

Scouting America

Louisiana Purchase Council

CAMP T. L. JAMES

November 22nd – 25th, 2025



Important Dates:

October 31st (Friday)	SCOUTS BSA Early Bird registration closes (\$175/ Scout; \$75/adult – Scouts save \$25 off Regular fee with Early Bird Registration) Must have \$30 deposit paid. Early Bird Registration includes a t-shirt for youth and adults.
November 12th	Last Day to guarantee T-Shirt orders.
November 19th	Last day for Registration. NOTE: THIS IS LAST DAY FOR REGISTRATION FOR EVERYONE!

Get the Latest Information at www.louisianapurchasecouncil.org

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Dear Scouters,

Our Winter Camp Staff is looking forward to a great winter camp this year. Winter Camp at Camp T.L. James is made possible through the efforts of a 100% volunteer staff, consisting of Scouters and volunteers from different professions. Life and Eagle Scouts also serve on staff and assist the adult counselors.

Shooting Sports is always a highlight and is truly an awesome experience at Camp T.L. James, with the camp offering archery, shotgun, rifle, and black powder shooting. Cowboy Action Shooting will be offered.

REGISTRATION

Registration is by **ONLINE registration only**. 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 are to assist the Scoutmasters with online registration.

The worksheets will not be accepted at the Scout Office. Scoutmasters, please read this Leader's Guide carefully, and complete the online registration on the Council Website for each of your Scout's sessions once the sessions are posted.

Winter Camp Regular fee is \$200 per Scout. All Scouts registered and deposit of \$30 paid by Friday, October 31st earn the Early Bird discount of \$25. **All Scouts registered after this date**

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will pay the full \$200 regular fee. Again this year, any new Scouts recruited during the Fall will be able to attend camp for \$125. Does not include Scouts that transferred from a Cub Scout Pack or another Scouts BSA Troop.

If you have any adult leaders or Life or Eagle Scouts, ages 15 and older, who would like to assist with any merit badge counseling, please have them contact Mary Saunders at 318-381-0496 or mchambers78@gmail.com or Greg Covington at 318-470-6716 or email him at greg.covington@scouting.org 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 merit badge. Youth staff will stay in the Staff Campsite. Preference will be given to those that served on Summer Camp Staff.

We look forward to seeing you at Winter Camp!

Sincerely,

Your Winter Camp Staff:

Greg Covington, Camp Director

Mary Saunders, Program Director

Greg Bauer, Camp Commissioner

GENERAL INFORMATION

WHAT IS WINTER CAMP?

At Winter Camp, Scouts have the opportunity to camp outdoors and earn merit badges not normally offered at summer camp. These merit badges include many required to become an Eagle Scout. This four-day program is held just before the Thanksgiving holidays. A volunteer camp staff provides program help, guidance, and supervision in the areas of Scout craft, nature, field sports, and citizenship, as well as many other specialty Merit Badges.

Scouts also benefit by associating with Scouts from other troops, making new friends, learning new methods, sharing ideas, and enjoying the fellowship of camp-wide campfires, games, and competition.

OBJECTIVES:

- To have fun!!!
- To give Scouts opportunities to develop character and leadership skills.
- To familiarize youth with the Scouting program through the outdoor experience.
- To stimulate Troop programming before, during, and after attending camp.
- To provide advancement opportunities for Scouts of all ranks.

WHO ATTENDS?

All registered Scouts BSA may attend Winter Camp with their Troop. Troops may pool their resources in order to provide an adequate number of Scouts and adult leaders to form a Troop.

WHEN & WHERE:

Where:	Camp T. L. James (105 Camp T. L. James Rd Downsville, LA 71234 LA) (Off Hwy 15)
Check In:	1:00 p.m. - 4:45 p.m. Saturday
Departure:	After Tuesday Night Campfire. If staying overnight on Tuesday, additional camp usage form is required.
Contact Number:	(318) 325-4634 (Council Office)

REGISTRATION DETAILS:

**October 31st Early Registration Deadline (\$175/Scout, \$75/Adult due)
(Full Registration fee of \$200 per Scout due after this date)**

November 12th Last day to guarantee a shirt.

November 19th Last Day to Register for Scouts and Leaders.

NOTE: Registration fees can be paid by credit card over the phone or at Scout Service Center or via mail by check or credit card. Also, new Scouts recruited during the Fall will receive a discount of \$75. This applies only to Louisiana Purchase Council scouts.

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Each Scout should complete a Scout Merit Badge Worksheet and turn it into his Scoutmaster to facilitate the online registration process. **Be aware that some merit badge courses have additional fees**, and these fees should be paid during the online registration process, along with camp fees.

Scoutmasters will be able to make last minute adjustments to a Scout's schedule during check-in, but by this time classes are usually full, so every effort should be made to settle class selections early, during online registration.

Scouts BSA Winter Camp fee covers all meals, camp activities, program equipment, Winter Camp T-shirt, Winter Camp patch, and special recognition awards. Each Scout is responsible for providing the materials needed to complete merit badge requirements (e.g. pamphlets, paper, pens/pencils, reports, miscellaneous supplies needed, and any approval from the Scoutmaster).

YOUTH STAFF FEES:

Fees for Scouts wanting to serve as Youth Staff members are \$75 per Scout. In addition to assisting adult volunteers with merit badge sessions, Youth Staff also assist in the Dining Hall. Youth staff members are allowed to attend 1 merit badge class during the day. **Scoutmasters may register their Youth Staff applicants after confirmation with the Program Director. Youth Staff must be 15 years or older, Life rank or higher, and be approved by the Program Director before registering them as youth staff.** Preference will be given to those that served on Summer Camp Staff.

ADULT LEADER FEES:

\$75 for each full-time Scout adult leader. This fee will be waived for each troop leader attending with eight (8) full time registered Scouts.

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. All leaders must be registered and current in youth protection. Nonregistered parents will NOT be allowed to stay.

TRADING POST:

The Camp 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 will also be available. Please consider pre-ordering merit badge pamphlets through the Scout Office.

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PROGRAMS:

There will be a planned daily schedule of merit badge work and each Scout should schedule their time to get the maximum benefit from the program. There will be qualified counselors 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 qualified counselors. 3 sessions are offered during the day. Scouts register with their Scoutmasters by indicating their top three choices for each session on the Scout Merit Badge Worksheet. This allows additional choice placement by the Scoutmaster if a higher priority class is already filled. **Class sizes are limited, so it is important for the Scoutmaster to register his Scouts ONLINE as soon as merit badge class registration available.** The Scoutmaster 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 to avoid placing Scouts in classes that are beyond their capabilities.** Some classes are offered more than one time during the day. 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 advance 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)

🏆 **ANNUAL POLAR BEAR TAG & RELEASE PROGRAM**

Always a camp favorite, Scouts will have the opportunity to test their ability (and will) to withstand the frigid waters of Lake Clark G. Boyce! So bring your bathing suit and towel, and we'll provide the water and a warm campfire.

🏆 **DUTCH OVEN DESSERT COOK-OFF!**

As part of our evening meal on Monday night, we are asking each troop to participate by preparing a Dutch oven dessert. Don't forget your secret ingredients!!

🏆 **MORE STUFF:**

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- Evening Programs are offered every night
- Camp-wide games
- Campsite Inspection Competition

PARENTS & VISITORS:

Visitors are always welcome at camp. Visitors must check in & out of camp at the Administration building. A 24-hour notice is greatly appreciated for all dinner guests. Please RSVP through your Scoutmaster/ Camp Leader, who will relay the information to the Camp Director. All guest meals are provided at a cost of \$8.00 per meal and are payable at the Trading Post. Per BSA Policy, no parents are allowed to stay overnight!

Tuesday Night Dinner – the Scoutmaster or Troop Leader must turn in a head count by Sunday dinner for special visitors who wish to dine with their Scouts.

MAVERICKS

We no longer accept maverick campers. 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.

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. More information is at:

<http://www.louisianapurchasecouncil.org/openrosters/DocDownload.aspx?id=57459>

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. Deadline for refund request is December 1st, 2025.**

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SPECIAL DIETARY NEEDS:

If any Scout or leader has special dietary needs, this must be indicated in the ONLINE Registration process.

MEDICAL INFORMATION:

Every Scout and Adult Leader must have a BSA 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.

BSA 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:

As with all Scouting activities, insurance is provided as part of the regular BSA registration. Out-of-Council troops must provide an official roster of Scouts during check-in to validate insurance coverage for their attendees.

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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. Glenwood Regional Hospital in West Monroe, Louisiana is Camp T. L. James' 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 illnesses or injuries. 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.

ATV SAFETY COURSE—

This year at Camp T.L. James, we will have a program from Scouting America that consists of learning about All Terrain Vehicles. In this course, each Scout will learn the safety, and how to drive the ATVs in a fun and exciting atmosphere that is taught by a trained leader. This program is recommended for your older Scouts that are 14 years of age and are looking for new activities at Winter Camp. There will be a \$50 fee in order to participate in ATVs. **OVER THE ANKLE BOOTS, LONGPANTS, AND SHIRTS ARE REQUIRED FOR THE ATV SAFETY COURSE, AS WELL AS HOLD HARMLESS AGREEMENT AND COVID WAIVER SIGNED BY A PARENT. THERE IS ALSO A NEW E-COURSE THAT MUST BE COMPLETED BEFORE ARRIVAL TO CAMP. THIS IS MANDATORY AND A RIDER CANNOT TAKE THE HANDS-ON COURSE WITHOUT PROVIDING THE COMPETITION CERTIFICATE PRIOR TO THE START OF THE HANDS-ON COURSE. THE COMPLETED CERTIFICATE CAN BE EMAILED TO MARY SAUNDERS AT mchambers78@gmail.com OR GREG BAUER AT gbauermpd532@gmail.com OR PRESENTED AT THE START OF CLASS.** Required Waviers attached to this Guide.

THE E-COURSE CAN BE FOUND AT <http://atvsafety.org/atv-ecourse/>

COWBOY ACTION

This program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp, Scouts and Venturers 14 years of age or older can take part in a special shooting experience with opportunities to shoot single-action .22-caliber pistols, lever- action .22-caliber rifles, and 12-gauge or 20-gauge shotguns. In various old-time western scenarios, Scouts play “good guys” who prove their accuracy by shooting at things like spinning metal targets where they hit the spinner to “ring the bell.” A Program patch will be awarded to all that participated. Be sure to earn this special award. There will be a \$15 fee for this program. Come join in the fun this winter at Range and Target Activities. It's sure to be a blast!!!!!!

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LOUISIANA LONG GUNS

This winter at camp, Scouts will have the opportunity to experience the thrill of black powder rifles. This program will reflect on many of skills and procedures of Rifle Merit badge but will also be a little more advanced. Scouts who enlist in the Louisiana Long Guns will experience a new side of the action and on completion of the program, Scouts will receive a special insignia, marking them as a member of the Louisiana Long Guns. There will be a \$20 fee for the Louisiana Long Guns Program. Come join in the fun this winter at Range and Target Activities. It's sure to be a blast!!!!!!

Equipment List:

- | | |
|---|---|
| 1. Regular winter camp cloths | 7. Cold Weather Gear (Jacket, Gloves, etc.) |
| 2. Day pack | 8. Mess Kit |
| 3. 550 chord (Parachute chord) | 9. Sleeping bag |
| 4. Personal Tent Or (Tarp, Hammock, etc.) | 10. Knife |
| 5. Compass | 11. Trash bag. |
| 6. First Aid Kit | |

ORDER OF THE ARROW

Comanche Lodge will have a call-out ceremony on Tuesday night. The Order of the Arrow is a unique organization in that nonmembers must elect its members. To be elected, a Scout must be First Class or above and be an active, registered member of a Scouts BSA troop, Discovery Award in a Venturing Crew or Sea Scout Ordinary or above in a Sea Ship. After registration, have experienced fifteen days and nights of camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of Scouting America. The balance of the camping must be overnight, weekend, or other short-term camps. Fifty percent of the registered members of the troop must be present at the election. The unit committee may nominate only one adult, if the unit elected at least one youth. If the unit has more than 50 registered members, the unit committee may nominate two adults each year. Remember that official OA elections teams must do unit OA elections!

CAMP POLICIES

SCOUTING AMERICA SAFEGUARDING YOUTH POLICY

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:

BSA 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 & DRUGS:

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

NO, NO, NO:

No fireworks, firearms, or ammunition are permitted in the camp at any time for any reason. Only camp-supplied archery, rifles and shotguns are allowed to be used at camp. THERE ARE NO EXCEPTIONS. No pets of any type will be permitted in camp.

SPEED LIMIT:

The speed limit in camp is posted 15 mph or less.

TROOP EQUIPMENT:

It is strongly recommended that your troop bring its own camping equipment, especially tents. Some camp equipment may be available and can be checked out from the Quartermaster. 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.

PARKING

During check-in and checkout times, a limited number of vehicles will be allowed in the campsites. At all other times, vehicles must remain parked along the designated parking areas. Troop trailers may remain in the campsites. Vehicles in camp sites are by permit only. See Camp or Program Director if you have a special need requiring a vehicle in the campsite.

ATVs AND GOLF CARTS

Personal ATVs and Golf Carts are not allowed at Winter Camp without written permission from the Camp Director.

COMFORT AT WINTER CAMP

Anyone can camp in fair weather, but the weather in Northeast 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.

- Wear the proper clothing
 - Stay dry
 - Bring the proper equipment (better to have too much than not enough!)
1. Bring extra blankets. It may get *cold!*
 2. Bring extra socks. Change them often. Keep your feet dry.
 3. Wear warm insulated footwear. Bring an extra pair of footwear.
 4. Bring headgear. Remember you lose 70% of your body heat through the top of your head.
 5. Bring gloves.
 6. 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
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

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

PLEASE LEAVE ALL UNNECESSARY ITEMS AT HOME

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MERIT BADGE SUMMARY:

To have a successful Merit Badge Program, Scouts must begin prior to camp. Some badges are easily earned in a camping period while others take much longer. Encourage your Scouts to start working early, before camp. For every Merit Badge, the Scout should read the entire Merit Badge Pamphlet so that they are ready to tackle the badge while at camp. Some Merit Badge Pamphlets are available at the Trading Post.

Merit Badge	Fees	Details	Eagle Required
 American Heritage		Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage and the ways in which the past has led to our present nation is key to truly knowing what it means to be an American.	
 Animal Science		Working on the requirements for the Animal Science merit badge helps Scouts understand how to identify and care for various breeds of livestock. Scouts also investigate career opportunities related to animal science.	
 Archery 2 Sessions	\$10	Archery is great fun – some experience with previous range time and skill is desirable. It is suggested that the Scout also be available for the Open Archery period. Earning the merit badge includes achieving a certain score on a series of targets, which usually takes considerable time.	
 Astronomy		Scouts who are doing the requirements for the Astronomy merit badge learn about telescopes, binoculars, light pollution, planets, stars, and constellations. They visit a planetarium, spend some time observing the sky, or host a star party. They also explore careers related to astronomy.	
 Automotive Maintenance		Scouts will learn how to do general maintenance for vehicles, including recognizing hazards, Learn about the information available on a dashboard. They will also learn about career opportunities.	
 Backpacking		Scouts learn to plan and execute a safe trek in the back-country. Treating water, Leave No Trace, map and compass skills, GPS, stoves, and sanitary concerns are all covered by this badge.	

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 Camping		This merit badge cannot be completed at camp. It is helpful to do as much of the paperwork possible at home and bring to camp. Requirement 8d & 9a must be completed outside of summer camp although the week of camping nights at TL James may be counted toward the 20 days/nights required for 9a. Requirements 5e, 7b, & 9b2 can be completed at camp if the Scout brings their backpack and goes on a 4-mile hike.	
 Chess		Scouts will learn the classic game of Chess. Going beyond the basics, they will learn different tactics, strategies, and moves to emerge victorious with a checkmate. A great way to begin the journey towards becoming a Chess International Grandmaster!	
 Citizenship in the Community		Scouts learn how to be active members of their local community while working on the Citizenship in the Community merit badge. They learn about local government and do service work in their region. They also research the history, culture, and demographics in their area.	
 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 an protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.	
 Citizenship in Society		Scouts learn how the Scout Oath and Law relate to everyday life. They learn how to demonstrate positive leadership while making ethical decisions. They will learn how to create a welcoming environment in their Troops, schools, and communities.	
 Citizenship in the World		Scouts learn about international law and international organizations such as the United Nations, the World Health Organization, and the European Union. Scouts also find out about relationships between nations and the role of the US State Department and ambassadors.	

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 Collections		While working on the Collections merit badge, Scouts learn to collect, categorize, and preserve items they appreciate. They also learn about career opportunities related to collecting.	
 Communication		Scouts learn about oral, written, visual, and digital methods of sharing information while working on the Communication merit badge. They share stories and information, participate in an interview, attend a public meeting, and plan a Court of Honor or campfire program.	
 Cooking	\$10	This is a great course for those extra-hungry Scouts and represents excellent experience for any Scout. This badge requires some cooking at home, thus requirements 6 & 7d cannot be completed at camp.	
 Crime Prevention		Working on the requirements for the Crime Prevention merit badge helps Scouts stay safe in their homes and in the community. Scouts learn to identify and be alert to situations which may lead to crime. They learn about the dangers of substance abuse. Scouts also explore careers opportunities in the field of crime prevention.	
 Cyber Security		Aim is to equip Scouts with essential knowledge and skills related to cybersecurity, including safe online practices, understanding digital threats, and protecting personal information.	
 Electricity		Scouts learn about the many uses of electricity, including electromagnets, batteries, home lighting, motors, and more. They find out how to safely use electricity and avoid hazards. Scouts get some hands on experience with some simple electric circuits and devices.	
 Emergency Preparedness		This merit badge cannot be completed at camp unless requirements 2c, 8b & 9a or 9b are prepared at home and brought to camp to show the instructor. Requirement 1 (earn First Aid MB) is not checked off by the camp unless the Scout/unit has documentation.	
 Energy		This class explores the unique ways in which energy sources can be used to create electricity. Scouts will participate by conducting and creating energy-based experiments. <i>Pre-Requisites: 4, 5</i>	

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 Engineering		Engineers use both science and technology to turn ideas into reality. Scouts will learn about a career that is central to modern society. (Pre-req: 1, 2, 4)	
 Entrepreneurship		While working on the Entrepreneurship merit badge, Scouts learn about starting their own business. Investigate the demand for and possible compensation for a product or service. They come up with ways to promote the business and get their business up and running.	
 Environmental Science <i>2 Sessions</i>		This Eagle-required merit badge includes a great deal of paper work; some can be done at home. Plan for 2 added hours per day for field study and paperwork. This is a very challenging merit badge and involves a significant amount of writing.	
 Fire Safety		While doing the requirements for the Fire Safety merit badge, Scouts learn about the best ways to prevent fires in their homes and while outdoors. Scouts will also find out what to do if there is an uncontrolled fire. They visit a fire station and explore fire-safety related careers.	
 First Aid		Completing all of the first-aid requirements for Tenderfoot, Second Class, and First Class are prerequisites. The first session is demonstration by each Scout as described in requirement 1 and Scouts not having these skills will be removed from the class. The badge can be completed at camp if the Scout brings items from home to make a personal first aid kit, not a store purchased kit. The material for this merit badge is not hard but there is a lot to do!	
 Fish & Wildlife Management		Wildlife management is the science and art of managing the wildlife – both animals and fish. Learn how you can put these practices in place, projects at camp and in your own backyard.	
 Fishing		Scouts must catch one fish (Requirement #9) to complete the merit badge. Please encourage your Scouts to bring their fishing pole and supplies to compliment the equipment provided by camp.	

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 Forestry		Scouts learn to identify trees. They find out why forests are important to our economy, climate, wildlife habitats, and endangered species. Scouts investigate how forests are managed and how trees are harvested. They also identify trees which are unhealthy or hazardous.	
 Golf		Encourages Scouts to learn and play the game of golf. Scouts learn about proper grip and stance, which clubs to use, and how to chip and putt. Then they play at least 18 holes of golf. They also learn about golf etiquette and rules.	
 Home Repairs		Scouts learn to identify and fix various issues in their homes. They learn why maintaining a home is important and how making repairs in a timely manner can eliminate problems in their homes and improve safety and save money.	
 Indian Lore	\$20	Scouts learn about the rich cultural history of Native Americans. They learn about the history of the interactions between native people and European settlers and later the US government. They also explore how Native Americans continue to express their cultural history today.	
 Journalism		Journalism is one of the most expansive forms of communication. The role of the journalist is to provide all citizens with the necessary information needed to make the most educated decisions possible. Many of the standards that apply to journalists can be tied to the Scout Oath and Law!	
 Law		Law is the system of rules that a particular country or community recognizes as regulating the actions of its members and may enforce by the imposition of penalties. Protecting the citizens of the United States is the function of the US legal system. Law helps people solve problems and handle disputes.	
 Music		Scouts explore vocal and instrumental music while doing the requirements for the Music merit badge. They learn about different musical instruments and the history of American music. They teach songs to others or compose their own piece of music.	

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 Personal Fitness		Taking charge of your personal fitness is one of the most important decisions you can make in life. Personal Fitness mb will teach you the knowledge and habits necessary to stay physically fit and healthy as you grow older.	
 Personal Mgmt.		The Personal Management merit badge will equip Scouts with the skills to manage their finances as young adults. To earn this badge, you'll need to track your budget for three months, as well as identify the answers to various knowledge requirements.	
 Photography		The merit badge should make the scout aware of what he can do with photography as a lifelong hobby or a profession, and it should be fun to do. Must bring camera to camp to complete this merit badge. (Use of camera on smart phones are also acceptable) Must have verification from Scoutmaster that the Cyber Chip for your grade has been completed.	
 Plumbing		While working on the Plumbing merit badge, Scouts learn many aspects of plumbing and pipe fitting. They find out how to use tools. They explore the many uses of plumbing including faucets and drains. Then they use their knowledge by doing some maintenance on a faucet or trap.	
 Rifle 2 Sessions	\$15	It is suggested that the Scout also be available for the Open Rifle period. This is a challenging merit badge and most Scouts will find it difficult to qualify - to earn the merit badge they must not only learn safety, gun cleaning, etc. but must also achieve a reasonably high score on 5 targets with 5 shots each. For Experienced Scouts. Must be at least 12 years old.	
 Safety		Scouts explore how they can prevent accidents and crime. Scouts inspect their home for hazards. They also learn how to be aware of things like fire exits and alert to dangerous situations when they are doing activities elsewhere. Scouts also investigate careers related to safety.	
 Scouting Heritage		Learn how Scouting was formed and how it got to the United States. Learn about the roles each of the Founders of Scouting played. Identify the significance of Scouting Events. Learn how Scouting memorabilia has changes over time.	

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 Shotgun 2 Sessions	\$40	Please be aware that the shotguns are heavy. Physically small Scouts may not be able to hold the shotgun and if so, will not be able to complete the course! Scouts must hit 24 out of 50 targets to qualify, and this can take considerable time. Scouts should plan on making use of Open Time to complete the merit badge. Scouts must be at least 13 and physically capable of handling the shotgun.	
 Signs, Signals, Code		Learn a wide variety of ways to simple communications that we use every day or for emergencies. Discuss some old ways we used to communicate and how secret codes have been made and how to make your own.	
 Surveying		Scouts will reenforce their first aid skills, and identification of plants and animals. They will also learn different measurement methods. They will learn to read a topographical map and GPS Importance of surveying.	
 Sustainability		Scouts learn to conserve energy and think about how their food, housing, and consumption choices impact society. They make a plan to use the Earth's resources and learn how the Scout Oath and Law promote more sustainable communities.	
 Traffic Safety		Scouts learn about the importance of being alert and unimpaired while driving. Scouts investigate how to maintain an automobile and know about its operating parameters. They explore factors which cause car accidents.	
 Truck Transportation		Scouts will learn the role of truck transportation within commerce and how it fits in the supply chain. They will learn the difference between the engines used in trucks and the maintenance plans.	

Merit Badges	Fee	Lvl	Scout must complete these requirements <u>before</u> or <u>after</u> camp
(Merit Badges in <i>bold/italics</i> are Eagle required. MB difficulty levels are B-Beginner, A-Advanced, E-Experienced)			
American Heritage		B	Req 3c
Animal Science		A	
Archery (2 sessions)	\$10	B	
Automotive Maintenance		A	
Backpacking		A	Reqs 10 & 11. Recommend to bring a hiking Backpack
<i>Camping</i>		A	Knowledge of First Aid, Reqs 4B, 5E, 8D, 9A, 9B, 9C, 10; bring backpack
Chess		B	

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<i>Citizenship in the Community</i>		A	Reqs 3A, 3B, 7, 8
<i>Citizenship in the Nation</i>		A	Reqs 2, 3, 6
<i>Citizenship in the World (2 sessions)</i>		E	Req 7
<i>Citizenship in Society</i>		A	
Collections		B	Must have a collection of beginning of a collection to complete.
<i>Communications</i>		A	Reqs 5, 8
<i>Cooking (2 sessions)</i>	\$10	A	Req 4A-4E
Crime Prevention		B	
Cyber Security		B	
Electricity		A	
<i>Emergency Preparedness</i>		A	
Energy		A	Req 4
Engineering		A	
Entrepreneurship		B	
<i>Environmental Science (2 Sessions)</i>		A	
Fire Safety		B	Reqs 6, 11
<i>First Aid</i>		A	Req 2B
Fish & Wildlife Mgt		B	
Fishing		B	Need fishing pole
Forestry		B	
Golf		B	
Healthcare Professionals		B	
Home Repairs		B	
Indian Lore	\$15	B	
Journalism		B	
Law		A	
Music		B	
<i>Personal Fitness</i>		A	Req. 1b , 8
<i>Personal Management</i>		E	Reqs 1, 2A, 2B, 8C, 8D
Photography		B	<u>MUST</u> bring a digital camera and extra batteries. Current Cyber Chip.
Plumbing		B	
Rifle (2 Sessions)	\$15	B	
Safety		B	
Scouting Heritage		B	
Shotgun (2 Sessions)	\$40	A	
Signs, Signals, Code		B	
Surveying		b	
<i>Sustainability</i>		A	
Traffic Safety		B	
Truck Transportation		B	
<i>Older Scout Programs</i>			
ATV Safety Program (2 Sessions)	\$50	B	MUST BE AGE 14, must bring long pants and long shirts
Cowboy Action	\$15	B	
Louisiana Long Guns	\$25	B	
OPEN PROGRAMS			OPEN Programs on the schedule just designate time when Scouts may participate. There is no sign up. Scouts are on a first come first serve and do not have to do the same thing each day or anything all.

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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.

SCOUT MERIT BADGE WORKSHEET CAMP T. L. JAMES WINTER CAMP 2025 NOVEMBER 21st – LAST DAY TO REGISTER FOR WINTER CAMP

Name: _____ Troop # _____ Scout Rank: _____
Birthdate: ____/____/____ Age: _____ Phone: _____ Adult Shirt Size: _____
Address: _____ City: _____ Zip: _____
Special Dietary needs: _____

I have chosen three (3) classes that I am interested in taking for each instructional period. I have marked them No. 1-2-3 in order of my preference. Note: There are only three (3) instructional periods per day. Some merit badges cover two consecutive periods. Turn this sheet in to your Scoutmaster so they can use it to complete the ONLINE REGISTRATION. Only one adult per troop is to register the Scouts.

Please note that some classes have additional fees for craft materials, rifle cartridges, shot gun shells, and arrow making kits. Those taking Photography will need to bring a digital camera; Orienteering, a compass.

B – Beginner, A – Advanced, E - Experienced

Sunday Session

Session One 8:30 AM - 11:30 AM

- | | |
|--------------------------|--|
| ☐ | ATV (2 Sessions) |
| ☐ | Cooking (2 Sessions) |
| ☐ | Energy |
| ☐ | First Aid |
| ☐ | Fishing |
| ☐ | Forestry |
| ☐ | Citizenship in the World (2 sessions) |
| ☐ | Photography |
| ☐ | Rifle Shooting (2 sessions) |

Session Two 1:30 PM - 4:30 PM

- | | |
|--------------------------|---|
| ☐ | ATV (cont) |
| ☐ | Cooking (cont) |
| ☐ | Chess |
| ☐ | Citizenship in Society |
| ☐ | Citizenship in the World (cont.) |
| ☐ | Electricity |
| ☐ | Home Repairs |
| ☐ | Rifle (cont) |
| ☐ | Sustainability |

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Truck Trans

Session Three 7:30 PM – 9:00 PM

Astronomy
Automotive Maintenance
Cybersecurity

Monday Session

Session One 8:30 AM - 11:30 AM

- | | |
|--------------------------|----------------------------------|
| ☐ | Animal Science |
| ☐ | Archery (2 sessions) |
| ☐ | ATV Safety Course (2 Sessions) |
| ☐ | Citizenship in the Nation |
| ☐ | Communications |
| ☐ | Engineering |
| ☐ | First Aid |
| ☐ | Music |
| ☐ | Personal Fitness |
| ☐ | Shotgun (2 Sessions) |
| ☐ | Plumbing |

Session Two 1:30 PM - 4:30 PM

- | | |
|--------------------------|-------------------------------------|
| ☐ | ATV Safety Course (cont.) |
| ☐ | Archery (Cont) |
| ☐ | Citizenship in the Community |
| ☐ | Communications |
| ☐ | Emergency Preparedness |
| ☐ | Indian Lore |
| ☐ | Journalism |
| ☐ | Personal Management |
| ☐ | Shotgun (Cont) |
| ☐ | Surveying |
| ☐ | |

Session Three 7:30 PM – 9:00 PM

- | | |
|--------------------------|-----------|
| ☐ | Astronomy |
|--------------------------|-----------|

Tuesday Session

Session One 8:30 AM - 11:30 AM

- | | |
|--------------------------|---|
| ☐ | Backpacking |
| ☐ | Collections |
| ☐ | Cowboy Action |
| ☐ | Environmental Science (2 Sessions) |
| ☐ | Fire Safety |
| ☐ | Fish and Wildlife Management |
| ☐ | Golf |
| ☐ | Safety |
| ☐ | Scouting Heritage |
| ☐ | |

Session Two 1:30 PM-4:30 PM

- | | |
|--------------------------|-------------------------------------|
| ☐ | American Heritage |
| ☐ | Camping |
| ☐ | Crime Prevention |
| ☐ | Entrepreneurship |
| ☐ | Environmental Science (cont) |
| ☐ | LA Long Guns |
| ☐ | Law |
| ☐ | Sign. Signals, & Codes |
| ☐ | Traffic Safety |
| ☐ | |

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CAMP SCHEDULE

Checking In & Out

SATURDAY (CHECK-IN)

TUESDAY(CHECK-OUT)

Check in 1:00 PM – 4:45 PM

- Assemble in parking lot
- Troop registration in Admin Building
- Turn in Scouting America Medical Forms
- Medical re-check
- Table assignments at Dining Hall
- Payment of Merit Badge Class Fees

TUESDAY-after Closing Campfire

4 – 7:45 PM Set up camp

5:30 PM Dinner in the Dining Hall

7:00 PM Opening Campfire

8:30 PM SPL – Adult Leader Orientation
Admin Building

10:30 PM TAPS

11:00 PM Lights out

Thanksgiving Dinner

Camp T. L. James serves a traditional Thanksgiving Dinner on Tuesday evening for campers and their special guests. **Scoutmasters / Troop Leaders must give a headcount of visitors by Saturday dinner to allow adequate preparation by the Dining Hall staff. Cost is \$8 per Guest payable at Trading Post.**

Check-out Procedure

1. Ensure fires are out.
2. Clean restrooms.
3. Remove all trash and place in camp dumpsters.
4. Return all borrowed equipment to Quartermaster.
5. Have campsite inspected by Camp Commissioner or his/her designee.

**HAVE A GREAT THANKSGIVING!!
COME AGAIN!**

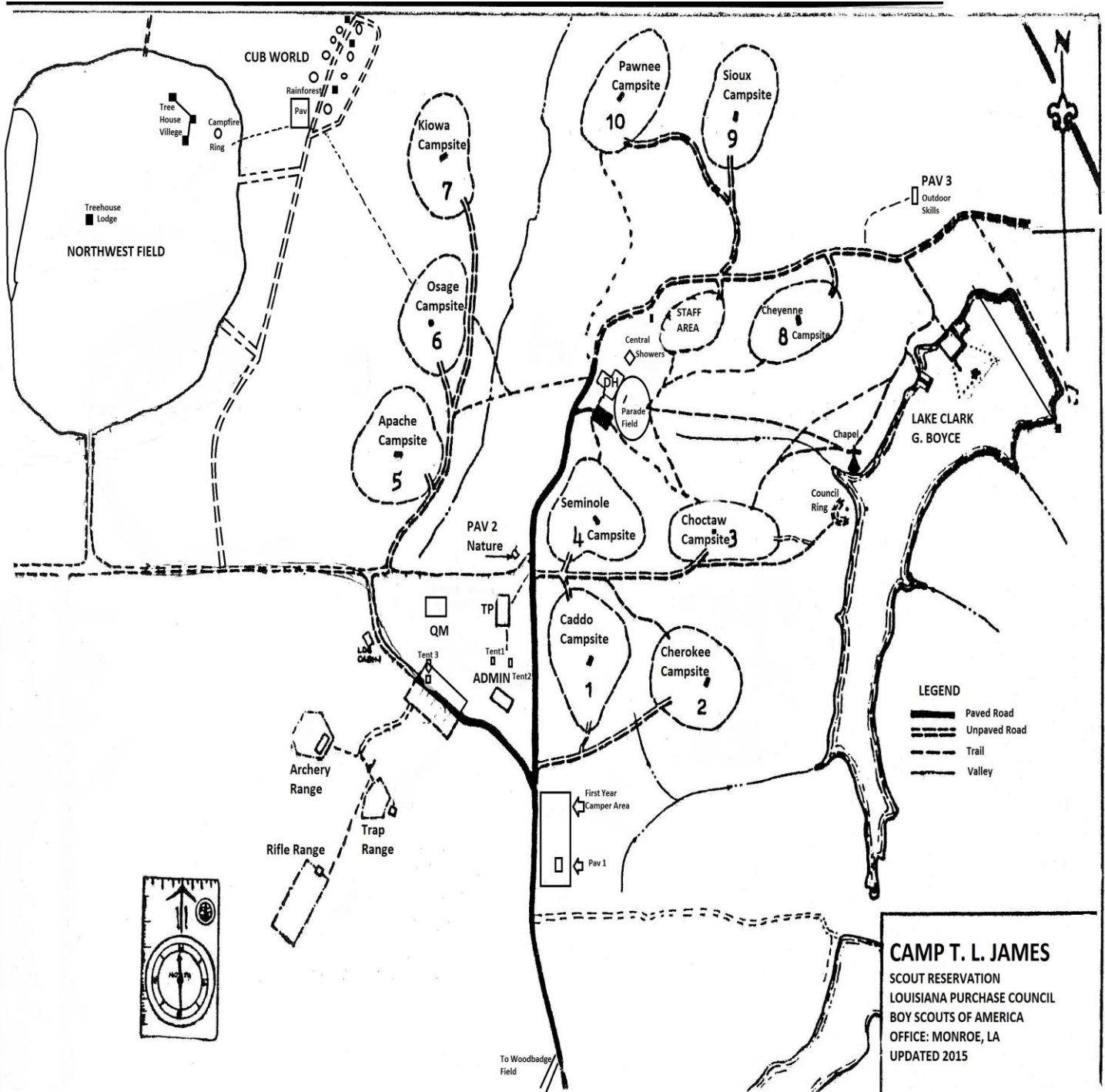
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DAILY SCHEDULE

TIME	SATURDAY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY
6:30A.M.	N/A	REVEILLE	REVEILLE	REVEILLE	REVEILLE
7:00 A.M.	N/A	COLORS	COLORS	COLORS	COLORS
7:10 A.M.	N/A	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST
8:30 A.M. to 11:30 A.M. Session 1	N/A	Session 1	Session 1	Session 1	CHECK-OUT
12:00 P.M.	N/A	LUNCH	LUNCH	LUNCH	YOUTH STAFF DISMISSIAL
1:30 P.M. to 4:30 P.M. Session 2	N/A	Session 2	Session 2	Session 2	N/A
5:20 P. M.	COLORS	COLORS	COLORS	COLORS	N/A
5:30 P.M.	DINNER	DINNER	DINNER	DINNER	N/A
7:00 P.M.	OPENING CAMPFIRE	CHAPEL	FLAG RETIREMENT	CLOSING CAMPFIRE	N/A
7:30 P.M. to 9:00 P.M. Session 3	N/A	Session 3	Session 3	N/A	
7:30 P.M.	OA Membership Meeting	CAMP WIDE GAME	MOVIE NIGHT		N/A
8:30 P.M.	SCOUTMASTER & SPL MEETING				N/A
10:00 P.M.	TAPS	TAPS	TAPS	TAPS	N/A
10:30 P.M.	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	LIGHTS OUT	N/A

Polar Bear Plunge will be Tuesday Morning at 6 AM.

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MAP TO CAMP T. L. JAMES

