



Camp Alexander

Leader's Guide

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

Updated on November 1,
2025

Thank you for choosing Camp Alexander!

Hello Scouts and Scouters!

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

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

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

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

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

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

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

Sincerely,

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



IMPORTANT

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

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

HEALTH & MEDICAL RECORDS

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

Required Medical Documents:

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

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

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

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

Check here if no medications are routinely taken.

If additional space is needed, please list on a separate sheet and attach.

Medication	Dose	Frequency	Reason

YES NO

Non-prescription medication administration is authorized with these exceptions:

Administration of the above medications is approved for youth by:

Parent/guardian signature

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

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

How Your Children Can Avoid Getting Sick at Summer Camp

Summer Camp Illnesses

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

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

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

Five tips to stay healthy at Camp

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

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



Recreational water illnesses

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

Recreational water illnesses can be found in the following locations:

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

Lakes, rivers, or oceans

The most common recreational water illnesses are:

- Diarrhea
- Gastrointestinal issues
- Skin infections
- Respiratory infections

Eye and ear infections

How to prevent recreational water illnesses

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



When your camper should see a doctor

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

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

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

Camp Alexander Sick Policy

If the participant has any of the following symptoms:

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

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

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



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

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

Youth Camper Paperwork:

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

Adult Camper Paperwork

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

Whole Unit Paperwork

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

MEDICATIONS

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

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

SCOUTS

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

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

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

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

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

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

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

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

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

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

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

ADULTS

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

SUNDAY CHECK-IN PROCEDURES

Camp Alexander opens at 1 p.m. the Sunday you arrive at camp and check-in continues until 4 p.m. If you wish to arrive any other time, please notify the Camp Office @ 719-219-2925.

The first staff member you will meet is your Troop Guide. They will introduce themselves to your unit and then will take you to your campsite. Along the way, your Troop Guide will give you a tour of Camp Alexander, to include a safety briefing from the Aquatics staff and will stop at a designated location for a troop photo. If needed, your Troop Guide will take you back to the pool to do swim checks if you have not done them already. After swim checks (or if you have already completed swim checks), you will have dinner at a designated time assigned to your unit upon check in with the Camp Office. When you arrive at your campsite, you will have time to unpack and get settled.

While your Troop Guide is taking care of your unit, 2 adult leaders are required to check in at the Camp Office and the Health Lodge. These adults should be the ones who manage your paperwork and medications. **YOUR MEDICAL FORMS SHOULD HAVE BEEN UPLOADED TO THE PATHWAY TO THE ROCKIES PORTAL PRIOR TO YOU ARRIVING AT CAMP.** We will double check that we have received all the necessary paperwork needed at the office, besides the medical forms. If you did not turn in any of the documents listed below, we will ask for them during this time.

- Printout from my.scouting of "YPT Aging Report" (this provides both their BSA membership and YPT)
- Troop Photo Order Form
- A letter from your Order of the Arrow Lodge of candidates (if applicable)
- Payment of any outstanding balance. The staff will be checking your unit account for outstanding balances.

After all items have been turned in, you will receive:

- Two Hip Pocket Handbooks, one for your primary adult leader & one for your Senior Patrol Leader
- Your assigned dinner time for the evening.
- List of pebble patches for scouts to earn while at camp.
- Welcome Bag for your Scoutmaster

After your stop at the Camp Office, these adults should bring the medications to the Health Lodge.

Saturday Checkout procedures will be given at the Camp Office during check-in.

MISSION STATEMENT

Camp Alexander will provide a unique and steadily expanding “Colorado Mountain-Top Experience” emphasizing life skills and instilling Scouting values in Scouts, volunteers, and others throughout the Pathway to the Rockies region and surrounding communities.

PROGRAM PHILOSOPHY

Merit Badge sessions at Camp Alexander are designed to be only part of the Scout’s day. Additionally, our program areas offer free/open time activities and special events throughout the week.

PIKE NATIONAL FOREST STATEMENT

Boy Scouts of America is an equal opportunity service provider. Pathway to the Rockies, Boy Scouts of America operates under a special use permit by the USDA Forest Service.

CAMP CONTACT INFO

U.S. Postal Service

(Name of Person & Unit Number)
Camp Alexander
P.O. Box 450
2182 County Rd 96
Lake George, CO 80827

EMERGENCY PHONE NUMBERS

- Camp Alexander 719-219-2916
- Pathway to the Rockies Council Service Center 719-634-1584



PROGRAM FEATURES & PHILOSOPHY

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

PROGRAM RECOMMENDATIONS

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

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

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

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



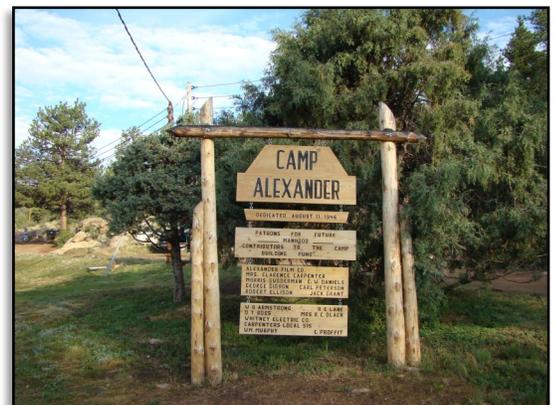
MERIT BADGE REGISTRATION

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

RESOURCES FOR SUCCESSFUL MERIT BADGE COMPLETION

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

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



SCHEDULE

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

Lights Out

MERIT BADGE SCHEDULE

Merit Badges and other programs run Monday through Thursday.

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

	Available
	Not Available

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

MERIT BADGE SCHEDULE

	Available
	Not Available

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

EVENING ACTIVITIES

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

	Available
	Not Available

AQUATICS

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



CANOEING

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

KAYAKING

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



ROWING

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

LIFESAVING

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



SWIMMING

An Eagle required Merit Badge, Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills. Swimming is a great badge for first year scouts.

SWIMMING LESSONS

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

HIKE & BIKE

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



CYCLING

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

GEOCACHING

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



HIKING

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

ORIENTEERING

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



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

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

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

TENDERFOOT AND SECOND CLASS SESSION

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

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

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

FIRST CLASS SESSION

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

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



TOTIN' CHIP SESSION

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

FIREM'N CHIT

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



HANDICRAFT

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

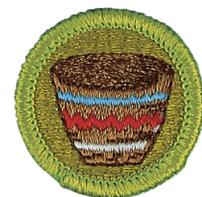


ART

This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art. **This is a 2 day class.**

BASKETRY

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



WOODCARVING

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

LEATHERWORK

Scouts will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding and learn how to preserve and protect leather items so they will last a lifetime and beyond. **This is a 2 day class.**



POTTERY

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

MEDIA

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



COMMUNICATION

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

MOVIEMAKING

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



PHOTOGRAPHY

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

AVIATION

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



OUTDOOR SKILLS

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



CAMPING

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

EMERGENCY PREPAREDNESS

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



EXPLORATION

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

FIRST AID

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



PIONEERING

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

SEARCH AND RESCUE

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



WILDERNESS SURVIVAL

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

NATURE

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



ASTRONOMY

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

BIRD STUDY

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



ENVIRONMENTAL SCIENCE

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

NATURE

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



FORESTRY

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

NATURE

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



GEOLOGY

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

WEATHER

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



MAMMAL STUDY

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

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

MINING IN SOCIETY

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



NATURE

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



FISHING

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

FLY FISHING

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



FISHING REGULATIONS

FISHING AT THE LAKE

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

FISHING AT OUR RIVER FRONTAGE

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

CLIMBING

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

CLIMBING



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



RANGE & TARGET ACTIVITIES

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



ARCHERY

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

RIFLE SHOOTING

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



SHOTGUN SHOOTING

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

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

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

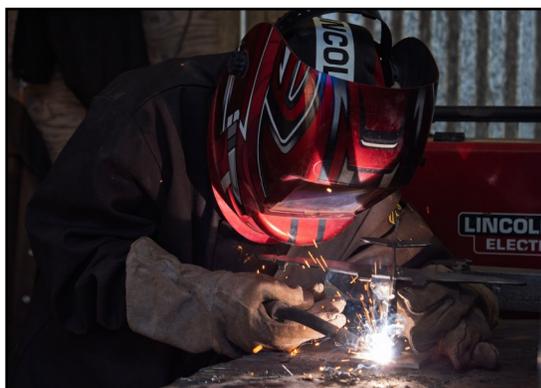
MAINTENANCE

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



WELDING

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



Automotive Maintenance

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

EXTRA ACTIVITIES



CHESS

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

FINGERPRINTING

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



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



POLAR BEAR PLUNGE

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

MILE SWIM BSA AWARD

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



SNORKELING BSA AWARD

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

MOUNTAIN BOARDING

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



HIKING TRAILS

PIKE NATIONAL FOREST STATEMENT

Boy Scouts of America is an equal opportunity service provider. Boy Scouts of America operates under a special use permit by the USDA Forest Service. Our Hike and Bike staff maintain and oversee the trail systems throughout camp. Current camp trails are listed at camp and information/updates will be provided by the staff throughout the week. All units must register in advance to access the camp trails system. All trails begin by checking in with the staff at the Camp Office.

Available Hikes: Blue Mountain 5 Mile / Scenic Overlook 1.5 Mile / Nature Hike 1 Mile

WHITEWATER RAFTING TRIP — Registration is located at our website:

This is a troop event, you MUST register and attend as a unit! You must provide your own transportation from camp to Browns Canyon and back!

For your adventurous scouts we offer a rafting trip on the Arkansas River. Browns Canyon is a Whitewater Rafting Class II and III section of the Arkansas River which will provide your scouts with great excitement in a controlled environment. The trip is Friday and the cost per person is \$90. Wet suit, life jacket, rubber foot booties, guide, and an awesome adventure are included! **ALL PARTICIPANTS MUST PASS THE BSA SWIMMERS TEST.**

Schedule of Events:

Depart Camp Alexander for Browns Canyon
Arrive at River Runners for check in: waiver check, roll call, gear issued and fitted
Safety orientation
Launch raft trip at Fish Bridge (River Runners)
Take out at Hecla Junction river access point (roll call)
Arrive at River Runners Browns Canyon via raft shuttle
Depart Browns Canyon for Camp Alexander

Meals for rafters will be provided as a “brown bag” to go meal. Depending on which session you are attending depends on whether you will receive a “brown bag” for both Breakfast and Lunch or just Lunch. You will receive more instruction at camp.



CAMPFIRES

For over 75 years, Camp Alexander's opening campfire has entertained and energized the Scouts as they anticipate the week ahead. As campers and staff gather together at the Kiva on Monday evening, everyone will share together in songs, skits and traditions with a few serious moments mixed in as well. The closing campfire led by the elected Camp SPL and performed by the Scouts on Friday night, is the high point of the week.



SKIT AND SONG STANDARDS

The Pathway to the Rockies Council and the Boy Scouts of America believe that Scouting is a character building organization. This concept should permeate our program at all levels, including skits and songs. The following should be considered guidelines for appropriate material for campfire programs:

1. All acts (skits, songs, run-ons, etc.) must be screened by the unit leader and the person in charge of the event (campfire or song) prior to performance in front of a group.
2. Campfire programs are the place where the positive example is set.
3. No toilet humor
4. No racial put-downs, making fun of mental or physical abilities, religious groups, and others.
5. No portrayal of violent behavior.
6. No performances with sexual overtones.
7. Avoid anything that is not in keeping with the ideals of the Boy Scouts of America.

CAMP-WIDE CONSERVATION PROJECTS

Camp Alexander is always in need of service projects every week! If your unit is interested in doing a project, please talk to our Camp Ranger Tom Hopkins at the Scoutmaster/SPL meeting Sunday night.

THEODORE ROOSEVELT CONSERVATION AWARD

This award, unique to Camp Alexander, is designed to promote conservation and to encourage Scouts to appreciate Mother Nature. A patch is available for each scout that earns this award. To earn the Theodore Roosevelt Conservation Award, campers must do all of the following during their week at camp:



1. Participate in one of the Blue Mountain Hikes
2. Take part in a Nature sponsored conservation project or troop-sponsored conservation project.
3. Earn 1 merit badge from the Nature area, Fly Fishing, or Fishing Merit Badges.

The pebble patch program is designed to assist scouts in participating in other activities at camp besides their normal merit badges. These are a few of the pebbles scouts can earn.

	<p>The Burning Spirit</p> <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 		<p>Outdoorsman</p> <ol style="list-style-type: none"> 1. Help make a pioneering project 2. Learn one lashing 3. Teach your Scoutmaster that lashing
	<p>Climbing</p> <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 		<p>Kayaking</p> <ol style="list-style-type: none"> 1. Go kayaking 2. Use all safety equipment 3. Follow all of the rules
	<p>International Scouting</p> <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 		<p>Mountain Boarding</p> <ol style="list-style-type: none"> 1. Go mountain boarding 2. Don't get hurt 3. Complete a J turn
	<p>Handi with the crafts</p> <ol style="list-style-type: none"> 1. Make a Handicraft project 2. Make a paracord craft 3. Make a lanyard 		<p>Citizenship</p> <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
	<p>Archery</p> <ol style="list-style-type: none"> 1. Shoot a round of archery 2. Obey the range safety rules 3. Hit the target 		<p>Mountain Biking</p> <ol style="list-style-type: none"> 1. Take a mountain bike ride on the moderate course 2. Bring a buddy 3. Wear your helmet
	<p>Weekly Camper</p> <ol style="list-style-type: none"> 1. Stay all week 2. Earn a merit badge 3. Live like a good scout 		<p>Happy Feet</p> <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
	<p>Outdoor Cooking</p> <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 		<p>Marksman</p> <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>Skull & Cross Bones</p> <p>Did you think you were going to die...but didn't?</p>		<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

ORDER OF THE ARROW



The Order of the Arrow is Scouting's Honor Society and is chartered by the Boy Scouts of America. Its purpose is to recognize those Scouts who best exemplify the Scout Oath and Law in their daily lives and by such recognition cause others to conduct themselves in such a manner as to warrant similar recognition.

Wednesday is Order of the Arrow day in camp which concludes with a call-out ceremony for those that have been elected by their unit. All OA members, those elected, and Troops with candidates being called out are welcome and encouraged to attend.

Any Scoutmaster from a Troop outside Pathway to the Rockies Council, wishing to have Scouts or Scouters called out into the Order of the Arrow by Buffalo Mountain Lodge camp staff members must provide a letter from their home lodge identifying the names of those Scouts who have been elected by their fellow Scouts and the names of the Scouters who have been approved for membership. This signed letter from the Lodge Adviser or Chief authorizing our Lodge to call out their members must be presented to the OA Camp Chief on Sunday so the Scout and adult candidates may be called out. Buffalo Mountain Lodge **WILL NOT hold elections at Camp Alexander for any Troop, and will not provide Brotherhood walks.**

THE CAMP DIRECTORS AWARD

The "Camp Directors Award" will give each troop the opportunity to select one scout as their "Top Camper" for the week. This award should go to the Scout who has displayed the most Scouting Spirit during the week, living up to and demonstrating the ideals of Scouting. This award is presented to the Scout at the end of the closing campfire by the Camp Director.

ADVANCEMENT RECOGNITION

A certificate will be presented at the Friday closing assembly, to each Scout that has advanced a rank while at camp. Please be sure that the scout has completed all the requirements for the rank before recognizing them. If a Scout advanced several ranks their top rank will be recognized.



SENIOR PATROL LEADER COUNCIL



The SPL from each troop will make up the Camp Senior Patrol Leader Council for the camp. This group will be working to coordinate the camp-wide activities as well as the Friday night Family Campfire. They will also elect the Camp Senior Patrol Leader. SPL's will meet with the Program Director at the morning meetings Monday through Friday. It is very important that each SPL attends these meetings as we disseminate all information through them using the Patrol Method.

EVENING ACTIVITIES

Evening Activities are available Monday, Wednesday, and Thursday evenings. These activities are first come first serve so be sure to line up for the activity you want to do most. Each section will be conducting a safety talk from 6:30-6:45 p.m. You must attend the safety talk to do the activity. If you attended during MB Class, you do not need to attend once again.

Safety Talks: Rifle, Archery, Shotgun, Rock Climbing, Mountain Boarding, Biking

Program Area	Location	Activity	Day
Range & Target	Archery	Open Shoot	M, W, Th
Range & Target	Archery	Sporting Arrows	Tu
Range & Target	Rifle Range	Open Shoot	M, W, Th
Range & Target	Shotgun	Open shoot	M, W
Range & Target	Shotgun	Leaders Shoot	Th
Rock Climbing	The Rock	Climbing/Rappelling	M, W, Th
Aquatics	Lake	Boating	M, W, Th
Aquatics	Pool	Swimming	M, W, Th
Nature	OREO	Cons. Project	Wed Only
Hike & Bike	Bike Shack	Open Cycling	M, W, Th
Hike & Bike	Trail by FCC	Mtn Boarding	M, W, Th
Handicraft	Handicraft	Open Sessions	M, W, Th



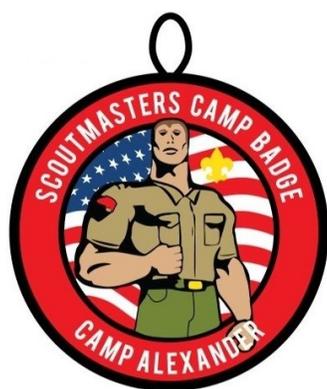
ADULT LEADER ACTIVITIES

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.

* Required

**Trainings conducted depending on availability of Trainers

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

Fun activity to keep you busy during the week. More information on this in your Hip Pocket Handbook. You will get your Hip Pocket Handbook when you arrive at camp on Sunday.



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



THEME DAYS

Get your entire troop involved with these fun theme days!

Monday – Crazy Hat Day—wear a crazy hat!

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

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

Thursday – Flannel Shirts—wear your favorite cowboy flannel

Friday – Floral Fridays—wear your favorite floral shirt



FLAG CEREMONIES

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

TROOP PHOTOS

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



TUESDAY NIGHT CARNIVAL & ADULT LEADER STEAK DINNER

On Tuesday night, the Camp Alexander staff will be having a carnival for all scouts in the parade grounds. Burgers, ice cream, snow cones, and popcorn will be served along with music and games!

That same night, while the Scouts are enjoying the party, Scoutmasters and adult leaders will be attending the Scoutmaster steak dinner! A 12oz Bison steak with Caesar salad, baked potato, corn on the cob, and strawberry short cake will be served to all adults. Pathway to the Rockies's Scout Executive, Jim Machamer, will join the evening to share new and exciting details about camp and also ask for feedback on the leader's Camp experience. Every adult leader attending camp is invited to this dinner. **Please remember that this dinner is for only those adults who are attending Camp Alexander as an adult leader for the entire week.**

FLAG RETIREMENT CEREMONY

We collect flags to be retired from the community year-round and this allows us to present your troop with an opportunity to conduct a flag retirement ceremony in your site during your troop time. You do not need to sign up for this program; just ask your Troop Guide for a flag for retirement. *This activity may be restricted due to local fire bans.*

FAMILY NIGHT

One of the highlights at Camp Alexander is Friday Family Night. Friends and family are welcome to join in the fun and spirit on Friday afternoon as the Scouts participate in camp wide events. At 5:30 pm the camp will have its final assembly, with Scouts dressed in full field uniform. .

Friday evening meal tickets are sold at the Camp Office at \$10 and must be purchased prior to dining. There is no charge for the Scouts and leaders in attendance at camp during the week as the cost is already included in the camp fee. The closing campfire, performed by the Scouts, will begin at approximately 7:30 pm and should conclude by 9:30 pm. Guests will be required to park in the lower lot and walk to the main camp.

Any parents wishing to pick up their child and leave after the campfire **MUST** check out through the Scoutmaster and the Camp Office. Campers will only be released by the Scoutmaster to their parent/guardian or to a pre-approved person that is specified in writing by the parent or guardian.

Thank you for not bringing the family pets to camp - pets are NOT welcome! Parents and friends bringing their own evening meal to camp are asked not to eat in the dining hall due to space limitations.

CARE PACKAGES

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



CAMP A EPIC PACKAGE

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

BIRTHDAY PACKAGE

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



SURVIVAL PACKAGE



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

SCOUTMASTER PACKAGE

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



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

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

MEDICATION TIMES

During camp, it is at the Medical Officer's discretion to establish times that medications will be administered. Specific times will be indicated in the Hip Pocket Handbook that you will receive at check in. Typically, the Camp's medical staff will make medications available at various times throughout the day and evening.

Special arrangements must be made with medical personnel to receive medications and herbal supplements at any time other than the times established by the medical staff.



CPAP's: for adults or youth needing a CPAP machine while sleeping will need to have a machine that runs on batteries. There is **NO ELECTRICITY** in campsites to power CPAP machines. We do have recharging locations located on property.

EMERGENCY CARE

Emergencies will be handled by local Emergency Medical Staff. Camp Alexander prides itself in having staff volunteer with the local Fire Department streamlining emergency response. With serious injuries or situations we require an adult and the injured party to come to the Health Lodge if possible for medical treatment. If they cannot come or it is not safe the medical team will come to you using our Emergency transportation. The following procedures are used:

- Parents or guardians will be notified by the attending medical staff or Scout leader of any serious illness or injury as soon as practical. If parents/guardians will not be at home during the week of camp, the camp needs to know how to reach them. Please indicate contact methods on the Camp Medical Form.
- In the event the parents or guardians are unavailable, the unit leader will be asked to make decisions in their place.
- It is the responsibility of the unit leadership to provide transportation for a unit member requiring non-emergency medical services away from camp.
- It is highly recommended that Units arriving by motor coach bring one vehicle to camp in case of a Unit emergency. If flying, we recommend you have at least one rented vehicle.
- Two adult leaders will accompany the Scout or leader requiring non-emergency medical services. The leaders must take a copy of the Scout's medical form to the medical facility that will perform the care (original forms will stay in camp, if necessary copies can be requested from the Health Lodge) and sign-out at the Camp Office. Adult leaders from another troop may be used to provide the necessary two-deep leadership if necessary. Please remember the two-deep leadership requirement must also be met in the campsite.
- Directions to medical facilities will be provided at the Health Lodge.
- In the event of serious medical emergency care, patient care will be handled by local emergency medical services.
- Obtaining emergency transportation will be the responsibility of the Camp Medical Staff and Camp Director (ambulance or helicopter). The associated cost will be the responsibility of the injured party.

SAFEGUARDING YOUTH TRAINING

In order to ensure safety the Scouting America National Camping Standards requires, all campers, adult & youth, attending Camp Alexander will wear lanyards. This will help in the identification of any unauthorized persons entering the camp property. It is the responsibility of the Troop Scoutmaster to let visiting parents know they must sign in at the Camp Office when visiting camp and get a visitors tag. The lanyard also serves as your meal ticket for the week. Staff who are in a designated staff uniform all day also wear a lanyard which also acts as their name tag. It is the responsibility of all adult campers and staff to notify the Camp Office if someone is noticed on camp property not wearing a visitor tag, does not have a lanyard on, or is not in staff uniform.



ADULT LEADER RESPONSIBILITIES

It is the responsibility of the adult leaders to supervise the scouts in their units during open or free time when they are not engaged in merit badge classes. During class times our staff will ensure the safety, well being and behavior of the scouts. In the past, we have needed extra attention in the 9-square area and shower house areas, especially during open or free time. There will be a schedule in the Hip Pocket Handbook for specific campsites to provide supervision for these areas each evening during open area time.

TROOP GUIDES

Troop Guides are assigned to each unit at camp. These exceptional staff members are there to support your unit in making you feel at home while at camp. Troop guides will meet your unit in the parking lot at check in and be a liaison during your time at camp. Like the Camp Commissioner please use them as they are one of your most valuable resources at Camp.

ADULT LEADER & SPL HIP-POCKET HANDBOOK

At check in on Sunday, each unit will receive two handbooks. One for their primary Adult Leader and one for their SPL for their use while at Camp. It includes a wealth of information from Campsite Duty Assignments to the week's schedule of activities. Please use this resource to execute your planning process at camp.

VISITORS

All visitors must check-in and out with the Camp Office when arriving and leaving camp. There are no facilities or camping areas available at Camp Alexander for visitors or family members to stay. RVs or travel trailers are permitted for daily visits but not overnight accommodations

INDIVIDUAL VISITOR MEALS

There are no meals available for visitors except for the Family Night Dinner which is available on Friday evenings. The Family night dinner may be purchased at the Camp Office during visitor check in. The cost for Family Night Dinner is \$10 for anyone over 7 years old and \$5.00 for under 7.

CAMPSITE EQUIPMENT RESOURCES

Camp Alexander's 16 campsites come in all different shapes and sizes and are annually updated and improved. Noted below is a basic campsite inventory that your unit can expect upon its arrival.

- Tents per campsite maximum, reserved for youth, **adults must bring their own tents to use at the campsites.** (3 scouts per tent. Tents are 8ft. deep x12ft. wide)
- Dining Shelter
- Garden Hose
- Running Water
- Picnic Table (numbers vary depending on capacity of site)
- Flagpole
- Latrine
- Hand Wash Station
- Rake, Shovel, & Broom

Campsites have NO ELECTRICITY. Campers are NOT allowed to run extension cords from nearby facilities with electricity. Fires are only allowed in raised fire pits with a burn permit from the Camp Office. Building of fire rings is not allowed.

CLEAN CAMPSITE

You will be expected to keep your campsite, latrine, and showers clean. If you have problems (leaky pipes, need supplies, etc.) please report to the Commissioner/Ranger or Camp Office. Campsites are inspected by your Troop Guide.



Camp Alexander Campsite Sizes

Tents are 8ft. deep x 12ft. wide and comfortably accommodate up to 3 cots.

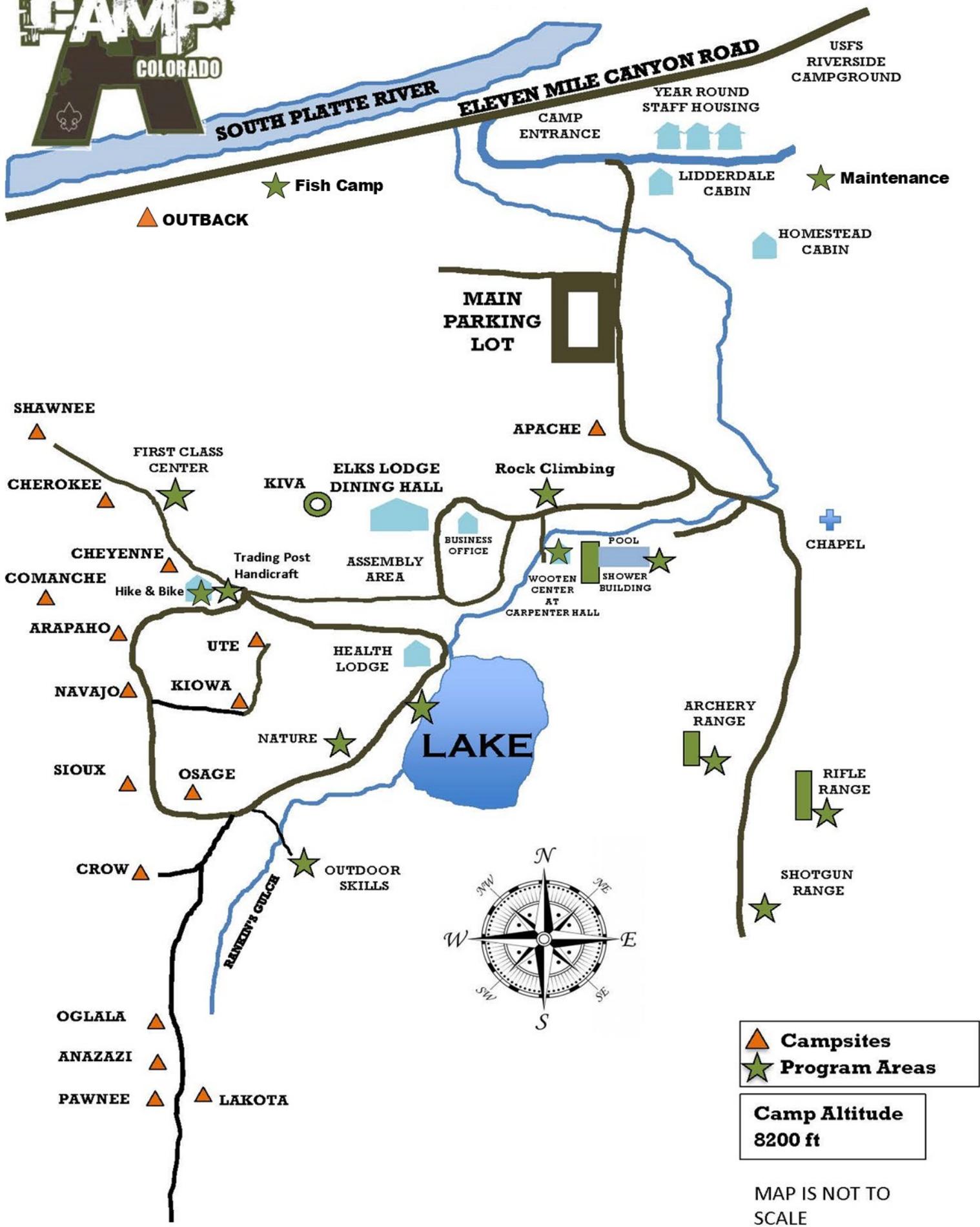
Campsite	Campsite Max (Youth)	Number of Tents	Shelter/Tables
Anasazi	12	4	1/1
Apache	18	6	1/1
Arapahoe	36	12	2/4
Cherokee	42	14	1/2
Cheyenne	24	8	1/2
Comanche	30	10	1/2
Crow	24	8	1/2
Kiowa	15	5	1/2
Lakota	12	4	1/2
Navajo	48	16	2/4
Oglala	48	16	2/4
Osage	21	7	1/2
Pawnee	12	4	1/2
Shawnee	42	14	1/3
Sioux	51	17	1/2
Ute	33	11	1/2

CAMPSITE REQUEST POLICY

Camp Alexander receives a high volume of reservations for summer camp each year. To ensure we serve the maximum number of Scouts, we have put the following policies in place:

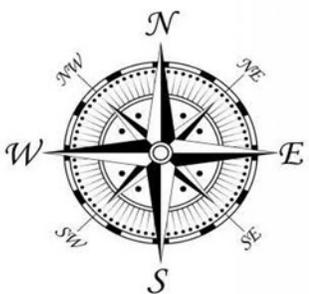
- Your unit may be required to move campsites based on the number of scouts you bring.
- All youth must sleep in Camp Alexander supplied tents. **Adults must bring personal tents for all adults to accommodate more Scouts in camp.**
- Your unit may be asked to share a campsite with another Troop based on your registration numbers.
- To secure your first choice of campsite, we recommend that you bring as close to (but not over) the maximum number of scouts listed for that campsite.

CAMP COLORADO



▲ Campsites
★ Program Areas

Camp Altitude
8200 ft



MAP IS NOT TO SCALE

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

RENTAL COTS

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



QUARTERMASTER

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

CHECK OUT

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

EARLY CHECKOUT

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

ACCOMODATION OPTIONS

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

ELKS LODGE DINING HALL

Meals will be served cafeteria style in the Upper Elks Lodge Dining Hall. Units will be dismissed from the porch 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. At most meals, "seconds" will be called after a short delay from the time the last person was served. Please be respectful and responsible when lining up for seconds. We never expect anyone to go hungry at camp!

TRADING POST

Camp Alexander's Trading Post is a store where every camper can find special program items, mementos or gifts. Located adjacent to Handicraft, the fully stocked Trading Post carries craft, apparel and food items. The Trading Post will be open briefly Saturday morning for last minute memorabilia.

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

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

CELL PHONE / INTERNET SERVICES

Camp Alexander is located in a valley surrounded by mountains. Cell phone coverage is very limited in our area; please do not rely on personal cell phones during your stay. We have limited wireless internet service available for use by adult leaders only. You must have your own computer or cell phone.



SERVICE AREA ASSIGNMENTS

MORE SPECIFIC CLEANING INSTRUCTIONS WILL BE PROVIDED IN THE HIP POCKET HANDBOOK

Morning and Evening Flag:

1. Raise or lower flags during either morning or evening flag ceremonies
2. Be at the parade grounds 10 mins before flags in full field uniform

Thought of the Day

1. Provide “thought of the day” at the morning assembly

Shower Rooms

1. Clean all shower rooms, to include trash per the Aquatics Directors guidance.
2. Cleaning to be conducted opposite your meal time.

Kiva

1. Sweep stage and seating between 4:30 - 6:30 p.m.
2. Empty trash cans and replace liners.

Elks Lodge Area

1. Empty all trash cans outside on porch and replace liners between 4:30 - 6:30 p.m.
2. Sweep upstairs and downstairs porch areas. (see Quartermaster for supplies)

Wooten Center

1. Sweep and mop inside between 4:30 - 6:30 p.m.
2. Empty trash cans and replace liners.
3. Police exterior of the building for trash.

Area	Monday	Tuesday	Wednesday	Thursday	Friday
Morning Flag	Staff	Sioux	Oglala	Cherokee	Arapaho
Evening Flag	Navajo	Staff	Lakota	Navajo	Shawnee
Thought of the Day	Anasazi	Cheyenne	Apache	Ute	Navajo
Shower Rooms AM	Shawnee	Cheyenne	Kiowa	Arapaho	Crow
Shower Rooms PM	Cherokee	Comanche	Sioux	Navajo	Osage
Kiva		Navajo			Arapaho
Elks Lodge	Cheyenne	Apache	Navajo	Anasazi	Oglala
Trading Post	Kiowa	Pawnee	Anasazi	Shawnee	Cherokee
Wooten Center	Crow	Ute	Sioux	Kiowa	Pawnee

SERVING MEALS AND DINING HALL DUTIES

1. Report to the Dining Hall 15 minutes prior to start of a meal.
2. 14 Scouts and 2 adults will serve food and monitor trash.
3. Other scouts in the troop may eat during first seating and then switch for second seating. You will be serving both seating's.
4. Servers are required to wash hands and put on gloves before serving.
5. Under direction of the dining staff, remain after meal to clean up the Dining Hall.
6. Changes will be made if your unit will be gone for one of the meal seating's.

	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



TROOP PHOTO ORDER FORM

Unit # _____

Week # _____

This form must be turned in by Monday the week you arrive by 11 a.m. to receive printed photos prior to your units departure. Any order received after the listed time and date will be mailed to the address on the form and an additional \$10.00 per order will accrue.

8 X 10 PHOTO—\$12.00

Number of photos: _____ X \$12.00 = Total amount: \$ _____

If ordered by Monday before 11 a.m., photos will be available for pick up when your unit checks out.

List address below in the event of photos needing to be mailed:

Name: _____

Address: _____

City: _____

State: _____ Zip Code: _____

E-Mail: _____



MERIT BADGE REQUEST FORM

(print and distribute to each scout)

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

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

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

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

Scouts Name: _____

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

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable

SWIM CLASSIFICATION PROCEDURES

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in Safe Swim Defense and Safety Afloat. These swim classification tests are a foundational unit of the Aquatics Continuum.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the individual's circumstances in the water.

SWIM TESTS FOR COUNCIL ACTIVITIES

Swim tests for **council activities** are conducted following procedures approved by a council-level committee, preferably the Council Aquatics Committee. The council committee should use the guidance contained in *BSA Aquatics Management Guide*. SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

REGARDLESS OF WHERE OR WHEN THE SWIM TEST IS GIVEN THE FOLLOWING PROCEDURES APPLY:

- **The test is given one-on-one.** The test administrator and the swimmer are buddies during the administration of the test.
- **Each component of the test is important.** The test must not be changed either to assist the Scout or to expedite the process.
- **The test must be completed without aid or support.** Aid includes lifejackets, wetsuits, fins, etc. Swim goggles may be used to avoid eye irritation.
- **Swim tests must be renewed annually,** preferably at the beginning of the outdoor season.

TO THE SWIM TEST ADMINISTRATOR

SWIMMER'S TEST:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

BEGINNER'S TEST:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resumeswimming as before, and return to starting place.

Anyone who has not completed the beginner or swimmer tests is classified as a **nonswimmer**.



DIETARY NEEDS

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

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

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



**EVERY ADULT LEADER ATTENDING CAMP ALEXANDER SUMMER CAMP MUST
COMPLETE THIS LEADERS REFERENCE FORM:**

PURSUANT TO: COLORADO DEPARTMENT OF HUMAN SERVICES,
MINIMUM RULES AND REGULATIONS FOR CHILDREN'S CAMPS
GENERAL REQUIREMENTS FOR ALL PERSONNEL 7.711.21D & GENERAL RULES 7.701.53A

LEADERS NAME: _____ **TROOP NUMBER:** _____

COUNCIL _____ **DATE ATTENDING CAMP:** _____

**THIS FORM IS TO BE FILLED OUT BY ANY ADULT WHO WILL BE
SPENDING A NIGHT AT CAMP ALEXANDER DURING OUR SUMMER
CAMPING SEASON..**

1 – ROLE OF THE UNIT LEADER/ADULT IN CAMP:

It is the role of the unit leader/adult to supervise and monitor the youth in their unit. Unit leaders shall not have any other duties that would detract from the responsibility of service as a leader.

2 – CHARGES OR CONVICTIONS:

Have you ever been charged with or convicted of any charge of child abuse or neglect, unlawful sexual offense , or any felony?

Circle one YES NO

3 – UNDERSTANDING & REPORTING OF CHILD ABUSE:

Child abuse consists of a wide variety of different problems. Usually these are categorized as *physical abuse, emotional abuse, sexual abuse* and *neglect*. Physical abuse is the injury of the child by other than accidental means. Emotional abuse is the constant belittling, criticizing, yelling at and verbal tearing down of the child. Sexual abuse is any sexual activity between a child and an adult, or sexual activity involving children in which the age, size or other power factors between the participants is unequal. Child neglect is failure to provide necessary nurturance when resources are available to do so.

Under the "Child Protection Act of 1987" (C.R.S. 19-3-301) in the Colorado Children's Code, leaders are required to report suspected child abuse or neglect. The law at 19-3-304 states that if a leader has "reasonable cause to know or suspect that a child has been subjected to abuse or neglect or who has observed the child being subjected to circumstances or conditions which would reasonably result in abuse or neglect shall immediately report" such information to the Camp Director. It is not the leader's role to investigate suspected abuse –only to report it. Persons who make a good faith report are immune from civil and criminal liability. Additionally, the law provides for the protection of the identity of the reporting party.

A leader who fails to report suspected child abuse or neglect commits a class 3 misdemeanor and will be punished as provided in section 18-1-106, C.R.S.

I have read and understand the above requirements concerning my responsibility regarding child abuse reporting, and my Role of the unit leader/adult in Camp.

Signature _____ Date _____

4 – CHARACTER REFERENCE #1:

This section to be completed by an individual who knows the adult and who can provide a frank evaluation of the adult's suitability in working with children during a week-long camp.

CIRCLE THE WORD THAT BEST DESCRIBES THE ADULT LEADER

ATTITUDE:	Enthusiastic	Positive	Acceptable	Negative
COMMON SENSE:	Always Sound	Usually Sound	Needs Direction	None
INTEGRITY:	Trustworthy	Usually Reliable	Lacking	

WOULD YOU TRUST THE CARE OF YOUR CHILD WITH THIS PERSON? YES NO
I RECOMMEND THIS PERSON AS AN ADULT LEADER: YES NO

Signature _____ Date _____
Printed Name _____ Telephone: _____

5 – CHARACTER REFERENCE #2:

This section to be completed by an individual who knows the adult and who can provide a frank evaluation of the adult's suitability in working with children during a week-long camp.

CIRCLE THE WORD THAT BEST DESCRIBES THE ADULT LEADER

ATTITUDE:	Enthusiastic	Positive	Acceptable	Negative
COMMON SENSE:	Always Sound	Usually Sound	Needs Direction	None
INTEGRITY:	Trustworthy	Usually Reliable	Lacking	

WOULD YOU TRUST THE CARE OF YOUR CHILD WITH THIS PERSON? YES NO
I RECOMMEND THIS PERSON AS AN ADULT LEADER: YES NO

Signature _____ Date _____
Printed Name _____ Telephone: _____

6 – CHARACTER REFERENCE #3:

This section to be completed by an individual who knows the adult and who can provide a frank evaluation of the adult's suitability in working with children during a week-long camp.

CIRCLE THE WORD THAT BEST DESCRIBES THE ADULT LEADER

ATTITUDE:	Enthusiastic	Positive	Acceptable	Negative
COMMON SENSE:	Always Sound	Usually Sound	Needs Direction	None
INTEGRITY:	Trustworthy	Usually Reliable	Lacking	

WOULD YOU TRUST THE CARE OF YOUR CHILD WITH THIS PERSON? YES NO
I RECOMMEND THIS PERSON AS AN ADULT LEADER: YES NO

Signature _____ Date _____
Printed Name _____ Telephone: _____