

CAMP ALEXANDER PROGRAM GUIDE

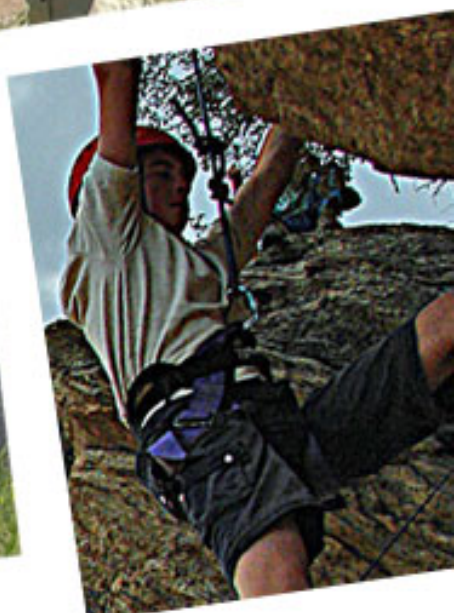


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Camp Alexander welcomes you to Colorado!

December 31, 2012

Dear Scout Leader and Senior Patrol Leader,

Camp Alexander is embarking on its 67th year in operation and will be serving over 3,400 campers this coming summer. Your troop will be helping celebrate our 67th Anniversary and we are happy to serve your unit just as we have since opening in 1946! As always the camp is here for your troop, team, or crew as a resource for your program. We view camp as a support for your unit program to use the patrol method and ideals of Scouting. Our staff desire to provide an avenue for challenging outdoor skills and to build teamwork amongst your troop. With Pike National Forest as our backyard the camp serves as a base for your unit to fully explore what Colorado has to offer.

The camp is located in the Colorado Rocky Mountains at 8200ft surrounded by 11 Mile Canyon, South Platte River and the Pike National Forest. Your campsite may be located on top of Cardiac Hill or in Rankin's Gulch; all sites will enjoy the natural hills and rock terrain of the canyon. To compliment the natural beauty of Colorado we will once again have a talented staff for you comprised of Scouters from different states and countries. New this summer will be Emergency Preparedness, Search and Rescue Merit Badges and a return of First Aid Merit Badge!

Planning such a major event for your troop can seem daunting but please do not worry as this guide is your best resource to planning the program. These small tasks will build to provide your troop with a "Mountain-Top Experience" during their stay at Camp Alexander. If you need further assistance please do not hesitate to contact our full time Director of Camping, Joe Brandon. Who can be reached at camp year round (719) 748.3254 or joe.brandon@scouting.org.

The Pikes Peak Council Camping Program is proud to be a part of your Unit's efforts in serving the youth of your area.

Thank you,

Joe Brandon

Director of Camping

John Nixon

Camp Ranger

SUMMER PROGRAM GUIDE

MISSION

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

PROGRAM PHILOSOPHY

Boys should not be overburdened with work. Encouragement should be given to each Scout to have at least one merit badge period “off” each day, which will maximize enjoyment and minimize fatigue.

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. Boy Scouts of America operates under special permit by the USDA Forest Service.

For the latest information about Camp Alexander, please visit our Facebook page: <http://www.facebook.com/CampAlexanderBSA>



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

PROGRAM

PROGRAM FEATURES & PHILOSOPHY

Boys should not be overburdened with work. Encouragement should be given to each Scout to have at least one merit badge period “off” each day, which will maximize enjoyment and minimize fatigue.

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.

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 his enjoyment and excitement at camp. A counseling session prior to camp with the Scoutmaster and SPL will help a Scout achieve his 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, Leather Work, Pottery, Swimming, Cooking, First Aid, and Woodcarving Merit Badges. This program is designed for Scouts who have not yet achieved the rank of First Class.

Second Year Camper Program Ideas:

Anything not earned on the First Year Camper list, Camping, Fish & Wildlife Management, Fishing, Geology, Indian Lore, 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, Geo-caching, Environmental Science, Lifesaving, Nature, Orienteering, Pioneering, Rowing, Shotgun Shooting, Weather, Wilderness Survival, Search and Rescue, Emergency Preparedness

MERIT BADGE REGISTRATION

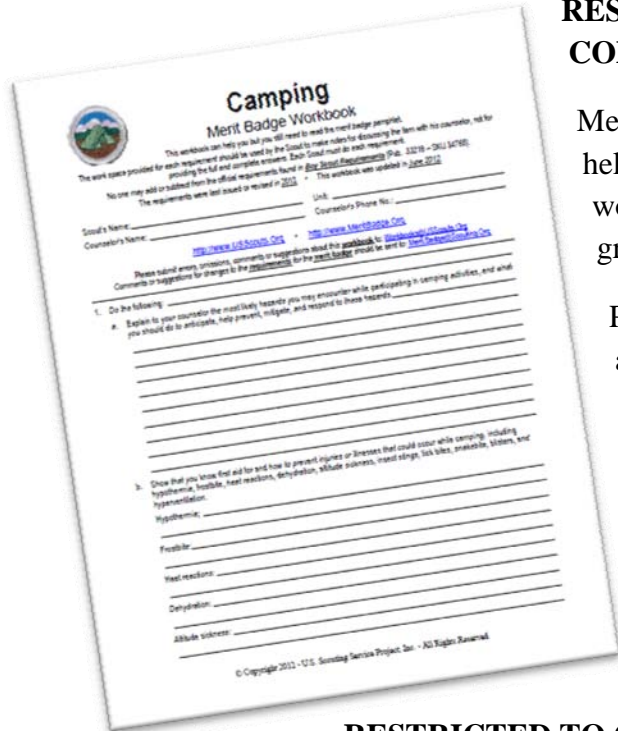
Session registration will take place prior to your arrival at summer camp. Once your May 1st payment has been received and after May 1st your account will be activated to begin registering for Merit Badge sessions. Please make sure that your campers meet all of the age requirements for the various merit badges, advance planning is necessary. Some merit badges offered at Camp Alexander have pre-requisites. Alert your Scouts to these pre-requisites, (page 19) and make sure that these requirements are completed prior to camp.

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." [BSA](#)

Please visit: www.meritbadge.org for a list of all workbooks available for the summer camp season.

Printed copies will be available in the Trading Post for sale at \$1.50 cost. ***We strongly encourage the youth to print off a workbook for every merit badge he has to use in conjunction with the Merit Badge Pamphlet prior to camp.***



RESTRICTED TO OLDER CAMPERS

The Merit Badges listed below take a great deal of time to earn and are geared toward older Scouts and thus are restricted to 13 years or older prior to arrival at camp;

Environmental Science
Shotgun
Climbing

Emergency Preparedness
Kayaking

Fly Fishing
Search and Rescue
14yrs Woodworking

Other unique opportunities for older Scouts include challenging hikes and extended mountain bike rides as well as the Outback program which is designed just for them. These Scouts should also be utilized in leadership positions within the troop.

OUTBACK ADVENTURE

A premiere program for scouts 14yrs and older and adults, that will give them a little taste of everything high adventure. The program is separate from camp and requires an additional sign up. Two crews of 8 will venture out into the backcountry of Colorado to:

Hike	Rock Climb	Mountain Bike
Rappel	Night Climb/ Rappel	Full Day Rafting

The cost for this program is separate from summer camp and the campers will not count towards your campsite minimum. To find out more about this program please visit:

www.pikespeakbsa.org/camping

MERIT BADGE RECORDS

We require Scouts completing pre-camp requirements for merit badges to get in contact with a registered BSA merit badge counselor prior to camp who will sign-off any requirements satisfactorily completed (issue a partial).

Scoutmasters will receive signed rosters of completed requirements for each merit badge on Friday of the camp week. Blue cards are not used in camp unless to show partial completion of badge before camp. Blue cards with partials entered in and signed must be presented to the relevant Area Director on the first day of the Merit Badge session. If your unit uses blue cards, you will need to keep the rosters and put Camp Alexander on the blue card as the location where they received the badge. The Scoutmaster has the final approval on all merit badges and will sign off on the Blue Cards prior to your unit's court of honor.

Camp Alexander staff are unable to sign off on any work completed outside of the camp.



FIRST CLASS CENTER (FCC)

As Scoutmasters, you 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 he needs 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 administer the final test and sign the Scout's handbook.

Scout leaders are needed to volunteer to enhance program instruction. Please sign up Sunday at the leaders meeting.

The First Class Center is broken into two parts. One section is for those scouts who are new to the BSA program and are Tenderfoot and Second Class rank. This section will cover all the requirements between Tenderfoot to First Class that can be done at camp. The second section is for those campers that are already Second Class rank and just need a few requirements to make First Class. Campers need only sign up for the double session in the morning or single afternoon session.

FIRST CLASS CENTER SCHEUDLE



Tenderfoot and Second Session



First year campers who need to complete Tenderfoot and Second Class Rank requirements should sign up for the morning double session beginning at 9:00 AM and concluding at 11:45 AM.



TENDERFOOT:	SECOND CLASS:	FIRST CLASS:
4a, 4b, 5, 6, 7, 9, 11, 12a & 12b	1a, 1b, 2, 3c, 3d, 3e, 3f, 5, 6, 7a, b, c, 8a, b, c,	1, 2, 6, 7a, b, 8a, b, c, d, 9a, b, c, 11



First Class Scouts Session

Scouts needing to complete requirements for First Class Rank should sign up for the afternoon session of First Class Center which begins at 1:30PM at the First Class Center.



FIRST CLASS:
1, 2, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a, & 9c

There are a number of rank requirements that the Troop leadership can work on with each Scout in their respective campsites. Please see your Campsite Commissioner or 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 the boys' placement into the correct areas of instruction.



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

The swimming requirements can only be offered on Thursday afternoon, Scouts need to be at the First Class Center by 1:15PM (If any Scout is taking the Swimming Merit Badge they will cover the Requirements needed). Hiking and swimming requirements are offered and coordinated between the First Class Center, Hiking and Swimming departments respectively.



The **Fireman's Chit** session is offered on Friday morning and covers requirements 2d and 2e for Second Class.

NEW



Cooking

The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation.

MERIT BADGE CAMPER PROGRAM

ONLINE REGISTRATION INFORMATION

- 1. An email will notify your Tentaroo registered leader of open registration**
- 2. Time Conflicts:** Be sure to avoid scheduling your Scouts for more than one class in the same time period. The program will allow you to schedule any class you want - it is up to you to avoid conflicts. If a class is full.
- 3. Class Size Limits and Waiting Lists:** When a class reaches its size limit, it will close. Your troop can change classes up to the Friday before your arrival. Some classes will be added due to higher demand.

If your unit does not get a username and password email, please contact us at joe.brandon@scouting.org

PLEASE make sure that your unit has provided the correct email address and contact information to our camping registrar. Unless new contact information is sent to the registrar, the Merit Badge session signup passwords will be sent to the leader who filled out the summer camp reservation form. If your email address was not readable you may not receive the information.



Session Schedules

	9:00 AM	10:30 AM	12:00 PM	1:30 PM	3:00 PM	4:45 PM	6:30 PM
Aquatics							
Canoeing	XXXXXX	XXXXXX		XXXXXX			Free Swim & Free Boating
Kayaking	Double Session			Double Session			
Lifesaving	XXXXXX	XXXXXX		XXXXXX			
Mile Swim BSA Award					XXXXXX		
Rowing					XXXXXX		
Snorkeling BSA Award					XXXXXX		
Swimming	XXXXXX	XXXXXX		XXXXXX			
Swim Lessons						XXXXXX	
Hike & Bike							
Geo-caching MB	XXXXXX			XXXXXX	XXXXXX		Open Bike & Hike & Boarding
Hiking MB	Double Session						
Mountain Biking MB Partial				Double Session			
Mountain Boarding Activity		XXXXXX					
ATV Activity 14yrs Older	XXXXXX	XXXXXX		XXXXXX	XXXXXX		XXXXXX
First Class Center							
Cooking MB					XXXXXX		
First Class				XXXXXX			
OPEN Teaching							XXXXXX
Tenderfoot & Second Class	Double Session						
Handicraft							
Art & Basketry		XXXXXX		XXXXXX	XXXXXX		
Art & Leatherwork		XXXXXX			XXXXXX		XXXXXX
Leatherwork & Woodcarving	XXXXXX				XXXXXX		
Pottery	XXXXXX			XXXXXX			
Woodcarving & Basketry	XXXXXX			XXXXXX			
Woodwork							XXXXXX
Safety Center							
Emergency Preparedness	XXXXXX			XXXXXX			
First Aid	XXXXXX	XXXXXX			XXXXXX		
Search & Rescue		XXXXXX		XXXXXX	XXXXXX		
Nature							
Astronomy MB		XXXXXX					XXXXXX
Environmental Sci. MB	Double Session			Double Session			
Fish & Wildlife MB	XXXXXX						
Fishing MB				XXXXXX	XXXXXX		
Fly Fishing	Double Session						
Forestry MB	XXXXXX						
Geology MB				XXXXXX			
Mammal Study MB		XXXXXX					
Nature MB				XXXXXX			XXXXXX
Weather MB					XXXXXX		
Rock Climbing							
Climbing MB	Double Session			Double Session			Open Climbing
Outdoor Skills							
Camping MB	XXXXXX	XXXXXX		XXXXXX	XXXXXX		XXXXXX
Indian Lore MB	XXXXXX				XXXXXX		
Orienteering MB		XXXXXX		XXXXXX			
Pioneering MB		XXXXXX		XXXXXX			
Wilderness Survival MB	XXXXXX				XXXXXX		
Shooting Sports							
Archery MB	XXXXXX	XXXXXX		XXXXXX	XXXXXX		Open Ranges
Rifle MB	XXXXXX	XXXXXX		XXXXXX			
Shotgun MB	XXXXXX	XXXXXX		XXXXXX			

XXXXXX

marks the time the session is offered

MB = Merit Badge

AQUATICS

From learning to swim in our heated pool, to boating on the lake, the Aquatics staff is willing and ready to teach it all.

Our Aquatics Department will offer the following merit badges and activities this summer:



Canoeing *(May be limited by water levels)*

Learn the skills needed to successfully pilot the canoe in a straight line and how to rescue a swamped canoe. This session is a great introductory badge for 2nd year scouts and is less difficult than rowing. It is highly recommended that the CPR instruction (req 2) be completed prior to camp.



Kayaking

Kayaking provides an introduction to kayaking skills, safety procedures, and serves as a program opportunity for campers. Mastery of Kayaking skills is a first critical step towards satisfying [Safety Afloat](#) guidelines for safe kayak excursions. This session is restricted to Scouts 13 and older scouts due to physical demands. This merit badge is a **double session**, offered in the morning or afternoon. Keep in mind, the double sessions may conflict with other badges or camp and troop activities offered. Scouts should plan their schedules accordingly to avoid conflicts.



Lifesaving

Another Eagle required Merit Badge, Lifesaving is a physically demanding badge. Participants will need good stamina to complete the requirements and should bring pants & long sleeve button down shirt. It is highly recommended that CPR instruction (req. 2) be completed prior to camp.



Rowing *(May be limited by water levels)*

Rowing is a physically demanding merit badge that requires a good deal of stamina to complete the swamping drills. This badge is more technical than canoeing.



Swimming

An Eagle required Merit Badge, Swimming is a great badge for first year scouts. Please remember to bring the required clothing for each of the requirements, pants and long sleeve shirt that can get wet. It is highly recommended that CPR instruction (req. 2) be completed prior to camp.

We will offer the following activity sessions:



Snorkeling BSA Award

Snorkeling is not a merit badge but a BSA Award. The Snorkeling BSA requirements introduce campers to special skills, equipment, and safety precautions associated with snorkeling as well as encourage the development of aquatics skills that promote fitness and recreation and provide a foundation for those who later will participate in more advanced underwater activities. Scouts enrolling in Snorkeling BSA must have earned the Swimming merit badge for at least one year.



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.



Polar Bear Swim Award

On Friday, the final full day of camp, begins at 6:15 AM with a refreshing dip for those Scouts and Scouters who are brave enough to sample the chilly waters of Camp Alexander. 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 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 complete a pre-conditioning program held Monday through Wednesday (one hour a day) and swim a distance of 1 mile (1600 meters) on Thursday.



Aquatic Supervision & BSA Lifeguard

In 2009 the BSA revised the Lifeguard class and replaced it with the new program Aquatic Supervision. Camp Alexander will be offering the course for those 16 years old and older. There are two modules to this new course that will be covered:

B.S.A. Swimming & Water Rescue (8hr training)

The training provides BSA leadership with information and skills to recognize, prevent, and respond to swimming emergencies during unit activities. It expands the awareness instruction provided by Safe Swim Defense training. Person completing this training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards.

B.S.A. Paddle Craft Safety (8hr training)

This expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to access their preparation to supervise paddle craft activities. The training is open to any registered adult leader, Scout, Venturer, or explorer who is 16 or older.

It is recommended that all participants purchase a copy of the Aquatics Supervision Manual for use during the course and during unit activities. It will be available for purchase at the Camp Trading Post.

HANDICRAFT CENTER

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. 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 Center will offer the following merit badges this summer:



Art

This badge is great for first year scouts. Draw and paint your own logo and create stories through designs. It is recommended that requirement 4 (visit an Art exhibit) be completed prior to camp.



Basketry

Campers will need to purchase a Square, a Round, and a Campstool for this badge. Instruction will be given on methods to create baskets and identify the different types. This is a good badge for first year campers with kits available for purchase at the Trading Post.



Leatherwork

Learn how to tool leather, plait, and lace leather pieces together to make useful items such as wallets, iPod holders, and more. A Merit Badge recommended for first year campers with kits available for purchase at the Trading Post.



Pottery

Great for a second year camper, Pottery Merit Badge will stretch the imagination as you create a coil pot, a pinch pot, and a slab pot. Work with a potter's wheel and make decorative sculptures while learning about career opportunities in pottery. Kits are available for purchase at the Trading Post.



Woodcarving

Learn the proper techniques to carve your hiking stick and create useful camp gadgets. Must complete two different carvings, round and low relief. Kits are available for purchase at the Trading Post. Campers can earn the Totin' Chip Monday morning at the First Class Center prior to this session. This Merit Badge is recommended for first year campers.



Woodworking (*This session is restricted to youth 14yrs and older*)

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

HEALTH & SAFETY CENTER

Check out this new area and new program. Housed at the OA shelter near shooting sports this elaborate team will teach Emergency Preparedness and First Aid merit badges.



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.



First Aid

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.



Search & Rescue (*This session is restricted to youth 13yrs and older*)

Scouts aiming to earn the Search and Rescue merit badge will first learn the important differences between a search or rescue. A *search* is an emergency situation requiring a team of trained searchers to locate, access, stabilize, and transport a lost person to safety. Learn what a rescue is in this session.

CPR Session

Tuesday night from 6:30PM to 8:00PM American Safety & Health Institute will be conducting a CPR class. This is limited in size and requires an additional \$40.00 per participant. Sign up online at www.pikespeakbsa.org/camping

NATURE CENTER

Camp Alexander's 300+ acres provide a wonderful classroom for the exploration and studying of the great outdoors. Situated in some of the finest mountains any camp in the United States has to offer, our comprehensive nature program taught by knowledgeable staff is a camp highlight.

Our Nature Center will offer the following merit badges this summer:



Astronomy

Take a gander at the stars and gain knowledge in constellations and planets identification. Evening sessions are required for this Merit Badge along with a recommended age of 13 years or older plus First Class Rank.



Environmental Science

Environmental Science is an advanced, time-consuming and demanding merit badge only for Scouts at least 13 years old. This merit badge is a **double session**, offered in the morning or afternoon. Keep in mind, the double sessions may conflict with other badges or camp and troop activities offered. Scouts should plan their schedules accordingly to avoid conflicts.



Fish & Wildlife Management

Participants will get a depiction of methods used to manage wildlife to balance habitats. They will also work with fish identification and estimates per lake size or fish age.



Forestry

Take an in-depth look at the plants, shrubs, and trees that make up the Pike National Forest. Become skilled at identifying 15 different species of trees and gain knowledge on healthy forest management.



Geology

Discuss rock formations and how they impact our earth. Participants will also learn about Energy, Mineral Resources or the Earth History as an option. Great for 1st year campers!



Mammal Study

Good for the 1st or 2nd year camper, Mammal Study will expose the participants to the vast array of wildlife and habitats the camp has to offer. Learn about the different animal kingdoms and classification of different mammals.



Nature

This session is a great introductory to the natural world that surrounds us. Discover animals and plants in the camps backyard; learn to identify them, and what role they play in the food chain, yum!



Weather

Find out what causes rain, wind, hail, and lightning during this session. Scouts will make a rain gauge and keep a weekly log while learning to identify different types of clouds.

FISHING CENTER

Are you ready to catch the biggest fish in the lake or river? Our fishing department is here to help with the regulations and show which spot is best! Our lake and river are stocked each summer with Brown, Rainbow and Cutthroat trout for camper enjoyment.

Our Fishing Staff will offer the following merit badges this summer:



Fly Fishing

The Fly Fishing Merit Badge requires a \$10.00 ticket for materials & equipment to be purchased at the Trading Post prior to the start of class. The Fly Fishing Merit Badge is for Scouts 13 years and older. It is a **double session** merit badge held Monday through Friday morning.

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Fishing

Master your fishing skills by learning all the knots and casting techniques to land the big one. Gather an understanding of Leave No Trace and how it applies to fishing. Participants will need to bring their own equipment. Limited equipment is available for rent at the office.

FISHING REGULATIONS

•Fishing Licenses: Campers may fish in Lake Alexander, but must first have a Camp Alexander Fishing Permit. This permit is earned by attending an orientation on Sunday evening or visiting the main 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 "A" Fishing Permit. Colorado State Fishing licenses can be purchased in the town of, Lake George.

Fishing at the lake:

- To fish at the lake, you must have an official Camp Alexander Fishing Permit.
- Catch and release only.
- 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:

- You must check out at the Business Office before you go to the river where you will receive a river fishing permit.
- You must remain on Camp Alexander 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, and if you are 16 or older, you will also need a Colorado State Fishing license.
- Catch and release only at the river.
- Barb less hooks, lures, and flies only. No power bait, salmon eggs, and no treble or double hooks are allowed.



Fishing Equipment:

All equipment rod, hook, lures etc. should be brought by each person wishing to fish at the Lake or on the River. We do have some equipment available at camp for scouts taking the Merit Badge only.

SHOOTING SPORTS

The sheer exhilaration of self competition when an arrow, a bullet, or a shot reaches its mark, is second to none. Shooting sports disciplines the mind and body to concentrate, relax and enjoy.

As with our other program areas and activities, the emphasis at our shooting ranges is safety. The rules may seem strict, but they are to ensure a safe, fun environment for all campers to come and test their abilities.

Our Shooting Sports Staff will offer the following merit badges this summer:



Archery

Archery requires a certain degree of strength and patience. Participants are required to have or obtain their Totin-n-Chip card prior to the first session. Material cost are \$5 and can be purchased at the Trading Post.



Rifle

Learn the techniques for proper gun safety and shooting. Participants will use a .22 caliber Henry single shot rifle to qualify for the requirements of marksmanship. A \$10.00 Rifle ticket covers unlimited ammo, targets, and is available for purchased at the trading post.



Shotgun Shooting

Scouts wishing to enroll in the Shotgun merit badge MUST be at least 13 years old. This merit badge is physically demanding that requires a lot of stamina. Each participant will need to purchase a \$25.00 Shotgun Ticket for ammo and clay pigeons from the Trading Post.

Our advice is that Scouts begin with Rifle Shooting and then advance to the Archery 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.

Please 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, vehicles or used on our ranges. Thank you for your cooperation in this very important matter.

There is no age limit for the Evening Activities at the Rifle Range. Tickets are necessary to shoot at the Rifle Range and Shotgun range for any activity. Rifle range tickets are \$2.00 for 10 shots. Shotgun tickets are \$5.00 for 10 shots.

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 staff will offer the following merit badges this summer:



Camping

Set up for 2nd year campers, Camping Merit Badge is an introductory to the essentials of outdoor planning. This is a popular badge and 4 sessions are offered to accommodate.



Indian Lore

Learn about Native American heritage through clothing, food, song, and games. This is great for a first time camper. An Indian Lore kit for making different decorative items is required from and available from the Trading Post.



Orienteering

Enjoy GPS? Then taking Orienteering Merit Badge will explain the roots of the origin of travels with compass and maps. Become skilled at reading a topographical map, compass, and how to setup a cross-country course.



Pioneering

Gain knowledge in rope making and lashings to create a signal tower or monkey bridge during your week in Pioneering Merit Badge. This is a great session for 1st class Rank or higher scouts.



Wilderness Survival

Ever get lost? Find the basic skills to survive and signal for help in the event you were lost or stranded in the wilderness. Participants will stay in their natural shelter Thursday night.

Experience has shown us that Pioneering and Wilderness Survival Merit Badges are strongly recommended for 3rd year campers, First Class or above. These badges may require extra time for projects outside the regular class schedule.

ROCK 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.

At Camp Alexander the Climbing sessions will be available to Scouts who are 13 years or older.



Climbing

This merit badge is a **double session**, offered in the morning or afternoon. Keep in mind, the double sessions may conflict with other badges or camp and troop activities offered. Scouts should plan their schedules accordingly to avoid conflicts. 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 MERIT BADGE IS SPONSORED BY



www.frontrangeclimbing.com

HIKE AND BIKE CENTER

Our Hike and Bike Center will be offering the following Merit Badges and Activities:



ATV Activity Brand new for 2013!

Scouts will learn the proper handling of an All Terrain Vehicle. Safety and ATV maintenance will be taught along with the certification from the ATV Safety Institute as a driver. During each session there will be five slots for 16yrs and older scouts and 3 slots will be open for scouts 14yrs and older. **An additional cost of \$65 covers the gas, maintenance, and use of the ATV.**

**SIGN UP IS SEPARATE FROM MERIT BADGE PROGRAM ONLINE AT
www.pikespeakbsa.org/camping**



Hiking

We will be offering the Hiking Merit Badge as a pre-known partial. Scouts will learn about hiking precautions and planning. First Aid will also be covered and scouts will hike several trails throughout the camp. Due to length of hikes this program will be a **double session** in the morning to avoid Thunderstorms.



Mountain Biking

Participants will learn about bike and trail maintenance. Several mountain bike rides will take place throughout the week and we recommend scouts be 13 years and older for the physical difficulties of this badge. Scouts will have the opportunity to learn about bike safety, maintenance, low impact riding and trail etiquette during our Mountain Bike session. This merit badge is a **double session**, offered only in the afternoon. Keep in mind, the double sessions may conflict with other badges or camp and troop activities offered. Scouts should plan their schedules accordingly to avoid conflicts.

Please do not bring any personal bikes to Camp. Only camp bikes are permitted.



Mountain Boarding Activity

For older scouts ready for a physical challenge! This mix between snowboarding and skateboarding is the latest craze across the nation. Scouts will learn about safety, turning, starting, stopping, and even some tricks during this activity session. This is an activity and no Merit Badge will be earned.

Camp Alexander Merit Badge Pre-Requisites & Cost

MERIT BADGE OR ACTIVITY	MIN AGE	Pre-Requisites	Cost
MB	ARCHERY	Requires strength and maturity. Large time commitment for qualification. Tot-n-Chip card required.	\$5.00
MB	ART	Read Merit Badge book prior to camp	\$5.00- \$10.00
MB	ASTRONOMY	Evening and night activities. Read MB book prior to camp.	\$1.00
MB	BASKETRY		\$10.00 - \$20.00
MB	CAMPING	Req. to be taught by Troop prior, during or after camp: 5e, 7b, 8c, 9a,b	None
MB	CANOEING	Pass BSA Swim Test. Requires strength. Read MB Book prior to camp.	None
MB	CLIMBING	13yrs + Taught as a double period so plan accordingly to avoid scheduling conflicts.	None
MB	COOKING	Req 5, 6, 7 to be done with Unit	\$8.00
MB	MOUNTAIN BIKING		\$5.00
MB	E. PREPAREDNESS	13yrs + First Aid Merit Badge, 2c, Read Merit Badge book	None
MB	ENVIRON. SCIENCE	13yrs + E Science is an advanced, time-consuming, and demanding MB. Requires maturity and patience.	\$1.00
MB	FIRST AID	Completion of all first aid requirements for Tenderfoot Rank, Second Class Rank, and First Class Rank.	None
MB	FISH & WILDLIFE	Read Merit Badge book prior to camp	None
MB	FISHING	Bring own Equipment. Only flies, and lures are allowed as bait. All hooks must be barbless or barb crimped down, treble hooks are not allowed	None
MB	FLY FISHING	13yrs + Camp will provide equipment \$10.00 charge for supplies.	\$10.00
MB	FORESTRY	Read Merit Badge book prior to camp	None
MB	GEOCACHING	Bring a GPS unit if you have one. Req. 8 and 9 must be completed after camp	\$5.00
MB	GEOLOGY	Read Merit Badge book prior to camp	None
MB	HIKING	Req 5,6,7 cannot be completed during camp	None
MB	INDIAN LORE	Read Merit Badge book prior to camp	\$18.00
MB	KAYAKING	13yrs + Pass the BSA Swim test, Swimming and Canoeing MB, Double Session	None
MB	LEATHERWORK	Read Merit Badge book prior to camp	\$2.50 to \$10.00
MB	LIFESAVING	Complete BSA Swim Test prior to camp, earned Swimming MB and be able to swim 400 yards prior to camp. Must bring long pants, long sleeve shirt and belt for disrobe.	None
MB	MAMMAL STUDY	Read Merit Badge book prior to camp	None
MB	NATURE	Read Merit Badge book prior to camp	\$1.00
MB	ORIENTEERING	Read Merit Badge book prior to camp	None
MB	PIONEERING	Read Merit Badge book prior to camp	None
MB	POTTERY	Req. 7 Visit Pottery Museum or Kiln or Online Research	\$5-15.00
MB	RIFLE	Read MB Book prior to camp.	\$10.00
MB	ROWING	Pass BSA Swim Test. Requires strength. Read MB book prior to camp.	None
MB	Search & Rescue	13yrs + Req 5, 10, must be complete prior or after camp	
MB	SHOTGUN	13yrs + Requires maturity, strength and patience. Large time commitment for qualification.	\$25.00
MB	SWIMMING	Pass BSA Swim Test on arrival. Read MB Book prior to camp	None
MB	WEATHER	Read Merit Badge book prior to camp	None
MB	WILD. SURVIVAL	Read Merit Badge book prior to camp	None

MB	WOODCARVING		Tot-n-Chip card needed prior to camp or completed at the FCC	\$15-18
MB	WOODWORKING	14yrs +	Tot-n-Chip, Strength to work with hand tools	\$10.00

SPECIALTY PROGRAMS

HIKING TRAILS

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 Business Office. Hikes vary in difficulty from moderate to extreme and from 1.5 mile to 5 miles. To become a “Hiker of Camp A” one must hike at least three trails, one of which must be hiked at night. In addition to hiking the applicant must assist with a minimum 1 hour building/repairing a section of the trail led by the staff. The “Hiker of Camp A” patch can be purchased at the Trading post during your week.

Available Hikes:

Blue Mountain 5 Mile

Nature Hike 1 Mile

ATV Trail 1-15 Miles

Scenic Overlook 1.5 mile

Eagle Eye Overlook

PIKE NATIONAL FOREST STATEMENT

Boy Scouts of America is an equal opportunity service provider. Boy Scouts of America Operates under special permit by the USDA Forest Service.



WHITEWATER RAFTING TRIP

For your adventuresome scouts we offer a rafting trip on the Arkansas River. Bighorn Sheep Canyon is a Whitewater Rafting Class II, III section of the Arkansas River which will provide your scouts with great excitement in a controlled environment. There is no age limit on this trip but it is encouraged for

the older scouts that have the maturity to work extra hours to complete their merit badge work during Friday makeup time.

This trip departs on Thursday 7:30AM and returns late afternoon. The additional cost of \$72 per person includes transportation, wet suit, spray jacket, rubber foot booties, guide, and a great adventure. Registration information can be online: www.pikespeakbsa.org/camping

Rafting Schedule

7:15AM Meet at Flag Poles

7:30AM Load Buses, head count

 Raft and Lunch at Echo Canyon

3:30PM to 4:30PM Return to Camp Alexander

Echo Canyon Provides: Helmet, Spray jacket, Wetsuit, Booties, and PFD

Items to Bring Rafting: Water bottle, towel, sunscreen, \$3 per person to tip the raft guide

Medications: be sure to check out your medications from the Health Lodge Wednesday night

Scouts on the raft trip will have from 9AM to 11AM on Friday morning to work on making up what they missed during the Thursday activity. It is up to them to be sure they meet with counselors before and after the raft trip in order ensure they can complete all the requirements taught at camp.

They may have to choose between rafting and completing a merit badge if they do not plan ahead.

Whitewater Rafting Merit Badge is sponsored by:



www.raftecho.com

CAMPFIRES

For well over sixty 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 Order of the Arrow provides a great Campfire Tuesday night for all campers. 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 Pikes Peak Council and the Boy Scouts of America believe that Scouting is a character building organization, and that this concept should permeate our program to all levels, including skits and songs.

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 - unless appropriate
4. No embarrassing an audience member without their prior knowledge and agreement to participate.
5. No racial put-downs, making fun of mental or physical abilities, religious groups, and others.
6. No portrayal of violent behavior.
7. Avoid anything that is not in keeping with the ideals of the Boy Scouts.
8. No performances with sexual overtones.

You may find that many traditional skits and songs that have been performed in the Boy Scouts for years and years are not acceptable under these standards. However, many of these songs and skits can be modified to meet these standards.

CAMP-WIDE CONSERVATION PROJECTS

A Scout, his buddy, his Patrol or the Troop are encouraged to take part in camp conservation projects. One, two and three-hour projects will be available throughout the week. Some on-going projects will be tackled by multiple Troops throughout the summer making the service a true Scouting team effort. For further details, please contact the Camp Ranger during your week for opportunities.

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 during the weeks stay at Camp A. Times and days available at camp.
3. Earn 1 merit badge from the Nature area, Fly Fishing, or Fishing Merit Badges.

THE PEBBLE PATCH PROGRAM

The Pebble Patch program is a great way to experience more at camp. It is on the honor system

where scouts complete requirements to achieve a unique Pebble for their camp patch. Complete the requirements you can to be eligible to purchase each patch in the Trading Post.

Adults can participate too!

	<p>The Burning Spirit</p> <ol style="list-style-type: none"> 1. Attend the Monday night campfire 2. Attend the OA campfire 3. Help your troop with a skit for the Friday night campfire 			<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. Learn one climbing knot 			<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 an international Scout 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. Brand something with the Camp A Logo 3. Make a lanyard 			<p>Citizenship</p> <ol style="list-style-type: none"> 1. Assist in raising or lowering the colors in your campsite or for the camp 2. Demonstrate how to fold the American flag 3. Teach how to fold the flag
	<p>Hot Shot</p> <ol style="list-style-type: none"> 1. Shoot a round of archery 2. Obey the range safety rules 3. Hit the yellow target at least once 			<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 shooting a rifle or shotgun 2. Learn three rules for safe Gun handling 3. Get three shots in a quarter
	<p>Iron Man</p> <ol style="list-style-type: none"> 1. Compete in the Iron Man competition 2. Give it all you've got 3. Have fun 			<p>Geocached</p> <ol style="list-style-type: none"> 1. Complete an Official Camp A geocache 2. Sign the log sheet 3. Put it back where you found it
	<p>Year Pebble</p> <ol style="list-style-type: none"> 1. Attend Camp for 5 yrs/ 10yrs/ 20yrs 			<p>River Rat</p> <ol style="list-style-type: none"> 1. Go White Water Rafting 2. Brave the rapids 3. Dont fall out
	<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 either Monday or Thursday 3. Do a Nature sponsored Conservation Project on Tuesday
	<p>The Angler</p> <ol style="list-style-type: none"> 1. Go fishing for at least a combined 30 minutes 2. Catch and release one fish 3. Be Prepared 			<p>The Aqua man</p> <ol style="list-style-type: none"> 1. Complete the BSA swim test 2. Bring a towel to an aquatics event 3. Bring a buddy to the same event
	<p>Order of the Arrow</p> <ol style="list-style-type: none"> 1. Attend the Order of the Arrow Campfire. 2. Bring a buddy 			

ORDER OF THE ARROW



The Order of the Arrow is a Scouting's Honor Society 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.

Tuesday is Order of the Arrow day in camp with ceremonies and fellowship. The day will conclude with the OA campfire led by our Camp Staff. All Scouts and Scouters are welcome and encouraged to attend.

Any Scoutmaster from a Troop outside Pikes Peak Council, wishing to have Scouts or Scouters called out into the Order of the Arrow by Ha-Kin-Ski-A-Ki 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. It is the policy of the Ha-Kin-Skay-A-Ki Lodge NOT to hold elections at Camp Alexander for any Troop.

Thank you,

Matthew Tuttle, Lodge Chief



THE CAMP DIRECTORS AWARD

The "Camp Directors Award" will give each Troop the opportunity to select one boy 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

The Program Director will present a certificate at the Friday closing assembly, to each Scout that has advanced a rank while at camp. Please be sure that they have completed all the requirements for the rank before recognizing them. If a scout advanced several ranks his top rank will be recognized.



SENIOR PATROL LEADERS COUNCIL

The SPL from each Troop will make up the Camp Senior Patrol Leaders 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 after morning assembly at breakfast Monday, Tuesday, Wednesday and Friday. It is very important your SPL attends these meetings as we try and disseminate all information through them using the Patrol Method.



THEME DAYS

Get your entire troop involved with these fun themed days! Our staff truly enjoys Wacky Hat Wednesday and gets very creative! Be sure to pack some fun theme items so your unit can participate with the staff!

Monday – Troop T-Shirt Day – wear your troop T-Shirt

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

Wednesday – Wacky Hat Wednesday – name says it all, bring your creative ideas

Thursday – Crazy Tie Thursday – bring your crazy ties!

Friday – Camp T-Shirt Day – wear your favorite camp T-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 the campsite or parade ground.**



POLAR BEAR SWIM

Prove you're a real Polar Bear by jumping into the lake early on Friday morning for this brisk splash. This is open to any and all campers regardless of swimming ability. Groups of 5 will jump in waist deep water and wade back to shore. The water is warm like a sauna- the real polar bear is getting out of the water into the chilly 30 degree temperatures. Grab the patch to let everyone know you braved the waters at Camp Alexander.

(Please note: Campers will not be able to do both the Polar Bear swim and the Sunrise Blue Mountain Hike. They must choose to complete one.)

THE ALEXANDER EXPRESS

Camp Alexander's very own daily newspaper is an informative publication published especially for the Troop leadership. The Express aims to provide both general information about camp

during the week and also provide the next day's events and times a day early. You can pick your Express up at the office with your mail each day.



SPORTS EQUIPMENT

Sports Equipment can be checked out from the Quartermaster during the week.

Baseball and gloves, Frisbee's, Volleyball, kickball, and MORE.

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 the Scouts in their unit.

Shotgun Shoot Out

Adult Leader Camp Merit
Badge

White Water Rafting

Fly Fishing demonstration

CPR Training

DAY	TIME	ACTIVITY/SESSION	LOCATION
*Sunday	7:35 PM	Leader's Meeting	Wooten Center
Monday	6:45 PM	Intro Leave No Trace	Nature Center
Tuesday	6:30 PM	CPR, (preregistration required) Additional Cost	Wooten Center
Tuesday	10:30 AM	Trek Safely	Wooten Center
See Aquatics	Director	Aquatics Supervision	Lake & Pool
*Wednesday	10:00 AM	Leader's Meeting	Wooten Center
Thursday	10:00 AM	Hazardous Weather Training	Wooten Center
Thursday	6:30 PM	Leader's Shotgun Shoot (FREE)	Shotgun Range
Friday	9:00 AM	Climb on Safely	Wooten Center
*Friday	2:30 PM	Merit Badge Review	Upper Elk's Lodge

ADDITIONAL FREE LEADERS

A great way to serve your campers and camp is to volunteer to assist with or teach a merit badge not currently offered at camp. We need leadership in the following areas, Health & Safety, Dining Hall, Shooting Sports, and First Class Centers. Volunteer for a minimum of 20hrs and receive 50% refund on your camper fees. Additionally, we encourage unit leaders who offer special skills in teaching a badge we do not offer, such as Space Exploration, Citizenship, Personal Fitness, Personal Management, and other unique badges. Please complete the Adult Leader volunteer application found in this packet **prior to April 1** so we can create schedules. **A completed application does not guarantee a discounted leader fee. An adult must be approved prior to April 1 in order to receive the discount.** The purpose of this program is to offer additional Merit Badges that are not currently offered at Camp Alexander.

Do you have a certification?

NRA Certification, National Camp School Certificate in Aquatics, Climbing, Shooting Sports, or other

Great! Volunteer for the week!

JOIN THE TEAM *** SUMMER CAMP STAFF APPLICATION

Know a great scout that would be an asset to the team? We want them to be a team member with us to provide a “Mountain-Top Experience” for an entire 9 weeks. Pay ranges from \$1100 to \$3250 for the summer. Staff positions range from Aquatics to ATV director! We are always on the lookout for top notch leaders!

Please have them apply:

<http://www.pikespeakbsa.org/Camping/CampAlexander/StaffOpportunities>



TROOP PHOTOS: Please plan to arrive in full field uniform (Class A). During the check-in process, your guide will take you by 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. Each troop will receive 1 complimentary photo.

TROOP TIME ACTIVITIES

During the leaders meeting on Sunday night units will have the opportunity to sign up for these activities. Each activity is a great opportunity for your troop to work the patrol method and select activities.

WEDNESDAY NIGHT COOK OFF

The Wednesday night meal will be prepared by the camp staff in the Parade grounds. We will have several stations setup and prepare, hot dogs, cheeseburgers, bar-b-que chicken, snow cones, and end with a your troops cobbler. Games will be available for individual troops to lead and coordinate for the entire camp. Please sign up prior to Wednesday lunch.

TOTIN' CHIP

Check out an activity case with all the items needed to teach Totin Chip class in your campsite. We will event provide the cards so your scouts can leave with a Totin Chip card.

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 stop by the office to pick up a flag for retirement. This activity may be restricted due to local fire bans.

ORIENTEERING KIT

A great Wednesday night activity for intertroop programming is working on orienteering. We have available two orienteering kits your unit may check out and use to teach orienteering skills and plan a small course across camp. See the quartermaster at Lower Elks lodge to check it out prior to Wednesday night.

TROOP PIZZA SOCIAL

What kid (and adult) doesn't like pizza? We have partnered with the local Lake George Pizza restaurant to offer pizza's for your unit throughout the week. Arrangements can be made at the office to contact the local restaurant for prices and delivery options. This program is entirely on your own and the camp is only a conduit for communication with Lake George Pizza. 719-748-0168

FRISBEE GOLF

Camp Alexander has a 9 hole course designed by past camp staff members. Make it 18 holes by playing the course in reverse order. Bring your own discs or check them out from the

Quartermaster. This is an amazing activity for a patrol, a group of leaders, or someone who wants to challenge a staff member to a game.

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, Friday afternoon as the Scouts participate in Camp wide events. At 5:15 PM the camp will have its final assembly, with Scouts dressed in full field uniform. Awards and rank recognition's will be presented at this time. Be sure to have cameras ready to capture the great moments.

Friday evening meal tickets are on sale at the Business Office 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 7:45 PM and should conclude by 9:30 PM. Guests will be required to park in the lower lot and make the 10 minute walk to the main camp.

Any parents wishing to pick up their child and leave after the campfire MUST checkout 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.

SERVICES

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.

All campers, scouts, and Scouters must have an Annual BSA Health and Medical Record within the past 12 months of arrival at Camp Alexander. Please use the form:

<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx>

The record 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.

NO OTHER FORM WILL BE PERMITTED at camp. It will be the Scout’s parent’s responsibility to secure and pay for a local Health and Medical record prior to camp admittance. All Scouts and adult leaders are required to participate in a medical “re-check” with the Camp Alexander Medical Staff upon check-in. *Scouts and adults without a completed and properly signed Medical Form as of 4:00 PM Monday must be picked up that evening by the parents, or taken home by the unit leaders. There is no refund.*

MEDICATIONS

Under Colorado State Law, any Scouts bringing medication to camp, including herbal supplements (vitamins) must adhere to the following procedures. All medication and herbal supplements must be checked in upon arrival to camp and will be made available by the Camp’s medical staff through-out the week. This includes all over-the-counter medications. i.e. aspirin, Tylenol, etc. We ask however that you do not send these medications to camp as we have them available at the Health Lodge. Any adult bringing medication must secure and lock their medication in their campsite.

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

- a. The camper’s name**
- b. Date of prescription**
- c. Doctor’s name and phone number**
- d. Correct Dosage**

Daily pill containers are not permitted under Colorado Law.

Please 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 the vitamins or

herbal remedies with the name of the camper, the type of vitamins or herbal remedies, the dosage and 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. The type of rescue inhalers will be determined by the camp medical staff. Medications and herbal supplements in pill boxes and non-original containers are considered contaminated and will be disposed of. Please send only enough medication for the week.

It is the responsibility of the adult leaders to ensure that Scouts are taking their medication during the week. Unit leaders must accompany their campers to the Health Lodge for their medications. Please try and bring all your Scouts taking medication 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.

In order for speedy check-in please have each Scouts parent complete the Medication Log Form. This form is used to log 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, along with the sterile supplies necessary to perform the care, and instructions stating what on-going treatment needs to be done. 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.

HEALTH AND PRE-CAMP CONDITIONING

Camp Alexander is located at an altitude of 8,200 feet and above. At this altitude, extra strain is placed on the entire body, especially the heart and lungs. Any individual who may have doubts about their physical condition, or has a history of high blood pressure, respiratory, heart disease or coronary problems, must evaluate their situation with a physician.

We strongly encourage your Unit to participate in a conditioning program prior to arrival at camp. Unfortunately, we frequently have incidents of dehydration and high altitude sickness due to campers not taking the proper precautions. All Campers must carry a water bottle with them at all times and wear plenty of sunscreen. Adult leaders should ensure that all Scouts drink plenty of water prior to their arrival and throughout each day. It is recommended that if coming from a lower altitude, that your unit arrives in the Colorado Springs area a day or two before camp starts to acclimate to the altitude.

Handicap vehicle permitted passes are rare and will only be distributed to the person with state issued Handicap placard. The terrain is very steep in some locations and you will need to be able to walk during your stay at camp. Any misuse of a Handicap vehicle permit will result in revocation of said permit.

CPAP's

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.

MEDICAL CARE

Our Health Lodge is equipped with supplies to handle most injuries which could occur in camp. BSA approved medical personnel are in camp 24 hours a day to handle such emergencies. If injuries warrant a visit to a physician, we have made arrangements so that you can transport your Scouts and adults to medical facilities in Woodland Park or Colorado Springs.

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

MEDICATION TIMES

The Camp's medical staff will make medications available at the following times:

7:00	-	7:45AM	Monday - Friday
8:00	-	8:45AM	after flags Monday - Friday
11:30	-	12:00PM	Monday - Friday
1:00	-	1:30PM	Monday - Friday
4:30	-	5:00PM	Sunday - Friday
6:30	-	7:00PM	Sunday - Friday
8:00	-	10:00PM	Sunday - Friday

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

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 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 followed:

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 Mandatory that Units arriving by motor coach bring one vehicle to camp in case of a Unit emergency.

Two adult leaders will accompany the Scout or leader requiring non-emergency medical services. The leaders must obtain a copy of the Scout's medical form from the Health Lodge before leaving camp (the original form will stay in camp) and sign-out at the Camp Office. Adult leaders from another Troop or a commissioner may be used to provide the necessary two-deep leadership requirement. 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 cost associated will be on the injured party.

YOUTH PROTECTION

In order to ensure safety the Boy Scout National Camping Standards states, all campers, adult & youth, attending Camp Alexander will wear wristbands. 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 business office when visiting

camp and get a visitors tag. The wristband also serves as your meal ticket for the week. Staff who are in a designated staff uniform all day do not wear a wristband but are identified by their staff uniform. 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 wristband on, or is not in staff uniform.

RESOURCES AT CAMP

CAMP COMMISSIONER PROGRAM

The Camp Commissioner Program is designed to support each unit in camp and to make their stay at Camp Alexander a pleasurable and rewarding experience.

Unit resources may include:

- Campsite Check-in
- Helping units complete joint unit campsite inspections
- Arranging inter-troop activities
- Boards of Review
- Securing camp equipment for Scout skill instruction
- Assisting units with the Camp Program so it can benefit each Scout, Patrol & Troop.

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 Commissioners please use them as they are one of your most valuable resources at Camp.

ADULT LEADER & SPL HIP-POCKET HANDBOOK

At the Leaders Meeting on Sunday evening, each Adult Leader and SPL will receive a HANDBOOK 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. RV's or travel trailers are permitted for daily visits **but no overnight accommodations.**

CAMP ALEXANDER VISITING ADULT REQUIREMENTS

LENGTH OF STAY	CATEGORY	REGISTERED BSA MEMBER	BSA MEDICAL FORM	FEE	ADULT LEADER FORM	YOUTH PRO TRAINED
LESS THAN 8 HOURS	VISITOR	NO	NO	MEALS	NO	NO
GREATER THAN 8 HOURS INCLUDING OVERNIGHT	OVERNIGHT Registered Adult	YES	YES	\$52/night	YES Adult LDR REF Form	YES

INDIVIDUAL VISITOR MEALS

Visitors may purchase individual meals at the Camp Office.

Breakfast—\$5.00 Lunch—\$6.00 Dinner—\$7.00

Family Night Dinner—\$7.00 for 7+ years and \$5.00 for under 7

CAMPSITE EQUIPMENT RESOURCES

Camp Alexander's 15 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 (3 people per tent, tents are 8ft deep x12ft. wide)
- Dining Fly • 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.

40 New tents were added to Camp Alexander for 2013.

Fires are only allowed in the already established fire rings of the campsite. There is NO fire ring building.

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 business office.

DAMAGES TO EQUIPMENT/CAMPSITE

All campsites and camp-owned equipment used by a unit will be inspected before 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.

CAMPSITE SIZES

Campsite	* Minimum Campsite	** Maximum Campsite Size	Number of Tents
Anasazi	8	12	4
Apache	12	18	6
Arapaho	30	36	12
Cherokee	36	42	14
Cheyenne	18	24	8
Comanche	24	30	10
Crow	18	24	8
Kiowa	9	15	5
Navajo	42	48	16
Ogallala	42	48	16
Osage	15	21	7
Pawnee	8	12	4
Shawnee	21	27	9
Sioux	39	45	15
Ute	27	33	11

Damage to Equipment & Facilities

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 breaking or losing equipment, defacing tables, latrines and buildings, cutting or tearing canvas. 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*) \$75.00

End Board Replacement (*Each*) \$15.00

Leg or Side Board Replacement (*Each*) \$18.00

Bed Replacement \$300

Mattress Replacement \$150

Tents & Patrol Fly: Rips, Cuts and Tears (*Per inch*) \$5.00

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*) \$15.00

Total Wall Tent Replacement \$350.00

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

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) \$110.00

Replacement Cost (Per board) \$20.00

Chef Kit: Replacement Cost (significant damage or lost) \$35.00

Replacement Cost (per item) \$5.00

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

LOCAL LODGING FOR BEFORE OR AFTER YOUR TRIP TO CAMP

PREFERRED SUPORTOR OF THE BOY SCOUTS



Quality Inn & Suites Garden Of The Gods (CO053)

555 W. Garden of Gods Rd., Colorado Springs, CO, US, 80907

- Phone: (719) 593-9119
- Fax: (719) 260-0381

- *"Quality Inn & Suites - Garden of the Gods in Colorado Springs is where hospitality, comfort, and convenience combine to equal a memorable stay. Whether you are traveling to the Pikes Peak region, or if you are planning an upcoming event, the Quality Inn & Suites - Garden of the Gods focuses on what it takes to make your stay extraordinary."*

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. We have a limited amount available and we rent on first come first serve. The cost is \$5.00 per cot.

Reservation can be made online at:

www.pikespeakbsa.org/camping Payment is required prior to your unit arrival. Your troop guide will inspect them after use for damages.



Camp Cot: 32"W x 82"L x 18"T

PROGRAM BOX

Available at no extra charge for units to check out from their Camp Commissioner, is the famous PROGRAM BOX. This box is filled with items designed to assist units while at camp.

PROGRAM BOX items include:

- Patrol Cook Kit
- Compass(s)
- Boy Scout Handbook
- BSA Scoutmaster Handbook
- Hand Axe
- Sharpening Stone

QUARTEMASTER

The camp quartermaster is available for your supply request or troop time activity boxes. 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 are required to check-out and depart camp by 9:00AM Saturday. Please have all drivers arrive no later than 8:15AM in the lower parking lot as camp does not have accommodations after 9:00AM.

EARLY CHECKOUT: Units wishing to check-out Friday must do so between 1:15 PM and 4:00 PM. The program on Friday is our first priority and thus we do not permit vehicle use until after 3:00PM. Camp staff can assist with trucks for gear after 3:00PM. 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 the campfire.

PHYSICALLY CHALLENGED PERSON(S): Handicap campsites are available for physically challenged persons at Camp Alexander. Please contact the Camp Director 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.

Seconds—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!

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

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 & food items. The trading post will be open briefly Saturday morning for picture sales and last minute memorabilia. Experience has shown us that campers should bring \$62 dollars for all their crafts, clothing, and other event merchandise.

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

ICE AND COOLERS

We will have coolers for rent during the week along with bags of Ice for \$2.00. The cooler rental of \$2.00 comes with your first bag of ice for free. Units can purchase ice from the trading post and rent the cooler from our Quartermaster. Limit one cooler per campsite if supplies are limited.

EMERGENCY PHONE NUMBERS

Camp Alexander 719.748.3254
After Hours Emergency, Health Lodge 719.748.1383
Resident Camp Directors House 719.219.2921 (Emergency use only)
Camp Alexander Fax# 719.352.3636
Pikes Peak Council Service Center 719.634.1584
Pikes Peak Council Service Center Fax 719.634.1436

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.

SCHEDULES

TRADING POST HOURS

Sunday:

2:30 – 6:00 pm

7:00 pm – 8:30 pm (Program Supplies Only)

Monday - Friday:

8:00 - Noon

1:00 - 5:00 pm

6:30 - 7:45 pm

(Closed Wednesday Night)

Saturday:

7:30 am – 8:45 am

Backpacks are not allowed in the Trading Post.

PLEASE REMOVE BEFORE ENTERING THE TRADING POST

NOTE: There will be no Wednesday Evening Assembly

<u>MONDAY</u>	<u>TUESDAY</u>	<u>WEDNESDAY</u>	<u>THURSDAY</u>	<u>FRIDAY</u>
Opening Campfire	OA Campfire	Troop Time No Campwide Activity	International Presentation	Closing Campfire

EVENING ACTIVITIES

AREA

ACTIVITY

MAX

EVENING OPEN

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

Safety Talks:

Rifle, Archery, Shotgun, Rock Climbing, Outback, Mountain Board and Biking

Mtn Boarding is for scouts 14 and older

Archery	Open shoot	24	MON, TUE, THUR
Biking	Bike Ride	18	MON. TUE, THUR
Biking	Overnight Ride	15	TUESDAY ONLY
Business Office	Disc Golf	20	MON. TUE, THUR
Lake	Kayaking	12	MON. TUE, THUR
Lake	Canoeing	18	MON. TUE, THUR
Lake	Rowing	12	MON. TUE, THUR
Hike & Bike	Mountain Boarding	12	MON. TUE, THUR
Pool	Swimming	40	MON. TUE, THUR
Rifle Range	Open Shoot	32	MON. TUE, THUR
The Rock	Rappelling	12	MON. TUE, THUR
The Rock	Climbing	22	MON. TUE, THUR
Shotgun Range	Open Shoot	10	MON. TUE.
Shotgun Range	Leaders shoot	unlimited	THURSDAY ONLY

DINING HALL MEAL & SETTING SCHEDULE

Meal times and settings below are the planned settings; however camp reserves the right to change meals settings to better serve the entire camp.

“A” CAMPSITES

- SHAWNEE
- CHEROKEE
- CHEYENNE
- COMANCHE
- ARAPAHO
- NAVAJO
- KIOWA
- APACHE

“B” CAMPSITES

- UTE
- SIOUX
- CROW
- OSAGE
- OGALALA
- ANASAZI
- PAWNEE

MEAL TIMES

	BREAKFAST	LUNCH	DINNER
SUNDAY	NONE	NONE	BY ASSIGNED TIMES
MONDAY - THURSDAY	1 ST SETTING 7:10 2 ND SETTING 8:00	1 ST SETTING 12:00 2 ND SETTING 12:30	1 ST SETTING 4:45 2 ND SETTING 5:45
FRIDAY	1 ST SETTING 7:10 2 ND SETTING 8:00	1 ST SETTING 12:00 2 ND SETTING 12:30	FAMILY NIGHT DINNER TROOP ASSIGNED TIMES
SATURDAY	CONTINETIAL		

SERVICE AREA ASSIGNMENTS

SERVICE AREA DUTIES & RESPONSIBILITIES

MORNING AND EVENING FLAG:

1. Raise or Lower the flags during either morning or evening flag ceremonies.
2. Lead camp in a prayer or Grace (Need to speak loud)

3. Morning be at assembly by 7:40 AM, Evening by 5:20 PM
4. Please have flag crew in full uniform for both assemblies.

*International Flags will be flown with Staff assistance. Please see Program Director

**There will be no formal camp-wide flag ceremony Wednesday evening or Thursday morning.

THOUGHT OF THE DAY:

1. Provide “thought of the day “ at the morning assembly.
 - a. Thursday will be at the Evening Assembly

MALE SHOWERS ROOMS: Located at the pool area

1. Clean both youth and adult male shower rooms (do not clean women or staff sections)
2. Cleaning to be conducted opposite your meal setting, the showers must remain open for use during cleaning
3. Pick up trash and empty, clean sinks and toilets wash down floors (see Aquatic staff)
4. Use blue cart to spray down walls, toilets, showers, and sinks.

ELK’S LODGE AREA

1. Empty all trash cans outside on Elk’s porch and replace liners between 4:30 PM to 6:30 PM.
2. Sweep upstairs and downstairs porch areas. (see Quartermaster for supplies)

WOOTEN CENTER

1. Sweep inside between 4:30 PM to 6:30 PM.
2. Empty all trash cans and replace liners.
3. Wet mop entire floor.
4. Police exterior of the building for trash.

TRADING POST, HANDICRAFT AND BIKING AREA:

1. Pick up trash around the Building between 4:30 PM to 6:30 PM.
2. Empty all trash cans and replace liners. (See Trading Post for supplies)
3. Clean bathroom inside Trading post.

CAMPSITE DUTY SCHEDULE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning Flag & prayer	STAFF	SHAWNEE*	OGALALA	STAFF**	KIOWA
Evening Flag & prayer	CHEROKEE	ARAPAHO	STAFF**	NAVAJO	SIOUX
Thought of the Day	ANASAZI	OSAGE	APACHE	UTE	COMANCHE
Male Shower Rooms AM	CHEYENNE	APACHE	SHAWNEE	OGALALA	NAVAJO
Male Shower Rooms PM	ARAPAHO	COMANCHE	UTE	SIOUX	CROW
Kiva		CHEYENNE			ARAPAHO
Elks Lodge Build. Area	OSAGE	CROW	NAVAJO	ANASAZI	OGALALA
Trading Post Build Area	KIOWA	PAWANEE	ANASAZI	SHAWNEE	CHEROKEE
Wooten Center Area	CROW	UTE	SIOUX	KIOWA	PAWNEE

SERVING MEALS & RESPONSIBILITIES

DINING HALL DUTIES

1. Report to the Dining Hall 15 minutes prior to start of meal.
2. 14 Scouts and 2 adults will serve food and monitor trash.

3. Other Scouts in troop may eat during first setting then switch for second setting. You will be serving both settings.
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 dining hall.
6. In the event your unit is rafting during your schedule serving time we will make arrangements during Sunday's leaders meeting switch with another unit.

	Monday	Tuesday	Wednesday	Thursday	Friday
Breakfast	COMANCHE	SIoux	CHEROKEE	NONE	OGALALA
Lunch	SHAWNEE	OSAGE	NONE	CHEYENNE	NAVAJO
Dinner	UTE	CROW	NONE	ARAPAHO	STAFF

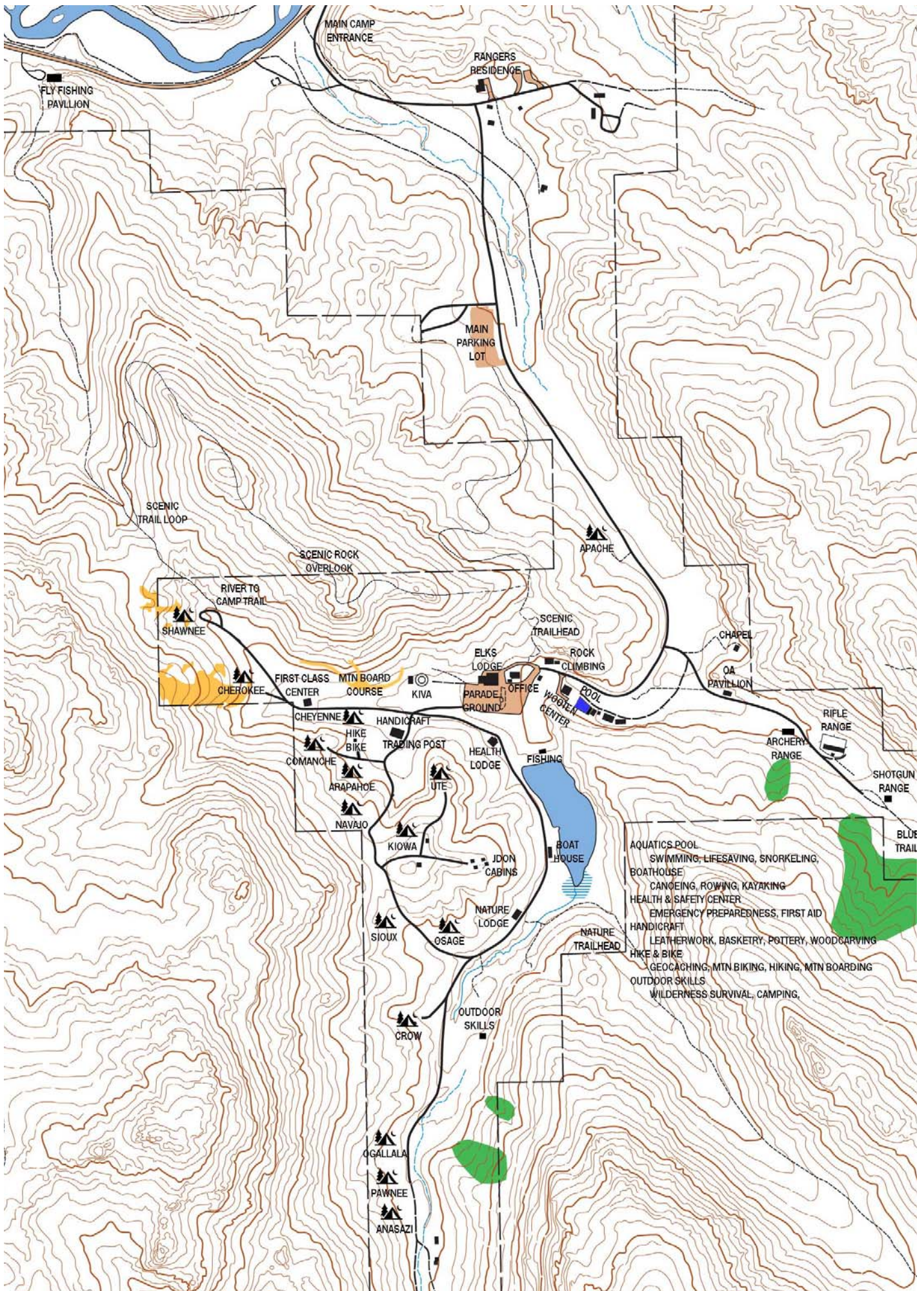
Troop 68, had a great experience at Camp A last summer. Our small troop with mostly younger scouts shared a campsite with some cool scouts from Texas who were escaping the heat of Houston. Fourth of July ceremonies, international scout day, 3:00am Blue Mountain hike and closing skits were most memorable, but the 12-point staff were the BEST.

-Tom McClernan

Daily Events Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday		
7:10 AM	Welcome to Camp Alexander	Breakfast A	Breakfast A	Breakfast B	Breakfast B	Breakfast B	7:10 AM		
7:45 AM		Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	Flag Assembly	6:30 AM - 7:45 AM		
7:55 AM		Breakfast B	Breakfast B	Breakfast A	Breakfast A	Breakfast A	7:55 AM		
9:00 AM		Program Sessions 1			Program Sessions 1	Make Up Time	Last Check out time 8:15 AM	9:00 AM	
10:15 AM		Program Sessions 2			Program Sessions 2			10:15 AM	
10:30 PM		Lunch A			Lunch B	Lunch B	Thanks for coming to camp this year. We hope you had a Mountain-Top Experience!	10:30 PM	
11:45 PM		Lunch B	Lunch B	Lunch B	Lunch A	Lunch A		11:45 PM	
12:00 PM		Program Sessions 3			Program Sessions 3	IRON MAN		12:00 PM	
12:40 PM		Program Sessions 4			Program Sessions 4			Pool, Lake, Rock Climbing, Open	12:40 PM
1:30 PM		1:00 - 2:30 PM Check In	Dinner A	Dinner A	Food Carnival	Dinner B			Early Check Out
2:45 PM	Flag Assembly		Flag Assembly	Flag Assembly		5:15 PM Assembly		2:45 PM	
3:00 PM	6:30 PM Assembly		Dinner B	Dinner B	Food Carnival	Dinner A		Assigned Times	3:00 PM
4:15 PM	7:00 PM Scouts Own 7:35 PM SPL/Scoutmaster Meeting		Program Session 5 Evening Activities	Program Session 5 Evening Activities	Troop Time Staff Night off	Program Session 5 Evening Activities		7:30 PM Line up for closing campfire	4:15 PM
4:45 PM								4:45 PM	
5:30 PM								5:30 PM	
5:45 PM							5:45 PM		
6:45 – 8:00 PM							6:45 – 8:00 PM		

8:30 PM	Debrief Scouts in Campsite	Opening Campfire	OA Campfire		International Scouting Presentation	7:30 PM - 9:30 PM Closing Campfire	8:30 PM
10:00 PM	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	Lights Out	10:00 PM



CAMP ALEXANDER
PIKES PEAK COUNCIL
BOY SCOUTS OF AMERICA

2182 COUNTY ROAD 96

PO BOX 450

LAKE GEORGE, CO 80827

719-748-3254

Fax 719-352-3636