

**2025 Winter Camp
Leader's Guide
CAMP ATTAKAPAS
Jena, LA**

November 22 - 25, 2025



**LOUISIANA PURCHASE COUNCIL
Scouting America**

Important Dates:

Oct 24th (Friday)

Scouts BSA Early Bird registration ends
(Scouts save \$25 off regular fee)

Nov 12th (Wednesday)

Last day to order T-shirts

Nov 14th (Friday)

Registration Ends

Get the Latest Information at

www.louisianapurchasecouncil.org

Welcome back fellow Scouters!

The plan and program for 2025 is similar to last year – camp will run Saturday – Tuesday, with no evening meal on Friday night, and camp ends after closing campfire Tuesday evening (troops are welcome to stay at camp until Wednesday morning).

If you have any adult leaders or Star or later Scouts ages 15 and older who would like to assist with various camp programs, including Brown Sea Island or any merit badge counseling, please have them contact Jennie Rabalais (318)-613-0691 or ggrabalais@yahoo.com as soon as possible. **All youth staff candidates must have prior approval by their scoutmaster and the program director before they register online.** As an encouragement, the Youth Staff fee for Winter Camp will be \$75.00 and they will be allowed to work on one (1) merit badge.

When registering please create a single registration for your troop, and call the Scout office at 318-325-4634 if you have questions or any registration issues. We look forward to seeing you in November!

Richard Crise, Camp Director
Jennie Rabalais, Business Manager
Odis Riley, Shooting Sports Director
Thomas Martin, Camp Chaplain

Table of Contents

Schedule.....	4
Registration and Fees.....	5
Program Highlights.....	6
Dining/Meals.....	8
General Information	8
Medical Information	9
Camp Policies	10
What to Bring.....	12
Merit Badge Information	13

Schedule

All troops are to check-in at the Simmonds building, having final troop counts and medical forms in-hand. Camp ends after the closing campfire Tuesday night, though campers may depart Wednesday morning. If a Troop stays until Wednesday Morning, it is then treated as a unit campout. You will be responsible for the safety of your Scouts.

There is a mandatory SM/Adult Leader/SPL meeting following check-in at 9:00pm in the Ayres building.

Daily Schedule (SUBJECT TO CHANGE):

WINTERCAMP 2025				
	<i>SATURDAY</i>	<i>SUNDAY</i>	<i>MONDAY</i>	<i>TUESDAY</i>
7:00 AM	Reveille			
7:30 AM	Flag Ceremony			
7:45 AM	Breakfast			
9:00 AM	Morning Sessions			
12:00 PM	Lunch			
1:30 PM	Afternoon Sessions			
3:30 PM	Camp-wide Acitivities (Polar Bear Plunge on Monday!)			
5:00 PM	Flag Ceremony			
5:15 PM	Supper			
6:30 PM	Campfire Program	Catholic & Protestant Services	Night Infiltration Game*	Campfire Program
7:30 PM	OA Movie Night	Flag Retirement Ceremony *		
10:30 PM	Taps			
10:45 PM	Lights Out			
<i>* may move based on weather</i>				
<i>DON'T FORGET THE DUTCH OVEN DESERT COMPETITION MONDAY NIGHT</i>				

Registration and Fees

Registration

Registration is to be done online. Each Scoutmaster (or their designee) will be registering their Scouts through the www.louisianapurchasecouncil.org website, and paying the fees electronically or by mail. **Only one person per troop is to perform all registrations for their unit.**

The Individual Scout Merit Badge Worksheets (later in this guide) are to assist the Scoutmasters with online registration. **The worksheets will not be accepted at the Scout Office.** Once the registrations are made, changes are permitted online, but as time goes on, classes fill up and changes are typically not available. During check-in, there will be an opportunity to request schedule changes, but classes are usually full by this time, so don't assume class space will be available.

Fee Schedule

Camper	Early Bird Fee	Regular Fee
BSA Scout	\$175	\$200
Troop Adult *	\$75	\$75
Youth Staff **	\$75	\$75

* – Each adult leader attending with every 8 Scouts is provided free registration (2 for 16, 3 for 24, etc)

** – Youth Staff are allowed to take one merit badge class. Youth Staff must be 15 years old or older, Star rank or higher, and **be approved by the Program Director before registering as Youth Staff.**

Camp fees cover all meals, activities, equipment, camp patch, T-shirt, and recognition awards. (special MB fees may apply)

Camperships

Funds may be available to help defray the cost of camp when a real financial need is demonstrated (LA Purchase Council Scouts only). Contact the Scout Office for details and requirements for consideration.

Refunds

In case of camper cancellations after close of on-line registration, \$75.00 of the camper's fee is non-refundable. It may be transferred to another Scout taking their place. The balance of the camper fee paid is refundable upon written request during or prior to the check-in at camp. A refund may be granted under the following conditions:

- Illness of Scout prevents their attendance at winter camp
- Illness or death in family of Scout prevents their attendance
- Family leaves Council, making it impractical for Scout to attend local council camp

NOTE: Refunds are returned directly to the troop and not individuals; therefore, refunds due a family must be handled by the troop. Refunds (if approved) will be mailed from the Council. Send refund request to robin.richard@scouting.org.

Merit Badges

Highly qualified counselors have been arranged for all merit badges offered – both camp staff and outside experts who have agreed to volunteer their time. Programs offered are scheduled based upon the merit badges requested and the availability of counselors. Scouts register with their troops by indicating their top three choices for each session on the Merit Badge Worksheet. This allows additional choice placement by the troop if a higher priority class is already filled. **Class sizes are limited, so it is important for troops to register Scouts online as soon as possible.** Troops will enter each Scout's name, troop number, rank, shirt size, and any special dietary need, then enter the choice for each merit badge session.

Some merit badge classes require a rank pre-requisite – **please honor this requirement (and come prepared) to avoid placing Scouts in classes that are beyond their capabilities.** Some merit badges are offered more than once. A review of the daily schedule will assist you in placing your scouts.

Some merit badges cannot be completed at camp due to requirements which require time or activities that simply cannot be performed within the confines of time and resources. In these cases the requirements will have to be completed either before or after Winter Camp by the individual Scout, which is the responsibility of the Troop. Check the merit badges offered to determine if advanced work is needed. Actual Merit Badges will not be issued at camp; this remains the responsibility of the Troop to submit Merit Badge completion forms to the Council to obtain Merit Badges.

All merit badges offered and scheduling are subject to change and/or cancellation depending upon unforeseen circumstances and or lack of enrollment.

Special Events

FLAG RETIREMENT CEREMONY

A solemn ceremony retiring flags that have been worn beyond their useful life.
(dependent upon available flags)

NIGHT INFILTRATION

What a game! Night Infiltration is a voluntary camp wide game in which several troops combine forces with each other and create three or four large teams to compete for certain special privileges. The objective of the game is for each team to search for the point man which is strategically hidden within a designated area. Each time one of the team members makes it to the point without being spotted by the staff, the Scout earns a point for their team. The use of flashlights is strictly forbidden unless a Scout is lost and needs it to find their way. If a Scout uses their flashlight to spot the staff, they will be disqualified. Also, running, yelling, pushing, and shoving are forbidden.

Several adult staff members will be within the playing field with radio communication to the Camp Director. The adult staff or Camp Director may disqualify any participant and / or terminate the game.

ANNUAL POLAR BEAR TAG & RELEASE PROGRAM

This popular program returns this year, so it's time once again to test the frigid waters of Lake Story! Bring your swim trunks and join the rest of the polar bears and get tagged with a special patch, and then warm up by the fire.

DUTCH OVEN DESSERT COOK-OFF!

The dutch oven competition will be Monday evening immediately after supper. All troop leaders, troops, and patrols are invited to participate!

MORE STUFF

- Order of the Arrow call-out ceremony Tuesday night (assuming available and worthy Scouts are present)
- Camp-wide games
- Campsite Inspection Competition

Dining at Winter Camp

All meals are provided during camp and every effort is made to provide a tasty, nutritious meal for all attendees. Special effort will also be made for campers with special dietary needs, so be sure and indicate these needs during online registration.

On the final night of camp (Tuesday), family and guests are invited to join the scouts for dinner and the closing campfire. **Scoutmasters must give a visitor headcount to the Program Director by dinner time Saturday to ensure adequate meal preparation by the Dining Hall staff. The cost is \$5/guest, payable at the trading post.**

General Information

Troop Leadership

Scouting America requires at least two adult leaders when a troop is participating in an outdoor activity. One leader must be at least 21 years of age and the remaining leaders must be over 18 years of age.

Trading Post

The Trading Post will be selling items for your convenience. Items include snacks, drinks, various toiletries (soap, toothbrush, etc.), and numerous Scouting items. Assorted handicraft items along with patches and literature (including some Merit Badge pamphlets) will also be available.

Parents & Visitors

Visitors are always welcome at camp. Visitors must check in & out of camp at the Simmonds building. A 24-hour notice is greatly appreciated for all dinner guests. Please RSVP through your Scoutmaster, who will relay the information to the Camp Director. All guest meals are provided at a cost of \$5.00 per meal and are payable at the Trading Post. There are no facilities at camp to allow parents to stay overnight.

Maverick Campers

Maverick campers are not accepted. If you have a Scout wishing to attend camp but your Troop is not going, the Scoutmaster will need to contact another Troop to make arrangements for the Scout to camp with that troop. If you do not know any other Scoutmasters, contact the Scout Office at 318-325-4634.

Troop Equipment

Troops must bring their own camping equipment, especially tents. Some camp equipment may be available and can be checked out from the Quartermaster, but there are no guarantees of availability. Due to the limited number of volunteer staff, your troop will be responsible for setting up tents, tarps, etc. and returning all issued equipment at the end of camp.

Leave No Trace

All campers are expected to follow Leave No Trace practices at all times. This applies to campsites and all areas of the campgrounds. Special attention should be given to the common areas, such as latrines, dining hall, flag pole gathering area, and merit badge class locations. Please discuss with your Scouts the importance of taking pride in our camp.

Simmonds Building

The Simmonds building was built through the generosity of Mrs. Sara Simmonds, in honor of her husband Dr Noel Simmonds, who was the first Eagle Scout in central Louisiana. The building has three primary purposes: 1) medic lodge for those with injuries or requiring medical attention, 2) Scoutmaster and adult leader lounge, and 3) rooms for the camp director, camp medic, and the program director (or those otherwise directed by the DE.) Youth are NOT permitted in the building except for medical reasons, and the showers and laundry facilities are reserved for those staying in the rooms.

Camp Check-Out Procedure

Before leaving camp, each troop must:

1. Ensure fires are out
2. Clean restrooms, turn off water and flush / drain toilets
3. Remove all trash and place in camp dumpsters
4. Return all borrowed equipment to Quartermaster's store
5. Have campsite inspected by Camp Commissioner or his/her designee

Medical Information

Medical Forms

Every Scout, Adult Leader or parent who stays at least one night at camp must have a current Scouting America health and medical form completed and on file with their troop upon check-in. Scouts and Adults who arrive at camp without the appropriate and completed form will be denied admission to camp, and no fees will be refunded. There are NO exceptions to this policy.

Scouting America continually updates the medical form, and the latest version is available on the Council website. Please note that the form is separated into different

parts, based on the length of the outing, so read and complete the form carefully, and make sure it's signed by a medical professional as appropriate.

Upon arrival at camp, medical forms are to be provided for review by the camp Health Director, and the forms will be held for the duration of camp and returned to the Troop upon check-out. The Health Director will comply with HIPAA regulations to ensure the privacy of Scouts and adults. Medical forms should be provided in an organized fashion to facilitate quick access in the event of an emergency.

If advised by the Health Director based on information on the medical forms, an additional health screening may be conducted upon check-in.

Prescription drugs may be turned into the Health Director. However, it is the Troop's responsibility to ensure these medications are administered to the Scout or adult. The Scoutmaster or adult designee may maintain and administer medications at the Troop's campsite, provided those medications are secured at all times. All medications must be properly labeled with the patient's name, drug, and dosage.

Insurance

Insurance is provided as part of the regular Scouting America registration. Out-of-Council troops must provide an official roster of Scouts during check-in to validate insurance coverage for their attendees.

Trips to Hospitals and Doctors

Campers requiring the attention of a doctor or the services of a hospital must follow these guidelines after being seen by the Health Director:

1. An adult troop leader should be designated to provide transportation to the doctor or hospital if his/her Scout needs transportation. Camp Staff may assist to ensure proper leadership coverage, or an ambulance will be called, depending upon the nature of the medical incident. LaSalle General in Jena, Louisiana is Camp Attakapas' designated hospital. Two-deep leadership is required for personal transport to the doctor or hospital. Therefore, a unit leader may be called upon to assist.
2. The Health Director or the Scout's Scoutmaster will immediately notify the parent(s) or guardian(s) of any serious illness or injury. If parents will not be at home during the week of camp, have them advise you (adult Scout leader) of where they can be located in case of an emergency.

Camp Policies

The following Scouting America policies are provided to ensure a safe environment for all campers, including both youth and adults. This is not intended to be a complete list, but rather

those that most likely apply to this camping event. Violation of these policies can result in immediate expulsion from camp with no refund provide.

Safeguarding Youth Training

Scouting America places the greatest importance on creating the most secure environment possible for its youth members. The Winter Camp staff and camp director will have a zero tolerance for abuse toward any Scout or staff member. Fighting or abusive behavior toward others will not be tolerated. Any Scout violating the youth protection policy may be sent home immediately.

Smoking & Tobacco Use

Scouting America policy prohibits adults from using tobacco, in any form, at any time, in front of youth, in any buildings, tents and/or program areas. Please remember, as registered leaders it is your responsibility to help us enforce this policy. Smoking and tobacco use by scouts is prohibited.

Alcohol & Drug Use

The use of alcoholic beverages and/or illegal drugs on property is prohibited. This policy will be strictly enforced for all who use Scouting America camp facilities.

Liquid & LP Fuels

The use of liquid and LP fueled equipment in camp is controlled because of the hazards involved in storage and usage of such equipment. Under no circumstances shall flames of any kind be carried into or used in tents. Battery powered flashlights and lanterns are the only acceptable lights for use in tents. All fuel must be used and stored per BSA policies.

Firearms, Fireworks, Ammunition

NO firearms, fireworks, or ammunition are permitted in the camp except those provided and maintained by the Shooting Sports director for related camp activities.

Pets

No pets of any type will be permitted in camp.

Vehicles in Camp

Vehicles must be parked in designated spaces for the duration of camp. Limited vehicle traffic is permitted during check-in and check-out for unloading and loading only. Troop trailers may remain in campsites. Campers' vehicles with authorized permits for valid health reasons may be allowed to remain in camp sites. See the camp office in the Simmonds building for permits. No ATVs, golf carts or other motorized vehicles are allowed in camp without prior permission and permitting. The speed limit in camp is posted 5 mph or less.

What to Bring

Anyone can camp in fair weather, but the weather in Central Louisiana this time of year is UNPREDICTABLE. Be prepared. The real test is to be ready so that you remain comfortable in the event of cold, wet weather. Here are some key suggestions:

- Wear the proper clothing and stay dry!
- Bring extra blankets. It may get **cold!**
- Bring extra socks, change them often – keep your feet dry
- Wear warm insulated footwear (and bring an extra pair)
- Bring headgear – you lose 70% of your body heat through the top of your head
- Bring gloves
- Make sure tents are well tied down and have a ground cloth under them. Sleep on a cot with a closed cell foam pad for maximum protection. An air mattress absorbs your body heat & causes you to become colder faster.

THINGS TO BRING TO CAMP

REQUIRED

Signed & Completed Medical form
Tent
Sleeping Bag / Blankets / Pad
One Complete Winter Uniform
Extra scout pants
Swim Suit for Polar Bear Plunge / Mountain Man
Underwear (at least 6 pair)
Socks (at least 6 pairs)
Boots
Extra Shoes
Poncho or Raincoat
Warm Shirts/Sweaters
Towels
Toilet Articles
Pocket Knife
Flashlight & extra batteries
Canteen
Scout Handbook
Hiking Equipment
Coat
Hat
Notebook, pens, pencils

OPTIONAL

Back pack
Religious Book/Bible
Compass
Gloves
Camera/Film
Fishing Gear
Watch
Dark Glasses
Sewing Kit
Cot
Foam Pad

PLEASE LEAVE ALL UNNECESSARY ITEMS AT HOME

Merit Badge Summary

Some merit badges are easily earned in a camping period while others take much longer. Encourage your Scouts to start working early, before camp, and to follow-up with their scoutmaster after camp for those not completed. Some Merit Badge Pamphlets are available at the Trading Post.

Merit Badges in ***bold/italics*** are Eagle required.

Merit Badge difficulty levels are:

B - Beginner (any scout), A - Advanced (at least 2nd Class), E - Experienced (beyond 1st Class)

Merit Badges	Lvl	Prerequisites
Archery NOTE: \$10 Fee Applies	B	
American Heritage	B	
Auto Maintenance	E	Only 1 st Class Scouts and above
Backpacking/ <i>Hiking</i>	A	
Bird Study	B	Please bring binoculars if possible
<i>Camping</i>	A	
<i>Citizenship in the Nation</i>	A	
<i>Citizenship in Society</i>	E	9 th grade or above, Scouts working on Life or Eagle
<i>Citizenship in the World</i>	E	
<i>Communication</i>	E	
<i>Cooking</i>	A	Good prep for the badge but actual cooking not done at camp
Crime Prevention / Fingerprinting	B	Combo session – 2 MBs!
Disabilities Awareness	B	
Dog Care / Pets	B	Combo session – 2 MBs!
Electricity	A	
<i>Emergency Preparedness</i>	A	
Energy	A	
<i>Environmental Science</i>	E	
Farm Mechanics	B	
Fishing	B	Please bring rod and reel
Fire Safety	B	
<i>First Aid</i>	A	
Geocaching	A	Please bring handheld GPS if at all possible
Geology	A	
Indian Lore	B	
Law	A	
Leatherwork	B	
<i>Personal Fitness</i>	A	
<i>Personal Management</i>	E	
Pioneering	E	Only 1 st Class Scouts and above
Public Speaking	A	
Railroading	B	
Rifle Shooting NOTE: \$15 Fee Applies	B	
Robotics	A	
Shotgun Shooting NOTE: \$40 Fee Applies	A	
Soil & Water Conservation	A	
Wilderness Survival	A	Will need to build shelter and stay on Monday

Please note that merit badges and scheduling are subject to change and/or cancellation depending upon unforeseen circumstances and/or lack of enrollment.

A Scout should not try to work on too many merit badges during Winter Camp. This will result in partial completion of many merit badges. The Scoutmaster should counsel each Scout to determine which badges a Scout should work on, and what requirements need to be completed prior to Winter Camp in order to ensure a good rate of completion at camp.

After a Scout decides which badges to work on, he turns his completed Scout Merit Badge Worksheet into his Scoutmaster for ONLINE entry.

Make special note of the difficulty level of the merit badges – do not sign up scouts for merit badges beyond their age, maturity and skill level. This sets them up to fail, and it blocks Scouts truly eligible from participating.

Older Scout Programs

CPR/WILDERNESS FIRST AID

Jeff Goins, one of our Troop 6 volunteers, will offer American Red Cross CPR and Wilderness First Aid Training. Wilderness First Aid is required by Scouting America to have one person trained in their crew to attend one of the four high adventure bases. Wilderness First Aid prepares participants to identify and address medical issues that can arise in the backcountry. WFA courses are intended for anyone planning a remote high adventure, from lay responders to medical professionals and is good for two years.

This session will be a two-day session, Saturday and Sunday, that will include CPR training and Wilderness First Aid training. For each participant that takes CPR, we will need to give Jeff their phone number and email so they can complete the online portion of CPR training. There will need to be additional help from their Scoutmaster to help ensure they have completed the CPR Training. Wilderness First Aid can accommodate up to 12 participants and can be taken by both Scouts and Adult Leaders if there is room. Each Scout needs to be 1st Class Rank, have First Aid Merit Badge, and presumably Emergency Preparedness merit badge though not required. There is **fee of \$41** that is entirely for the American Red Cross courses. Each Troop will pay with their registration to the Louisiana Purchase Council and that fee will be sent to American Red Cross.

HUNTER'S EDUCATION

This year the LDWF will offer a two-day session, Monday and Tuesday, of Hunter's Education. Hunter's Education is required by Louisiana State law before being able to hunt for all those born after 1969 except under the direct supervision of a qualified hunter. Therefore, all of our Scouts and potentially most adults would be required to complete Hunter's Education. This

session will cover everything from tree-stand safety to safe firearm handling, safe hunting procedures, policies, and other information required for being a safe hunter.

This session needs a minimum of 10 participants and a maximum of 25 participants and has no cost. Each participant will complete the Hunter's Education course including the safe firearm handling and shooting portion. They will each receive the Hunter's Education certification which is valid for life and all 50 states. Adults who have not taken this course can sign-up if we do not exceed the number of participants.

MERIT BADGE WORKSHEET
ATTAKAPAS WINTER CAMP 2025
NOVEMBER 14th – LAST DAY TO REGISTER FOR WINTER CAMP

Name: _____ Troop # _____ Scout Rank: _____ Adult Shirt Size: _____

Special Dietary Needs: _____

Choose three (3) desired classes for each day, ranked 1-2-3 in order of preference. Turn this sheet in to your Troop, do NOT register online – all registrations will be one by the troop for all scouts in your troop. Only one adult per troop is to register the Scouts.

Please note the class difficulty, and do not sign up for a class beyond your abilities:

B – Beginner (any scout), **A** – Advanced (Tenderfoot / 2nd Class), **E** – Experienced (1st Class or above)

<i>SATURDAY</i>	<i>SUNDAY</i>	<i>MONDAY</i>	<i>TUESDAY</i>
Brownsea Island (B)	American Heritage (B)	Bird Study (B)	Backpacking/ <i>Hiking (A)</i>
Auto Maintenance (E)	Archery (B)	<i>Cit in Society 1 (E)</i>	<i>Communication (A)</i>
<i>Cit World (E)</i>	<i>Camping (A)</i>	Crime Prevent / Fingerprint (B)	Disabilities Awareness (B)
Electricity (A)	<i>Cit Nation (A)</i>	Farm Mechanics (B)	Dog Care / Pets (B)
<i>Emergency Prep (E)</i>	Fishing (B)	Fire Safety (B)	<i>First Aid 2 (A)</i>
Geocaching (A)	Indian Lore (B)	<i>First Aid 1 (A)</i>	Geology (A)
Public Speaking (A)	Law (A)	<i>Personal Management (E)</i>	Robotics (A)
Railroading (B)	Leatherwork (B)	Soil & Water Conservation (A)	Shotgun Shooting (B)
Rifle Shooting (A)	<i>Personal Fitness(B)</i>	Wilderness Survival (A)	
CPR/Wilderness First Aid (E)(Older Scouts Encouraged) (\$41 fee)		Hunter's Education (A)(Older Scouts Encouraged)	