POST

Sunday 2 - 5 p.m. & 7 - 8 p.m.

Monday – Friday 8:30 - 11:45 a.m., 1:15 - 4:45 p.m. & 6:30 - 8 p.m.

(Building closed Tues. night - Mobile Trading Post open at the Carnival - limited stock,

Friday open after Iron Man at 2 p.m.)

Saturday 6:30 - 8:30 a.m.

HEALTH LODGE

Medications will be distributed during these hours. Please work with us to make the med pass run smoothly and according to Colorado law. At least one adult must accompany the troop at each medication distribution.

Sunday 7:30 - 9:00 p.m.

Monday – Friday Regular med times 7:30 - 9:00 a.m., & 7:30 - 9:00 p.m.

If needed, meal time meds 12:30 - 1:15 p.m., & 4:30 - 6 p.m.

Camp Alexander reserves the right to refuse admittance to any Scout or Adult leader who, in the opinion of the Camp Health and Safety Director or Camp Director, may have any physical, mental or medical problems which could present a hazard to that individual or others at Camp Alexander.

QUARTERMASTER

The Quartermaster headquarters is located on the first level of the Elks Lodge at the West corner under the stairwell. Your location for all things needed. Patrol boxes, sports equipment, tent repair kits, rope, shovels, and more.

ELKS LODGE DINING HALL

Meals will be served cafeteria style on the Upper Elks Lodge Porch. Line up on the Assembly Area with your troop, in front of Elks Lodge. Troops will be dismissed from the assembly area by the Camp Staff. It is our goal to vary the rotation selection for who is first for each meal. Peanut butter and jelly will be available at every meal for those that need more.

COFFEE: We will be delivering coffee to your campsite early each morning for leaders to rise and shine! This is a ***small*** amount for those early birds. More coffee is located in the Scout-master lounge (Wooten Center) and the dining hall. *Leaders should bring their own reusable hot beverage mugs to help reduce waste!*

SUNDAY

Announcements

- Bring water to every event (4 liters by 4 p.m.)
- Stay on the trails
- **All merit badge changes** need to be made by flags tomorrow morning
- Wooden Nickels are available for purchase at the Trading Post (\$1/ea.)
- Fishing License (Required for those 16+)
- 6 a.m.— Monday Mile Swim Practice / Pool

Schedule

1 - 4 p.m.— Camper Check-In

Scoutmaster Check-in with Business Manager

Troop Guide leads troop tour to Assembly Area

Troop Photo taken at designated location

Camp tour continues on the way to your campsite

Campsite Check-in with Troop Guide

Medication turn-in at Health Lodge

Swim Checks and Buddy Tags

4:45 - 6 p.m.— Rolling Dinner (schedule at arrival)

6:30 p.m.— Evening Flags / Assembly Area

7 p.m.— Scouts Own Service (Interfaith Service) / Chapel

7:30 p.m.— Leader Meeting (SPL & 2 Adult leaders from Troop) / Kiva

8 p.m.— Trash Truck Departs (Located behind Upper Elks)

10 p.m.— Lights Out

AWESOMENESS CAUGHT IN THE ACT STAFF MEMBER: _____

WHY: _____

Wooden Nickels are available at Trading Post to recognize them. \$1.00 per nickel.

MONDAY: Crazy Hat Day!

Announcements

- 8 a.m.— Totin' Chip for Handicraft MBs ONLY / First Class Center
- 8 a.m.— Swim Checks for Aquatics MBs ONLY / Pool
- Fly Fishing and Welding meet 15 minutes prior to class start time at the business office for transportation to MB location.
- Sign-up for evening MB opportunities (deadline 1:30 p.m. for tonight's opportunities)
- 6 a.m.— Tuesday Mile Swim Practice / Pool

Schedule

6 a.m.—Mile Swim Practice / Pool

7 a.m.— Breakfast A

7:45 a.m.— Morning Flags / Assembly Area

8 a.m.— Breakfast B

8:20 a.m.— SPL & Scoutmaster Meeting / Kiva

9 - 10:15 a.m.— Program Session 1

10:30 - 11:45 a.m.— Program Session 2

Noon— Lunch A

12:45 p.m.— Lunch B

1:30 - 2:45 p.m.— Program Session 3

3 - 4:15 p.m.— Program Session 4

4:45 p.m.— Dinner A

5:30 p.m.— Evening Flags / Assembly Area

5:45 p.m.— Dinner B

6:30 - 8 p.m.— Evening Programs

- 6:30 p.m.— Fingerprinting / Handicraft (sign-up required)
- 6:30 p.m.— Chess MB (Part 1) / Handicraft (sign-up required)
- 6:45 p.m.— Identification Hike / Nature
- 6:45 p.m.— Totin' Chip / First Class Center

6:45 p.m.— Rafting Meeting / Wooten - **One adult from each troop must attend**

8 p.m.— Opening Campfire / Kiva

8 p.m.— Trash Truck Departs

10 p.m.— Lights Out



AWESOMENESS CAUGHT IN THE ACT STAFF MEMBER: _____

WHY: _____

Wooden Nickels are available at Trading Post to recognize them. \$1.00 per nickel.

TUESDAY: Troop/Camp T-Shirt Day!

Announcements

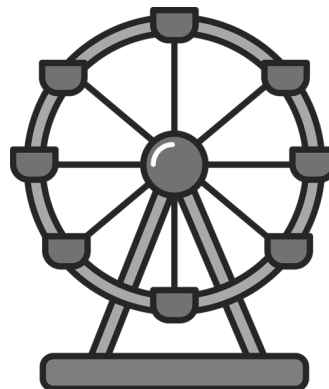
- No evening Merit Badges or open program areas, please enjoy a Troop activity
- Business office and Trading Post will be closed at 5 p.m. today.
- Hiking class is hiking Blue Mountain Today, Adult leaders are welcome to attend (9 a.m. / Hike & Bike Shack)
- Chess boards will be available at the Carnival to play
- 6 a.m.— Wednesday Mile Swim Practice / Pool

Schedule

6 a.m.—Mile Swim Practice / Pool
7 a.m.— Breakfast A
7:45 a.m.— Morning Flags / Assembly Area
8 a.m.— Breakfast B
8:20 a.m.— SPL/SM Meeting / Kiva
9 - 10:15 a.m.— Program Session 1
10:30 a.m.— Adult Leader Meeting / Upper Elks (Dining Hall)
10:30 - 11:45 a.m.— Program Session 2
Noon— Lunch A
12:45 p.m.— Lunch B
13:30 - 2:45 p.m.— Program Session 3
3 - 4:15 p.m.— Program Session 4
5 p.m.— Evening Flags / Assembly Area
5:15 - 6:30 p.m.— Evening Activities

- 5:15 p.m.— Carnival / Assembly Area (Youth & Staff)
- 5:15 p.m.— Adult Leader dinner / Upper Elks

6:30 p.m.— Troop Time
8 p.m.— Trash Truck Departs
10 p.m.— Lights Out



AWESOMENESS CAUGHT IN THE ACT STAFF MEMBER: _____

WHY: _____

Wooden Nickels are available at Trading Post to recognize them. \$1.00 per nickel.

WEDNESDAY: OA Day! Wear your OA sash with your field uniform.

Announcements

- *Meal Settings change today at lunch. A is now second and B is now first.
- Thursday 6 a.m.— Polar Bear Plunge / Lake

Schedule

6 a.m.—Mile Swim Practice / Pool
7 a.m.— Breakfast A
7:45 a.m.— Morning Flags / Assembly Area
8 a.m.— Breakfast B
8:20 a.m.— SPL/SM Meeting / Kiva
9 - 10:15 a.m.— Program Session 1
10:30 - 11:45 a.m.— Program Session 2
Noon— Lunch B **!PLEASE NOTE THE CHANGE!***
12:45 p.m.— Lunch A
1:30 - 2:45 p.m.— Program Session 3
3 - 4:15 p.m.— Program Session 4
4:45 p.m.— Dinner B
5:30 p.m.— Evening Flags / Assembly Area
5:45 p.m.— Dinner A
6:30 - 8 p.m.— Evening Programs

- 6:30 p.m.— Fingerprinting / Handicraft
- 6:30 p.m.— Chess (Part 2) / First Class Center
- 6:30 p.m.— Conservation Project / Nature
- 6:45 p.m.— Intro to Leave No Trace (Adult Class) / Nature
- 9 p.m.— Astronomy Night / Nature

8 p.m.— Trash Truck Departs
8:30 p.m.— OA Social / Kiva
10 p.m. Lights Out



AWESOMENESS CAUGHT IN THE ACT STAFF MEMBER: _____

WHY: _____

Wooden Nickels are available at Trading Post to recognize them. \$1.00 per nickel.

THURSDAY: Flannel Shirt Day!

Announcements

- 10:30 a.m.— Climb on Safely / The Rock
- 6:30 p.m.— Mile Swim Practice / Pool
- Friday 3 a.m.— Blue Mountain sunrise hike / Assembly Area

Schedule

6 a.m.— Polar Plunge / Lake

7 a.m.— Breakfast B

7:45 a.m.— Morning Flags / Assembly Area

8 a.m.— Breakfast A

8:20 a.m.— SPL/SM Meeting / Kiva

9 - 10:15 a.m.— Program Session 1

10:30 - 11:45 a.m.— Program Session 2

Noon— Lunch B

12:45 p.m.— Lunch A

1:30 - 2:45 p.m.— Program Session 3

3 - 4:15 p.m.— Program Session 4

4:45 p.m.— Dinner B

5:30 p.m.— Evening Flags / Assembly Area

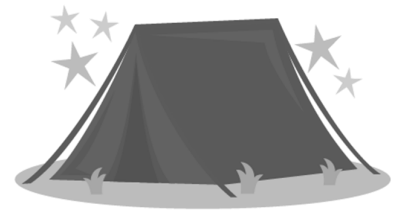
5:45 p.m.— Dinner A

6:30 - 8 p.m.— Evening Programs

- 6:30 p.m.— Mile Swim Practice / Pool
- 6:30 p.m.— Pre-Staff Interviews / Camp Office
- 6:30 - 8 p.m.— Adult Leader Shotgun Competition
 - \$20 per participant (Pay at the Trading Post)
- 6:45 p.m.— Search and Rescue Drill / Outdoor Skills
- 6:45 p.m.— Chess (part 2) / First Class Center
- 8:30 p.m.— Wilderness Survival Overnight / Outdoor Skills

8 p.m.— Trash Truck Departs

10 p.m.— Lights Out



AWESOMENESS CAUGHT IN THE ACT STAFF MEMBER: _____

WHY: _____

Wooden Nickels are available at Trading Post to recognize them. \$1.00 per nickel.

FRIDAY: Floral Friday!

Announcements

- 8:20 a.m.— Paperwork Party* - One adult leader from each troop is required
- 9 - 11:00 a.m.— Fly Fishing and Fishing classes may fish together this morning at the river, meet at Business Office by 8:45 a.m. for transportation
- 9 - 11:00 a.m.—Mile Swim / Pool (opportunity #1)
- 2 - 4 p.m.—Mile Swim / Pool (opportunity #2)

Schedule

3 a.m.—Blue Mountain sunrise hike / Assembly Area
7 a.m.— Breakfast B
7:45 a.m.— Morning Flags / Assembly Area
8 a.m.— Breakfast A
8:20 a.m.— *Merit Badge Verification Meeting / Upper Elks
9 - 11 a.m.— Program Area Merit Badge Make-up
Noon— Lunch B
12:30 p.m.— Lunch A
1:30 - 2:30 p.m.— Iron Man (be in place by 1:15 p.m.)
2:30 - 4 p.m.— Open Program Areas
4 p.m.— Families Arrive for Family Day (Dinner is \$10/person)
4:45 p.m.— Dinner B
5:30 p.m.— Evening Flags / Assembly Area
5:45 p.m.— Dinner A
6:45 p.m.— Troop Time - Campfire Prep
7:30 p.m.— Closing Campfire / Kiva
10 p.m.— Lights Out



AWESOMENESS CAUGHT IN THE ACT STAFF MEMBER: _____

WHY: _____

Wooden Nickels are available at Trading Post to recognize them. \$1.00 per nickel.

SATURDAY

Schedule

6 a.m.— Check-Out Starts - Business Office Open

6:15 - 7:45 a.m.— Dining Hall open for Continental breakfast

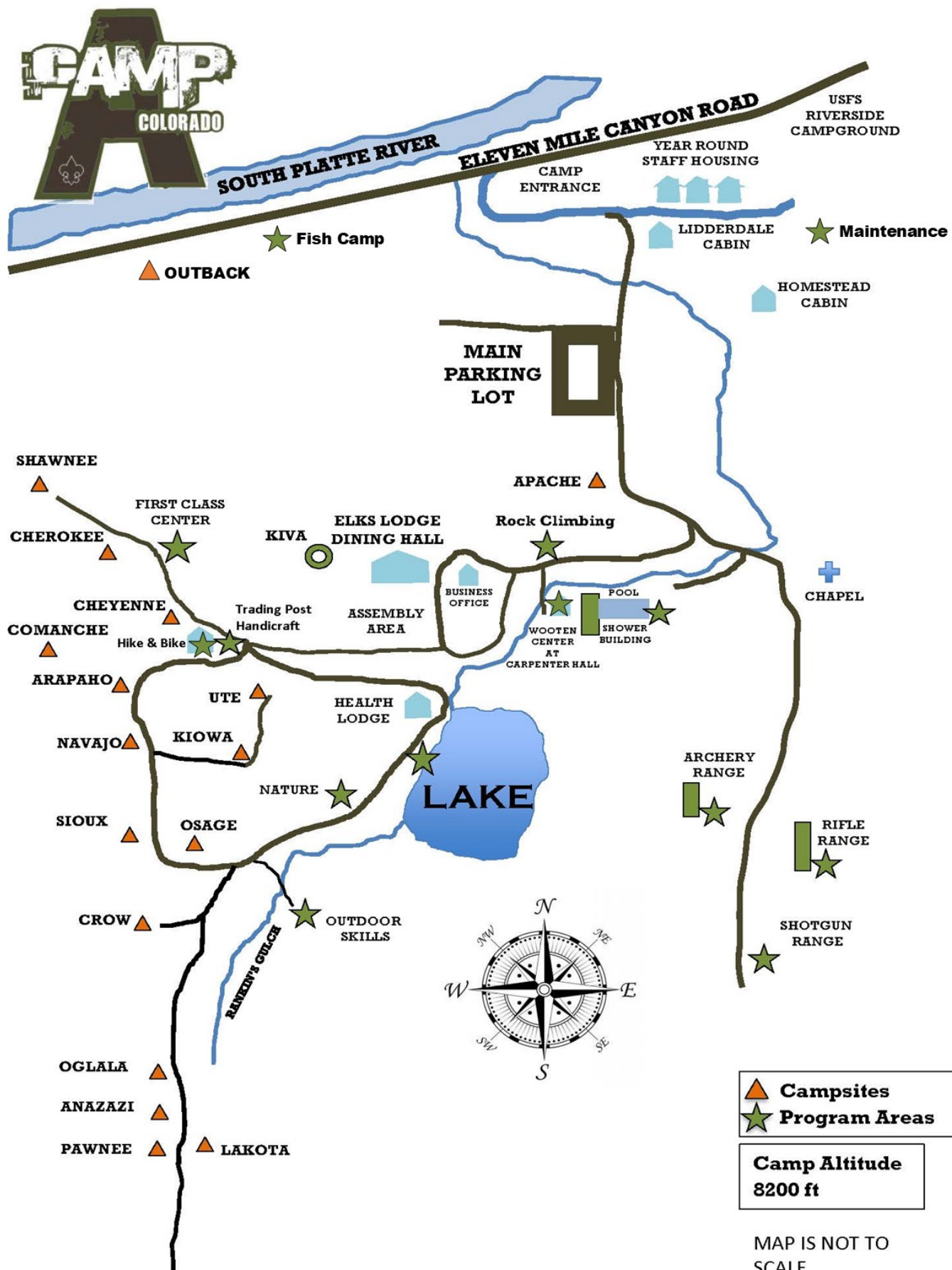
8 a.m.— Last Check-out Time

9 a.m.— **Camp Closed - All units and campers are required to depart prior to 9 a.m.**

AWESOMENESS CAUGHT IN THE ACT STAFF MEMBER: _____

WHY: _____

Wooden Nickels are available at Trading Post to recognize them. \$1.00 per nickel.



Iron Man Competition: 10 Scouts and 1 Scoutmaster

The Route:

1. Archery- **1 person** shoots for their team to determine starting placement. Teams are given a banana to take along with them during the competition (suggestion: place the banana in an empty water bottle).
2. Runner- **1 person** runs on the road from Archery to the pool based on the archer's score.
3. Pool- **2 swimmers** swim in the pool. The bikers will be able to meet the swimmer at the pool gate before heading to their bikes.
4. Biker- **1 person** bikes from the pool up to Hike and Bike (whoever is biking needs to grab a bike from the Hike and Bike Shack before going to the pool). Bikes should be placed down by the road at the end of the bridge closest to the pool.
5. Runner- **1 person** runs from Hike and Bike to the top of the hill (near Navajo campsite).
6. Runner- **1 person** runs from the top of the hill down to the Lake.
7. Lake- **2 people** will boat across the lake and back.
8. Runner- **1 person** will run from the lake to the assembly area (DO NOT run down the stairs).

Finish: Assembly Area - **Scoutmaster** will eat the banana at the Assembly Area.



Program	9:00 AM	10:30 AM	1:30 PM	3:00 PM	Class Size	Cost	Min Age	Pre-reqs/not covered
Aquatics Area								
Canoeing					18	\$0	N/A	Pass BSA Swimmer Test
Kayaking					12	\$0	N/A	
Rowing					10	\$0	N/A	
Lifesaving					10	\$0	N/A	
Swimming					20	\$0	N/A	
Hike & Bike Area								
Cycling			Double Session		18	\$10	13+	Option B: Trail or Mixed Surface Biking 6Be
Geocaching					12	\$0	N/A	7, 8, 9
Hiking	Double Session				10	\$10	N/A	4e, 5
Orienteering					18	\$0	N/A	N/A
First Class Center Area								
Tenderfoot & Second Class	Double Session		Double Session		30	\$0	N/A	View page 20 of Leader's Guide for list of requirements completed.
First Class					20	\$0	N/A	
Handicraft Area								
Art (2 days)					20	\$15	N/A	N/A
Basketry (2 days)					20	\$15	N/A	N/A
Woodcarving (2 days)					20	\$20	N/A	N/A
Leatherwork (2 days)					20	\$20	N/A	N/A
Pottery					10	\$20	N/A	N/A
Media Area								
Communications					10	\$0	N/A	8
Moviemaking					10	\$0	N/A	8
Photography					10	\$10	N/A	N/A

Program	9:00 AM	10:30 AM	1:30 PM	3:00 PM	Class Size	Cost	Min Age	Pre-reqs/not covered
Outdoor Skills Area								
Camping					20	\$0	N/A	5e, 7b, 8d, 9a, 9b
Emergency Preparedness					18	\$0	N/A	1, 3a-c, 8b
Exploration					18	\$0	N/A	5
First Aid					20	\$0	N/A	2b
Pioneering					18	\$0	N/A	N/A
Search and Rescue					18	\$0	12+	N/A
Wilderness Survival					20	\$0	N/A	5 (bring to camp)
Nature Area								
Astronomy					18	\$0	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
Fishing					15	\$5	N/A	9, 10
Fly Fishing	Double Session				10	\$15	13+	10, 11
Monday / Tuesday								
Geology					18	\$0	N/A	N/A
Weather					18	\$0	N/A	9a or b
Wednesday / Thursday								
Forestry					18	\$0	N/A	N/A
Rock Climbing Area								
Climbing	Double Session		Double Session		14	\$0	13+	N/A
Range & Target Activities								
Archery					16	\$10	N/A	N/A
Rifle					16	\$20	N/A	N/A
Shotgun					6	\$30	13+	N/A
Maintenance Area								
Welding	Double Session		Double Session		10	\$50	13+	N/A

EVENING ACTIVITIES

Evening Activities are available Monday, Wednesday, & Thursday Evenings. These activities are first come first served so be sure and line up for the activity you want to do most. From 6:30 - 6:45 p.m. every section will be conducting a Safety Talk. You must have attended the safety talk prior to doing that activity. If you attended it during Merit Badge Class, you do not need to attend it again. Once you have attended a Safety Talk, you can visit that area anytime.

Safety Talks: Rifle, Archery, Shotgun, Rock Climbing, Mountain Board and Biking

Program	Mon	Tue	Wed	Thur	Class Size	Minimum Age	Pre-reqs/not covered
Aquatics Area							
Standup Paddleboarding					N/A	13+	Pass BSA Swim Test
Snorkeling					N/A	N/A	
Open Swimming					N/A	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
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
Range & Target Activities Area							
Open Archery					N/A	N/A	N/A
Sporting Arrows					N/A	N/A	N/A
Open Rifle					N/A	N/A	N/A
Open Shotgun					N/A	13+	N/A
Shotgun Leaders Shoot					N/A	18+	N/A

SPORTS EQUIPMENT

Get all equipment from the Quartermaster during the week. Stop by the office to request supplies. For example, baseball and gloves, frisbees, volleyballs, kickballs, soccer balls, and footballs.

ADULT LEADER ACTIVITIES

Throughout the week a number of activities have been arranged for Adult Leaders. It should be noted that an adult's primary function at camp is to look after, assist and counsel Scouts in their unit.

*Must Attend

**Trainings conducted depending on availability of Trainers. Ask at Business Office.

DAY	TIME	ACTIVITY/SESSION	LOCATION
*Sunday	7:30 p.m.	Leader's Meeting	The Kiva
*Monday	6:45 p.m.	White Water Rafting Meeting	Wooten
Tuesday	9 a.m.	Blue Mountain Hike	Hike & Bike
*Tuesday	10:30 a.m.	Adult Leader's Meeting	Upper Elks
*Tuesday	5:15 p.m.	Adult Steak Dinner	Upper Elks
**Wednesday	6:45 p.m.	Intro to Leave No Trace	Nature Center
Thursday	6 a.m.	Polar Bear Plunge	Lake
**Thursday	10:30 a.m.	Climb On Safely	The Rock
Thursday	6:30 p.m.	Leader's Shotgun Shoot (\$20)	Shotgun Range
Thursday	6:45 p.m.	Search and Rescue Drill	Outdoor Skills
*Friday	8:20 a.m.	Merit Badge Review	The Kiva

ADULT LEADER MERIT BADGE

Name: _____ (please print)

Troop: _____ Campsite: _____ How many years have you earned this award: _____

1. Visit all program/support areas: _____

2. Participate in one of the following training opportunities:

Leave No Trace _____ Climb on Safely _____

3. Do one from each column (check when completed)

Lead a song		Take a nap		Assist with a free swim	
Have troop perform a skit at campfire		Participate in Scoutmaster Shoot		Teach a scout skill in your campsite	
Tell a staff member a funny joke		Participate in the Blue Mtn. Hike		Whittle something useful.	
Help instruct a merit badge		Participate in the Polar Bear Plunge			

4. Do two of the following (circle each you complete)

Sit on a rock and ponder life Wear this year's T-shirt Go Fishing

Complete a Handicraft project Whistle a great song

5. Take your troop to Scouts own on Sunday _____

6. Attend Adult Leader Steak Diner _____

7. Just an hour a week, so relax for one this week _____

8. Introduce yourself to a Scout leader from another state _____

9. Help Teach A Merit Badge _____

10. Attend every morning Leader's Meeting Mon-Thur _____

**Must complete 8 out of the 10 requirements for this Award*

I certify, on my honor, that I have satisfied the requirements for the Scoutmaster Camp Badge.

Signature of Adult Leader _____ Date _____

MAINTENANCE ISSUES

Please let us know so we can fix it. Complete a maintenance request form at the Business office and we will distribute the project to our team each morning at 9 a.m.

BEARS AND TRASH

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.

WHITE WATER RAFTING INFO

Mandatory Rafting Meeting - Monday at Wooten at 6:45 p.m. Please make sure that if your troop is rafting that 2 adult leaders attend this meeting.

Your unit must leave the Lower Parking Lot **NO LATER than 2 hours before your “on the river time.”** You will be driving your personal vehicles to River Runners. There is no transportation available to the Lower Parking Lot. A bag breakfast and lunch will be available for pick up at Upper Elks at 6:30 a.m.

Items to Bring Rafting: Water Bottle, towel, Sunscreen, \$2-3 per person to tip the raft guide, Medications: be sure to check out your medications from the Health Lodge Thursday night. *Scouts going on the raft trip will not be able to work on merit badge make-ups on Friday. It is up to them to be sure they meet with counselors before and after the raft trip in order to ensure they can complete all the requirements taught at camp. ****They may have to choose between rafting and completing a merit badge if they don't plan ahead.***

DINING HALL MEAL AND SETTING SCHEDULE

Meal times are scheduled as shown.

They are set by campsite. **Meal times change on Wednesday lunch. Meal times may vary on Sunday and Friday dinners based on arrival times and the number of guests. ***Saturday breakfast is a light meal that can be taken on the road. You may arrive as early as 6:15 a.m.

A Campsites

B Campsites

Apache

Anasazi

Arapaho

Cheyenne

Cherokee

Crow

Comanche

Oglala

Kiowa

Osage

Lakota

Pawnee

Navajo

Sioux

Shawnee

Ute

Schedule	Sun	Mon	Tues	Wed	Thu	Fri	Sat
Breakfast		A	A	A	B	B	***
Breakfast		B	B	B	A	A	***
Lunch		A	A	B**	B	B	
Lunch		B	B	A**	A	A	
Dinner	A	A	A	B	B	B	
Dinner	B	B	B	A	A	A	

Meal Times	Breakfast	Lunch	Dinner
Sunday	None	None	By assigned times
Mon-Fri	1 st meal 7 a.m. 2 nd meal 8 a.m.	1 st meal Noon 2 nd meal 12:45 p.m.	1 st meal 4:45 p.m. 2 nd meal 5:45 p.m.
Saturday	Continental 6:15 a.m.	None	None

DINING HALL DUTIES

Each unit will need to clean their table after dinner. Please assign 2-3 scouts per table to take dirty dishes to the dining hall. Wipe down tables after meals and perform a trash sweep.

SERVING CREW ASSIGNMENTS – DINING HALL

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
BREAKFAST	COMANCHE	OGLALA	CHEROKEE	APACHE/ KIOWA	OGLALA
LUNCH	NAVAJO	OSAGE/ LAKOTA	PAWNE/ ANASAZI	CHEYENNE/ SIOUX	COMANCHE
DINNER	UTE	CAMP TEAM	SHAWNEE/ CROW	ARAPAHO	CAMP TEAM

FLAG CREW ASSIGNMENTS

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
MORNING FLAGS	STAFF	SIOUX	OGLALA	CHEROKEE	ARAPAHO
EVENING FLAGS	NAVAJO	STAFF	LAKOTA	NAVAJO	SHAWNEE
THOUGHT OF THE DAY	ANASAZI	CHEYENNE	APACHE	UTE	NAVAJO

VISITING ADULT REQUIREMENTS

All visitors must check in at the business office and receive a visitor wrist band. Adults will need to present a photo id to acquire the band. Visitors must also check out at the business office at the conclusion of their visit.

NO PETS are ALLOWED. Service animals are allowed.

CAMPSITE DUTY ASSIGNMENTS – SERVICE AREAS

Each Campsite will be asked to help with some Camp Facility and Dining hall service while they are at camp. Listed below is the assignment sheet for the week.

	Monday	Tuesday	Wednesday	Thursday	Friday
Shower Rooms	AM Shawnee PM Cherokee	AM Cheyenne PM Comanche	AM Kiowa PM Sioux	AM Arapaho PM Navajo	AM Crow PM Osage
Kiva		Navajo			Arapaho
Elks Lodge Area	Cheyenne	Apache	Navajo	Anasazi	Oglala
Trading Post Area	Kiowa	Pawnee	Anasazi	Shawnee	Cherokee
Wooten Center Area	Crow	Ute	Sioux	Kiowa	Pawnee

CAMPSITE DUTIES AND RESPONSIBILITIES

Shower Houses (pool and kiva) - Cleaning Instructions

1. Close the showers and put up signs.
2. Sweep out the shower floors.
3. Pick up any trash
4. Take lost and found to the Wooten Center lost and found box
5. Remove debris from floor drains, including drains in shower stalls
6. Use disinfectant to wash down sink, mirrors and countertops
7. Scrub toilets and urinals with disinfectant
8. Replace toilet paper in toilet stalls as needed
9. Fill Soap dispensers
10. Take trash to the trash truck behind Elk's Lodge

Kiva - Cleaning Instructions

1. Sweep off stage and seating areas. Brooms are located behind Kiva.
2. Pick up any trash.
3. Empty trash can and take to the trash truck behind the dining hall.
4. Replace trash can liners.
5. Trash can liners are inside to the right of Wooten Center entrance.

Elks Lodge Area - Cleaning Instructions

1. Pick up trash
2. Sweep off the porch.
3. Brooms are located inside lower Elk's next to the front door.
4. Empty both trash cans and take them to the trash truck behind the dining hall.
5. Replace Trash can liners
6. Trash can liners are inside to the right of Wooten Center entrance.
7. Take lost and found to Wooten Center lost and found box.

Trading Post - Cleaning Instructions

1. Pick up any trash around the Entire building. (They provide bags)
2. Trading Post director will provide a list - best time evening (7:45 p.m.)

Wooten Center -Cleaning Instructions

1. Clean and wipe down tables, chairs and counter tops.
2. Paper towels located in Kitchen
3. Sweep Floor
4. Collect lost and found and put into a box.
5. Empty trash cans regardless if they are full and take to the trash truck that is behind the dining hall.
6. Replace all trash can liners.

DAMAGE TO CAMPSITE OR CAMP MATERIALS

All campsites and camp owned equipment used by a unit will be inspected before the unit checks in and as the unit checks out. Any damages that occur will be assessed by the Camp Director and must be paid for, or arrangements made to pay, before the unit leaves camp. Damage could include but is not limited to breaking or losing equipment, defacing tables, latrines and buildings, cutting or tearing canvas on tents.

Please report pre-existing damage immediately! Contact the Camp Director (or designee) by Noon of your first full day at camp to report pre-existing damage or issues. Each Scout and Unit is responsible for taking care of camp equipment that has been assigned for their use. In case of damage to this equipment, the individual or unit is responsible for payment or repairs or replacement.

Note: Aerosol spray cans used inside tents will remove waterproofing from tents.

The estimated charges for misuse of equipment are as follows:

- Cots: Canvas Replacement (*rips, cuts, writing on canvas*) \$50.00
- Cot Replacement (*When canvas & frame are damaged*) \$80.00
- End Board Replacement (*each*) \$15.00
- Leg or Side Board Replacement (*each*) \$18.00
- Tents & Patrol Fly: Rips, Cuts and Tears (*Per inch*) \$10.00
- Writing on Canvas (Per panel) / or small burn holes \$20.00
- If waterproofing is destroyed – the cost is determined by the individual case.
- Cut or missing tiebacks (*woven straps each*) \$30.00
- Total Wall Tent Replacement \$850.00
- Total Patrol Fly Replacement \$200.00
- Uprights - Wooden type (Each) \$25.00
- Ridge Poles – Wooden type \$35.00
- Tent Frames- Metal pipe (Per damaged section/joint) \$35.00
- Tent Platforms: New board replacement the cost is determined by the individual case (minimum \$40)
- Replace Entire Platform (Permanent type) \$500.00
- Dutch Ovens: Replacement Cost (significant damage or lost) \$65.00
- Re-seasoning/Cleaning \$20.00
- Picnic Tables: Replacement Cost (Metal – 2 leg per set) \$200.00
- Replacement Cost (Per board) \$40.00
- Chef Kit: Replacement Cost (significant damage or lost) \$35.00
- Replacement Cost (per item) \$5.00
- Trash in latrine that is not retrieved per item: \$100

Remember, this is your camp and equipment. Please protect and preserve it

CAMP ALEXANDER VEHICLE POLICY

In an effort to protect youth and adult campers as well as Camp Alexander Staff our vehicle policy is as follows:

After you drop off your gear, please move your vehicles back down to the parking lot by the gate. They are to remain there for the duration of the week.

If you need to move gear from your campsite during the week, you will need to bring your gear down to the parade ground where you can then bring up your personal vehicle to retrieve your gear.

Troop trailers may remain in the campsite as long as they are not blocking any roads.

Note: If you have an electric vehicle and would like to charge it, please see the business office to pay for your charge and get your "Charging Permit Card".

TO PREVENT ACCIDENTS AND INJURIES NO VEHICLES WILL BE PERMITTED IN CAMP DURING THE WEEK

Handicap Passes will be issued by the medical staff at Camp Alexander. Any violation of the rules and regulations of the pass will result in loss of pass.

***If a Scout or Adult is leaving early during the week or Friday, which is Parents' day, his gear will still need to be brought down to the parking lot.

**PLEASE NOTE THAT THERE ARE TO BE NO PERSONAL VEHICLES
PARKED IN THE CAMPSITE, MAIN AREA PARKING LOT OR
THE PARADE GROUND FOR ANY EXTENDED PERIOD OF TIME.
15 MINUTES IS THE MAX TIME FOR LOADING AND UNLOADING IN THESE AREAS**

NO VEHICLES IN CAMP FRIDAY FROM 2 - 6 P.M.

“THE CHILD’S LIFE YOU SAVE MAY BE YOUR OWN”

NO VEHICLES IN CAMPSITES AFTER SUNDAY CHECK IN!

PLEASE HELP THIS BY PARKING ALL VEHICLES IN THE LOWER LOT FOR THE ENTIRE WEEK.

WE ASK THAT YOU DO NOT DRIVE TO YOUR CAMPSITE UNTIL SATURDAY MORNING.

Help Us Save Trees

Download your digital Hip Pocket Guide Today!

