WINTER CAMP

DECEMBER 27-30

Camp Alpine

2026



Welcome!



Thank you for your interest in GNYC's *Winter Camp* at Camp Alpine. Join us with your troop, as an individual, or with a buddy!

Missing all your favorite things about summer camp? At Winter Camp, you'll experience all your favorite summer camp activities:

- ★ Merit badges and awards
- ★ Songs and cheers in the dining hall
- ★ Your favorite camp staff
- ★ Troop and patrol competitions
- ★ Climbing/archery
- ★ Camp-wide game
- ★ Closing Campfire
- ★ Quality time with friends and making new ones

Scratch that summer camp itch and come to Winter Camp! Your favorite summer camp staff from TMR and Alpine will be joining forces to bring you the best Winter Camp to date.

Participants will stay in cabins. Reeve's Lodge will be used for campwide events and classes. You'll visit the Activity Center for climbing and classes as well. And of course, expect great meals from Camp Alpine's 5-star dining hall. We can't wait to see you!

Don't wait, reserve your spot today!

Scott Dellosso

Scott Dellosso
Camp Director

Send questions to:
sdellosso@tenmileriver.org

Pricing



Youth fee

Early Bird – **$325**
(pay in full by 10/12/25)

Regular – **$375**
(cost after 10/12/25)

Adult fee

Troop Adult Fee – **$100**
(Troops bringing 5 scouts
get TWO half-price adults).

Regular Adult Fee – **$200**

Registration

Click here to register

Troop Registration

Troops should designate one leader to be the *unit registration contact* and register the Scouts in their unit. They can be in charge of payment OR turn on the ParentPortal to have parents make payment and/or make merit badge selections. For more information about the ParentPortal, click here.

Troops bringing at least 5 Scouts and 2 adults get a **FREE cabin** as part of your registration!
→ The registration contact can choose your cabin preference when registering online.
→ You can lock in your cabin once you have paid the deposit for 5 Scouts..
→ Final cabin assignments will be sent out 2 weeks prior to the event

Individual Registration

Scouts who want to attend individually (or with a buddy!) should have their parents register them for Winter Camp. Scouts coming without adult leadership will be assigned to our Provisional Troop, with qualified adult staff overseeing them. They will be sleeping in a cabin with other members of their provo troop who also chose to come as individuals or buddies.



Arrival

Sunday, Dec 27th, 1-2pm

Please check in at 1:00pm at Reeves Lodge.
→ Please have your Medical Form and medications (if applicable) ready at check-in. See next page for more medical information.

→ Troops and individual Scouts will have until 2:00 pm to go to their cabin and set up.
→ There will be activities to participate in at Reeves Lodge after cabin setup.
→ Opening begins promptly at 2:30 pm.

Departure

Wednesday, Dec 30th, 1:00pm

Check-out is at 1:00 pm after lunch.

Adult Leaders or parents should head to Reeves Lodge to check out your Scout. We will return your medical and medications (if applicable). Merit badge reports will be retrieved through the online portal and not given out by hard copies.

Scouts should be picked up no later than 1:30pm.

Medical



At GNYC, we take safety as our highest priority. The mental, physical, and social health of our campers are of the utmost importance. Any questions can be sent to sdellosso@tenmileriver.org.

Health and Medical Record

An official Scouting America medical form is required and must be completed prior to your arrival. Parts A and B only are required for this event. You may find the medical form here.

Medical Officer

There will be a medical officer on site for emergencies and administer medication for provisionals.

Important Notes:

- ★ Only the official Scouting America Medical Form (Parts A&B) will be accepted; no other types of physical will qualify. Please bring a hard copy of the completed form with you.
- ★ All youth not camping with their troop must give any medication, either prescription or OTC, to the medical officer during check-in.

  All youth camping with a troop will have the designated Adult Leader hold their meds and at the applicable times provide and oversee the self-administration of the Scout's medication.

Medication

All youth requiring medication, both prescription and OTC, must:

- ★ Bring medication IN THE ORIGINAL CONTAINER, stating the name of the medication, frequency, and dosage.
- ★ Bring only the amount of medication needed for the event.
- ★ Make sure the medication is listed on the medical form.
- ★ If not camping with a troop, be sure to notify the medical officer of your medication and be ready to hand it over during check-in.

Merit Badges



Scouts choose one badge from each cluster:

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**Scouts choose one badge from each cluster:*		
Cluster 1	**Cluster 2**	**Cluster 3**
Citizenship in the Community	Citizenship in the Nation	Citizenship in the World
First Aid	Communications	First Aid
Search and Rescue	Animal Science	Coin Collecting
Mining in Society	Chess	Veterinary Medicine
Radio	Public Speaking	Entrepreneurship
Animation	Totin' Chip and Firem'n Chit	Fire Safety
Leave No Trace Basics	Archery (both periods)	
Test Lab Merit Badge: Psychology	Climbing (both periods)	

***Be sure to check the next page for which badges can be fully completed and which have prerequisites.**

Prerequisites

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Please bring documentation of the noted requirements in order to fully complete the merit badge.

Cluster 1	Cluster 2	Cluster 3
Citizenship in the Community Req. 3ab, 4ab, 7abc First Aid* Req. 2b1 Search and Rescue (No pre-reqs) Mining in Society (No pre-reqs) Leave No Trace Basics Radio (No pre-reqs) *Test Lab* Merit Badge - Psychology Req. 4a	Citizenship in the Nation Req. 7abcd Communications Req. 5 Animal Science (No pre-reqs) Totin' Chip and Firem'n Chit Chess (No pre-reqs) Public Speaking (No pre-reqs) Archery* (No pre-reqs) Climbing* (No pre-reqs)	Citizenship in the World (No pre-reqs) **must have a device to access the internet First Aid* Req. 2b1 Coin Collecting Req. 4abcdef Veterinary Medicine (No pre-reqs) Entrepreneurship (No pre-reqs) Fire Safety MB Req. 5g Archery* (No pre-reqs) Climbing* (No pre-reqs)

Merit Badge Registration



Once a Scout is paid in full, the Scout will be able to register for badges on Blackpug, the online registration portal. **We will not be using hard copies of "blue cards" for this event.**

In order to maintain instructional integrity, there are capacity limits on badges. We do not change the class capacities, so please register early to ensure your Scouts get their first preference in badges.

A walkthrough for how to register for badges is available here.

Merit Badge Reporting

All merit badge reporting will be digital – Scouts will not receive any hard copies of merit badge reporting or blue cards. Registration contacts will download this information from Blackpug, the registration portal:

- Navigate to your registration. Notice the tabs along the top:
  - Click on the "Reports" tab

- All reports are available here.
  - For individual Scouts, we recommend downloading and printing:
    - *Blue Cards–Plain Paper*, a PDF version of the partial or complete you can give to your Scoutmaster
  - For troops, we recommend downloading:
    - *Scoutbook Export*, a .csv file you can import directly into Scoutbook containing all advancement information.

    Troops can also utilize the following reports:
    - Unit Roster: a troop roster for this event.
    - Class Schedule: a copy of each Scout's schedule.

What to Bring



Medical Form
*Scouting Medical Form
(Parts A&B)

Clothing
(3) Sets of Clothing (Long pants, shirts)
(3) Pair Socks – minimum
(3) Pair Underwear – minimum
(1) Pair Long Underwear (pants and undershirt)
(1) Pair pajamas

Weather Protection
Rain Jacket or Poncho
Stocking Cap
Fleece Jacket or Sweater
Winter Coat
Gloves
Sleeping Bag with liner, blanket, or sheet inside

Shoes
(1) Pair Indoor Shoes
(1) Pair Boots
(1) Pair Shower Shoes

Toiletries
Towel
Soap/Shampoo
Toothbrush/toothpaste
Deodorant
Any additional needed items

Other
Paper and pen/pencils
Flashlight with spare batteries
Spending money for the Trading Post

Optional
Scout Handbook
Board games or card games
Folding Pocket Knife
(bring your totin' chip)



Any Questions?

Please email

sdellosso@tenmileriver.org