

CAMP KARAKAWA

DECEMBER 27-30, 2025
JANUARY 2-5, 2026

BSA WINTER CAMP
LEADER'S GUIDE



CAMP DIRECTOR
FRANCISCO OROZCO - FRANCISCO.OROZCO@SCOUTING.ORG

PROGRAM DIRECTOR
CHELISE HYATT - CHELISE.HYATT@SCOUTING.ORG

Welcome to the Camp Karankawa Winter Camp Program Guide!

We're excited to share the programs and activities planned for this year's Winter Camp at Camp Karankawa. This guide is a living document that will be updated regularly as we finalize details with our volunteer staff and instructors. Since many of our instructors confirm their availability closer to camp, we'll continue adding new merit badges, activities, and opportunities as they are confirmed.

Thank you for your patience as we keep this guide up to date. We invite you to explore the programs already planned and check back often for the latest updates.

We look forward to an unforgettable Winter Camp experience with you!

– The Camp Karankawa Winter Camp Team



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INTRODUCTION

This Program Guide is designed to assist you in effectively planning your schedule and adventure, and to be your “guide” during your weekend at camp.

If, after reading this guide, you have any unanswered questions, please feel free to contact the camp leadership:

Francisco Orozco - Camp Director at
(361) 816 - 3868
or Chelise Hyatt Program Director at
(361) 500 - 3646



GENERAL INFORMATION

VEHICLES IN CAMP

No vehicles are allowed in Campsites or to drive in camp, except to drop-off Troop equipment during set-up, and to pick up equipment at check-out. No riders are allowed in the backs of pickups or trucks. All riders must have a seat belt. If possible, consolidate bulky items into one vehicle to help in transporting them to campsites.

FOOD ALLERGIES & DIETARY NEEDS

If you have any special dietary needs due to food sensitivities or religious restrictions, please let the Camp Director know at least two weeks in advance so that we can make every effort to accommodate you.

LOST AND FOUND

All lost and found items will be kept at Camp Headquarters. Unclaimed items will be donated.

TROOP LEADERSHIP

Two registered adult leaders 21 years of age or over are required at all Scouting activities. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. If the regular troop leadership cannot attend, scouts can find a troop to camp with temporarily.

CAMPSITE CLEANLINESS

The Scout Law is in effect with emphasis on a Scout is CLEAN. Each troop should initiate a campsite cleanliness policy and encourage ALL scouts and adults to help keep Camp Karankawa clean. Units are asked to clean their Bathhouse on their assigned day. During and at the completion of Winter Camp, troops are asked to move campsite trash and trash bags to the dumpsters in the parking lot. Thank you.

Located on the shores of scenic Lake Corpus Christi, near Mathis, this 130-acre Scout camp includes 15 campsites. A new 300 person Air Conditioned Dining Hall, 3 new state-of-the-art restroom/shower buildings, and a beautiful chapel overlooking Lake Corpus Christi.

CONTACT INFORMATION

CAMP KARANKAWA ADDRESS

Camp Karankawa
23564 Park Road 25
Mathis, TX 78368

SOUTH TEXAS COUNCIL OFFICE

Phone: (361) 814-4300 Ext. 117
Fax: (361) 814-5798

CAMP DIRECTOR

Francisco Orozco: (361) 816-3868

PROGRAM DIRECTOR

Chelise Hyatt: (361) 500-3646

CAMP RANGER

(361) 816-3891

CAMP KARANKAWA SONG

On the hill above the water
Up above the trees,
Flows the flag of Camp Karankawa
Waving in the breeze.
Camp Karankawa, Camp Karankawa
With your Scouts so true.
Scouts and Scouters all together,
Sing their praise to you.

DIRECTIONS TO CAMP

DIRECTIONS FROM CORPUS CHRISTI

Travel north on Interstate 37 to Mathis, Texas.

Take exit 34 towards Lake Corpus Christi State Recreation Area.

Turn left at State Highway 359. Travel on State Highway 359 south to Mathis.

Turn right on to park road 25 right before the Nueces River Bridge.

Follow park road 25 until you come to the entrance leading to the Lake Corpus Christi State Park.

Turn left into the entrance to the park.

Proceed towards the park until you reach the fork in the road.

Take the right fork right before entering State Park Headquarters to Camp Karankawa. Travel on road until you reach the camp entrance, turn left into the entrance and follow driveway to camp parking lot.

DIRECTIONS FROM VICTORIA

Take US 59 south to Beeville (55 miles). Take US 181 south to Skidmore (12 miles).

Follow TX 359 southwest into Mathis. Travel on State Highway 359 through Mathis.

Turn right on to park road 25 right before the Nueces River Bridge.

Follow park road 25 until you come to the entrance leading to the Lake Corpus Christi State Park.

Turn left into the entrance to the park. Proceed towards the park until you reach the fork in the road.

Take the right fork right before entering State Park Headquarters to Camp Karankawa.

Travel on road until you reach the camp entrance, turn left into the entrance and follow driveway to camp parking lot.

DIRECTIONS FROM LAREDO

Take US 59 north to Freer. Take State Hwy 44 east to Alice. Take TX 359 north to Mathis.

Cross the Nueces River Bridge and then turn left at Park Road 25. Follow this road until you come to the entrance leading to the Lake Corpus Christi State Park. Turn left into the entrance to the park.

Proceed towards the park until you reach the fork in the road. Take the right fork right before entering State Park Headquarters to Camp Karankawa.

Travel on road until you reach the camp entrance, turn left into the entrance and follow driveway to camp parking lot.



23564 Park Road 25

Entrance

GPS Coord. 28.071658N, 97.883772W

1.5 Miles To 1068



Camp Karankawa

South Texas Council

Boy Scouts of America

southtexasbsa.org

(361) 814-4300

(800) 299-2267

307



Archery Range

Rifle Range

Shotgun Range

130 Acres
Founded 1947



Health Lodge

Vern Herring
Visitor's Center

Trading Post
& RESTROOMS

Staff
Cabins

Camp
Headquarters

Carter
Campfire
Circle

Council
Ring

Scoutcraft
Area

Nature
Area

Swimming
Pool

Waterfront

RESTROOMS
& SHOWERS

RESTROOMS
& SHOWERS

C.O.P.E.

Cabin 17

12

13

14

15

16

4

3

6

7

8

9

10

5

2

1

RESTROOMS
& SHOWERS

PARKING

Chapel

Training
Center

Lake Corpus Christi

Lake Corpus Christi State Park



GENERAL CAMP FACILITIES ALSO INCLUDE:

Extensive Waterfront
Health Lodge
Shower & Bathroom Facilities
Office
Heritage Center
Scoutcraft Area
Gaga Ball Pit
Carter Campfire Circle
Swimming Pool
Training Center
Climbing Wall
Fishing Areas
Trails
Paintball
Kayaking
Canoeing
Paddle Boarding
Sailing
Snorkeling
Tomahawk Throwing

CAMP AMENITIES

CAMPSITES

All 15 campsites have a fire ring, picnic area, and nearby bathroom & shower facilities.

CAMP TRADING POST

Open throughout the day, the Trading Post offers a variety of Scout items such as socks, hats, shirts, merit badge books, handicraft provisions, toothpaste, candy, juices, ice cream and a wide assortment of souvenirs. Cash and credit cards accepted.

DINING HALL

All meals are provided by professional cooks and served (cafeteria style) by our youth staff. Well-planned meals provide a balanced diet and seconds are usually available.

RANGES

Shot Gun, Rifle, and Archery facilities have been designed and certified by BSA standards. Recurve bows are used on the Archery range.

MESQUITE LODGE/SCOUTMASTER LOUNGE

Adult Leaders can enjoy our Scoutmaster Lounge which offers air-conditioning, WIFI, and couches. This is a great place to relax or get caught up on any work you may need to take care of.

C.O.P.E. - CHALLENGE OUTDOOR PERSONAL EXPERIENCE

The C.O.P.E. course is a Scouting program that includes group initiative games, trust events, and challenges that reach from the ground to the sky. Karankawa's C.O.P.E course will let your scouts climb, swing, balance, jump, rappel, problem-solve, and become stronger both as individuals and as a team.



NATIONAL CAMP STANDARDS

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



WINTER CAMP SCHEDULE:

DECEMBER 27-30

Saturday - December 27	
8:00AM	Troop Check-In AT THE OFFICE
12:30PM	Lunch at the DINING HALL
1:30PM-3:30PM	Activity Session
3:45PM-5:45PM	Activity Session
6:00PM	Flags and Supper at the DINING HALL
7:00PM	Firem'n Chit in SCOUTCRAFT
	Patch Trading at the TRADING POST PAVILION
	Heritage Center Scavenger Hunt at the MUSEUM
8:00PM	Opening Campfire at the COUNCIL CAMPFIRE RING
11:00PM	Lights Out



Sunday - December 28	
7:20AM	Flags in front of the DINING HALL
7:30AM	Breakfast in the DINING HALL
8:30AM-10:15AM	Activity Session
10:30AM-12:15PM	Activity Session
12:30PM	Lunch at the DINING HALL
1:30PM-3:30PM	Activity Session
3:45PM-5:45PM	Activity Session
6:00PM	Flags and Supper at the DINING HALL
7:30PM	Party in the DINING HALL
11:00PM	Lights Out
Monday - December 29	
7:20AM	Flags in front of the DINING HALL
7:30AM	Breakfast in the DINING HALL
8:30AM-10:15AM	Activity Session
10:30AM-12:15PM	Activity Session
12:30PM	Lunch at the DINING HALL
1:30PM-3:30PM	Activity Session
3:45PM-5:45PM	Activity Session
6:00PM	Flags and Supper at the DINING HALL
6:45PM	Patch Trading at the TRADING POST PAVILION
7:30PM	Closing Campfire at the COUNCIL CAMPFIRE RING
11:00PM	Lights Out
Tuesday - December 30	
7:20AM	Flags in front of the DINING HALL
7:30AM	Breakfast in the DINING HALL
8:30AM-10:15AM	Activity Session
10:30AM-12:15PM	Activity Session
12:30PM	Lunch in the DINING HALL
1:00PM	Check-Out and Break-Down

WINTER CAMP SCHEDULE:

JANUARY 2-5

Friday - January 2	
8:00AM	Troop Check-In AT THE OFFICE
12:30PM	Lunch at the DINING HALL
1:30PM-3:30PM	Activity Session
3:45PM-5:45PM	Activity Session
6:00PM	Flags and Supper at the DINING HALL
7:00PM	Firem'n Chit in SCOUTCRAFT
	Patch Trading at the TRADING POST PAVILION
	Heritage Center Scavenger Hunt at the MUSEUM
8:00PM	Opening Campfire at the COUNCIL CAMPFIRE RING
11:00PM	Lights Out



Saturday - January 3	
7:20AM	Flags in front of the DINING HALL
7:30AM	Breakfast in the DINING HALL
8:30AM-10:15AM	Activity Session
10:30AM-12:15PM	Activity Session
12:30PM	Lunch at the DINING HALL
1:30PM-3:30PM	Activity Session
3:45PM-5:45PM	Activity Session
6:00PM	Flags and Supper at the DINING HALL
7:30PM	Party in the DINING HALL
11:00PM	Lights Out
Sunday - January 4	
7:20AM	Flags in front of the DINING HALL
7:30AM	Breakfast in the DINING HALL
8:30AM-10:15AM	Activity Session
10:30AM-12:15PM	Activity Session
12:30PM	Lunch at the DINING HALL
1:30PM-3:30PM	Activity Session
3:45PM-5:45PM	Activity Session
6:00PM	Flags and Supper at the DINING HALL
6:45PM	Patch Trading at the TRADING POST PAVILION
7:30PM	Closing Campfire at the COUNCIL CAMPFIRE RING
11:00PM	Lights Out
Monday - January 5	
7:20AM	Flags in front of the DINING HALL
7:30AM	Breakfast in the DINING HALL
8:30AM-10:15AM	Activity Session
10:30AM-12:15PM	Activity Session
12:30PM	Lunch in the DINING HALL
1:00PM	Check-Out and Break-Down

WANT TO TEACH A MERIT BADGE?

We are always looking to improve our program, and the best way to do that is with your help! If you have a hobby or skill that you would like to share with scouts please let us know and we will walk you through the steps to becoming a Merit Badge Counselor!

Teach 4 hours worth of Merit Badges (generally, one class) and save \$10 off of your registration fee.

Teach 8 hours worth of Merit Badges (usually 2 classes) and get the discounted price PLUS a Winter Camp T-Shirt!

email chelise.hyatt@scouting.org for details.



WINTER CAMP

AMERICAN CULTURES

The United States is a nation of immigrants. Every person came to America from somewhere else—or their ancestors did—and understanding these various cultural backgrounds can help Scouts to live in harmony with others in our varied and increasingly multicultural society.

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.

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.

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.

AUTOMOTIVE MAINTAINENCE

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape.

CITIZENSHIP IN SOCIETY

Realize the benefits of diversity, equity, inclusion, and ethical leadership with the Citizenship in Society Merit Badge. Scouts will research any individual who has demonstrated positive leadership while making an ethical decision, explain what options the leader had when faced with a problem, why they believe they chose their final course of action, and the outcome of the leader's decision.

CHESS

Chess is among the oldest board games in the world, and it ranks among the most popular games ever created. Scouts will learn the fundamentals of the game, and participate in a Scouting Chess Tournament!



A LOOK AT SOME MERIT BADGES OFFERED AT WINTER CAMP



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.



CITIZENSHIP IN THE COMMUNITY

By earning this badge, Scouts can learn about the history of railroading, its place in modern society, careers in railroading, and hobbies related to railroading.



CITIZENSHIP IN THE NATION

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.



CITIZENSHIP IN THE WORLD

Scouts who earn the Citizenship in the World merit badge will discover that they are already a citizen of the world. How good a citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.



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.



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.



FAMILY LIFE

The family is the basic unit of society and is important to both individuals and communities. The world is rapidly changing, making today's society much more complex than ever before. As Scouts earn this merit badge, they will realize why it is important to know more about family life and how to strengthen their families.



A LOOK AT SOME MERIT BADGES OFFERED AT WINTER CAMP



LEATHERWORK

Scouts who complete the requirements to earn the Leatherwork merit badge 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.



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.



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.



GAME DESIGN

Games come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.



INDIAN LORE

Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.



INSECT STUDY

In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.



SCOUTING HERITAGE

Explore the origins of the Scouting movement by earning the Scouting Heritage Merit Badge. Scouts will learn about the life and times of Lord Baden-Powell, discover how Scouting grew in the United States, and understand how Scouting's programs have developed and adapted over time.



WINTER CAMP



LAW

Earning this merit badge enables a Scout to learn about the history and kinds of laws, the purpose and methods of law enforcement, consumer protection agencies, emerging law, and careers in the legal profession.



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.



MAMMAL STUDY

A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal.



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.



PIONEERING

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.



PULP AND PAPER

Here's an astonishing number to digest. Each person in the United States uses about 700 pounds of paper each year. Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.



... AND MORE!

**CHECK BACK SOON, MORE BADGES
ARE ADDED DAILY!**

TIPS ON REGISTRATION

Following these tips will ensure a great camp experience for everyone!!

When you sit with your scouts to discuss their options for badges at camp to make sure their list is set from 1-8, with 1 being their top priority and so on. As you enter the badges into MyCouncil the system will adjust the courses offered by times. So the list of available merit badges will reduce as you input classes.

The schedules will be finalized two weeks prior to arriving at camp, at this time you will receive an email telling you this has been done. When you receive the email you will be able to go into MyCouncil and print out your scout's schedule. ***If you print out the schedule prior to receiving the email, it will not be the correct schedule and will not give you class times.***

MAKE SEVERAL COPIES of the unit's schedule to have with you and to post in the campsite just in case the scout loses theirs.

CHECK AGE REQUIREMENTS of the merit badges requested to ensure the schedule will be correct.

THE SOONER THE BETTER! Most of the merit badge classes are limited in the number of participants and fill up fast.

Please make sure your scout's schedule is what they want. Last-minute class changes will make the check in process slower and classes are not guaranteed to be available if you wait until arriving at camp to make schedule adjustments.

Don't forget to bring extra spending money for the Karankawa Trading Post!



Merit Badges will be added to the system shortly, please check back soon!



CAMP REGISTRATION AND FEES

WHERE AND WHEN

South Texas Council's Winter Camp 2025 will be held at Camp Karankawa in Mathis, Texas.



WEEK 1: DECEMBER 27-30, 2025

Arrival Time: Scout troops may begin setting up camp starting at 8:00 AM on Saturday, December 27th after they check in at the camp office.

Departure Time: Camp officially ends at 1:00pm Tuesday December 30th.



WEEK 2: JANUARY 2-5, 2026

Arrival Time: Scout troops may begin setting up camp starting at 8:00 AM on Friday, January 2nd after they check in at the camp office.

Departure Time: Camp officially ends at 1:00pm Monday, January 5th.

Troops are required to register as a unit so that the unit can track the leadership requirements and ensure proper supervision is provided. **Scan the QR Codes above to go to the registration links.**

FOR QUESTIONS ON REGISTRATION, CONTACT FRANCISCO.OROZCO@SCOUTING.ORG

FOR LEADERS: PLANNING YOUR TROOP'S WINTER CAMP EXPERIENCE

Preparing for camp is an easy process, but it does require planning ahead. As a unit leader, you are the most important link in this process. The following pages are designed to help guide you and your Troop Committee for a memorable time at Camp Karankawa.

- Are your fees up-to-date? Have you told the Council Office the number of Scouts attending camp? Units that cannot fill the minimum site capacity may need to share the site or be moved to another site that will accommodate the number of campers the troop is bringing to camp.
- If you have not already done so, conduct a Camp Promotion Parents' night sometime between now and when you go to camp. Present camp plans and share with Scouts and parents information about Camp Karankawa, program highlights, adult leadership, physical examinations, fee payment information, etc. Individual Health and Medical Record Forms are available at the Council Service Center for distribution. Annual Scouting America Health and Medical Record form (Pages A B & C are required (these **must** be signed by a physician within the last year). Ask parents to keep a copy for future use.
- Pay any outstanding balance of camp fees at the Council Service Center prior to your arrival at camp and finalize the troop roster at that time.
- Arrange for transportation to and from camp.
- Obtain the home telephone number and address, and an "in an emergency" contact phone number for each Scout.
- Share with parents, the Scouts and Leaders the FEE information sheet, which indicates the early bird and regular fee plus refund policies.

EQUIPMENT CHECKLIST

SUGGESTED TROOP EQUIPMENT TO BRING TO CAMP

- TROOP FLAG & US FLAG
- CLOTHING MARKER PENS
- PROPS FOR FAVORITE SKITS/SONGS
- ASSORTED TOOLS FOR CAMP PROJECTS
- ROPE
- WATER COOLERS
- DUTCH OVENS
- LANTERNS
- TROOP/PATROL DINING FLY
(FOR ADDITIONAL CAMPSITE SHADE & SHELTER)
- MATCHES

SUGGESTED PATROL EQUIPMENT TO BRING TO CAMP

- TENTS (CAMP KARANKAWA DOES NOT SUPPLY TENTS)
- PATROL FLAGS
- FIRST AID KIT
- COMPASS
- SCOUT HANDBOOKS FOR EACH SCOUT

INDIVIDUAL EQUIPMENT

- | | |
|--------------------------------------|--|
| • SCOUT UNIFORM | • BEDDING, PILLOW, AND GROUND CLOTH |
| • 2 PAIRS OF SHOES | • FLASHLIGHT WITH SPARE BATTERIES |
| • UNDERWEAR | • SCOUT HANDBOOK |
| • JEANS AND SHORTS FOR 4 DAYS | • RAINCOAT OR PONCHO |
| • TOWELS | • TOILETRIES |
| • T-SHIRTS, CAN BE PURCHASED AT CAMP | • FISHING GEAR |
| • STORAGE FOR CLOTHING | • SUNSCREEN |
| • CAMERA | • INSECT REPELLENT |
| • NOTEBOOK AND PENCIL | • SPENDING MONEY |
| • SWIMSUIT | • SOCKS |
| • WATER BOTTLE | • BELT |
| • POCKETKNIFE | • CAMP CHAIR (FOR OPTIONAL ADDITIONAL SEATING) |
| • BELT | |

UNIFORMS

THE OFFICIAL FIELD UNIFORM IS REQUESTED AT DINNER. ADULTS ARE ALSO ASKED TO SET A GOOD EXAMPLE BY WEARING THEIR UNIFORMS IF YOU HAVE THEM. ACTIVITY UNIFORMS SHOULD BE WORN DURING THE DAY (T-SHIRT AND SHORTS). CAMP KARANKAWA HAS AN UNEVEN TERRAIN, AND POTENTIALLY DANGEROUS WILDLIFE, SO CLOSED-TOED SHOES ARE MANDATORY FOR EVERYONE WHILE AT CAMP.

WHAT TO HAVE AT CHECK-IN

- COPIES OF MERIT BADGE SCHEDULES FOR EACH SCOUT
- SPECIAL NEEDS/ DIETARY NEEDS FORMS
- COMPLETED WINTER CAMP TROOP ROSTER
- MEDICAL FORMS FOR EACH SCOUT & ADULT, SIGNED BY A PHYSICIAN WITHIN A YEAR.
- YOUTH PROTECTION TRAINING CERTIFICATE FOR EACH ADULT LEADER
- SIGNED FORMS FOR ACTIVITIES REQUIRING A PARENTAL PERMISSION SLIP.

ALL FORMS CAN BE FOUND ONLINE BY SCANNING THIS QR CODE.



ITEMS FOR CAMP LEADERS TO BRING TO CAMP

- CAMP LEADERS' GUIDE
- COMPLETE UNIT ROSTER
- ALARM CLOCK
- COPIES OF MEDICAL RECORDS FOR EACH SCOUT AND LEADER SIGNED BY A PHYSICIAN
- COPIES OF PROGRAM SCHEDULE FOR EACH SCOUT
- PROGRESS RECORDS FOR EACH SCOUT
- YOUTH PROTECTION CERTIFICATES

ITEMS TO LEAVE AT HOME

- FIREWORKS
- FIREARMS AND AMMUNITION
- BOWS AND ARROWS
- ELECTRONIC GAMES
- PETS