

Camp Somers

Mt. Allamuchy Scout Reservation

Stanhope, New Jersey

2022 Summer Camp

Leaders' Guide



Patriots' Path Council, BSA
1 Saddle Road
Cedar Knolls, N.J. 07927
973-765-9322
March 17, 2022

www.ppcbsa.org/camping





Dear Leaders,

It is with great pleasure that I introduce myself to you as the Camp Somers Camp Director for the 2022 summer camp season. This is my 18th year on staff. I previously served as the Aquatics Director and Trailblazer Director. I am beyond excited to get back to our traditional camp life! Our team is eager to continue delivering a high-quality program while we add to our past achievements.

My career as a school psychologist provides me with a firm understanding of the developmental, social, and behavioral needs of children and adolescents. My heart is deeply rooted in the Scouting movement. I grew up in Scouting as my family worked and lived on camp properties most of my life. I married an Eagle Scout, and I am continuing my family's legacy by giving my three daughters the experience of living life at summer camp. I truly understand and value the program elements and the positive impact the program has on individuals.

Our staff and volunteers have been working tirelessly to maintain and develop the property to get ready for the summer and to design a program that meets the needs of your Scouts, unit, and families. At Camp Somers, we want everyone to feel as though they are a part of our family. The staff we employ receive a weeklong extensive and intense training to prepare for the summer that is unmatched among other camps. They are qualified in the merit badges they teach and educated in all BSA policies and procedures.

We strive to provide an inclusive environment where all Scouts can learn new skills, experience high adventure activities, work on their problem-solving skills and independence, and above all be immersed in the Scout Oath and Law in their daily activities. We encourage them to advocate for themselves and to take advantage of all the programs we have to offer. It is our mission to be available to ensure that your unit has a positive and rewarding experience and that you make Camp Somers your summer camp home.

This guide will answer most of your questions. It is comprehensive and provides your unit leadership with useful information regarding your stay at Camp Somers. I would love to hear from you if you have any questions and encourage you to reach out at any point so I may address your summer camp needs. This includes while you are with us over the summer as I believe it is very important we reach a resolution to any challenges you may encounter at camp as a team.

It is my expectation that this summer will be a memorable experience for all who enter our gates. It is my goal to ensure your Scout's safety, provide them with a motivating Scouting experience, and to instill a love for Camp Somers. I look forward to meeting you if we have not met and in continuing my relationship with those of you I already know. Take good care and I look forward to welcoming you home this summer!

Yours in Scouting,

Amanda Landwehrle- Camp Director somerscampdirector@gmail.com (973)765-9322, ext. 422





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2022 Camp Theme

- Ahoy matey! Your ship is setting sail, so chart yer course for Camp Somers! We need shipmates to swab the deck and cruise for the hidden treasure. Be prepared to have fun or else you will have to walk the plank...Aaarr! The camp theme this year is **Pirates: Treasure Hunt of Scouting**



Highlights

- **Camp Band:** If you play an instrument, **bring it along!** You are invited to join our Camp Band. See page .
- **E-Z Check In:** Review your unit's medical forms with our health officer before your arrival on Sunday. Our health officer is available the Tuesday before your arrival to camp at 7 pm in the Health Lodge. If you cannot make this time, or would like to schedule a different time, please email the health officer at masrhealthlodge@gmail.com to make an appointment or discuss other options for us to make your check-in easier.
- **Specialty Camps:** Experience your favorite parts of camp for an extra week. Specialty week offers ***Aquatics Adventure, Backwoods Engineering, Climbing Week and Shooting Sports Camp.*** If you have Scouts interested in another week at camp, they can return for a second week.



Preparing for Camp

2022 Camp Dates

- July 10 - July 16
- July 17 - July 23
- July 24 - July 30
- July 31 - August 6
- August 7 - August 13 (Specialty Week/Adventure Week/Coley)

Planning Calendar

Backdate	Item
As Early As Possible	Submit your Deposit.
4 Months Prior	Unit Camp Leader Selected
Mid-March	Camp Leaders' Meeting
Late March	Camp Required Forms, Equipment Lists and Letter to Parents
April 30	Early Bird Deadline
May/June	Scouts Review Merit Badge Requirements and Prerequisites
May/June	Scouts Set Individual Goals
May/June	Unit Program Developed
May/June	Inform Parents of Camp Plans and Activities
1 Month Prior	Finalize Merit Badge Planning
1 Week Prior	Unit Equipment Prepared
1 Week Prior	Meet Camp Medical Officer to Review/Submit Rosters and Medical Forms

Financial Information

Fees and Due Dates

Fee	Early	Regular
Scout Fee	\$575	\$625
Extra Adult Leader Fee	\$200	\$200
Site Deposit	\$250 (non-refundable)	

- Early fees must be postmarked or paid online by May 1, 2022.
- Graduating Webelos will have the early fee in effect through June 1, 2022.
- Free leader policy – Three free leaders.
- Site Deposit – Non-refundable. Will be applied to 2022 total camp fees.



Discounts

Per week discount for siblings

\$50 per week discount for siblings.

- Each family pays the early or regular fee for the first Scout at camp and will receive a \$50 discount for all additional siblings attending Scouts BSA camp. The discount applies to all Patriots' Path Council unit/unit resident camps and any PPC camp for individual Scouts. Camp COLEY and Adirondack Treks are excluded.

Military

The Patriots' Path Council strongly believes in thanking our military for their service. In appreciation of their military service, we offer a summer camp discount to these Scouting families. Scouts of active-duty service personnel receive a 50% discount on one week of summer camp. Visit www.CampSomers.org for details.

Payments

Full payment for all Scouts and leaders attending summer camp must be received one week prior to your arrival at camp. This will allow time to order and prepare sufficient food and arrange for adequate supplies. It is extremely difficult to accommodate multiple additional Scouts and adults arriving at the last minute.

Payments may be submitted online through your unit's registration. For more information, or to arrange an alternative form of payment, please contact Bridget Capen at bridget.capen@scouting.org.

Adding Scouts

We encourage as many Scouts to come to camp as possible. After you have registered your unit, additional Scouts may be added and paid for through your online registration. For more information or assistance, please contact Bridget Capen at bridget.capen@scouting.org.

Refunds

Individuals or groups that cancel a program reservation 30 days prior to the event date will receive a refund of fees paid less an administrative charge of 15% of the total paid. No refund will be made after the 30-day cancellation deadline. All cancellations and refund requests must be made in writing and sent to the council service center, Attn: Camping Services, 1 Saddle Road, Cedar Knolls, N.J. 07927. This policy is strictly enforced – no exceptions. Site deposits are non-refundable.

Illness Refund Policy

If your Scout becomes ill/injured during his/her week at camp, the following schedule of refunds will apply:

- 50% refund for 3 missed days for medical reasons – include a doctor's note.
- 75% refund for 4 missed days for medical reasons – include a doctor's note.
- 0% refund for 1 or 2 days missed for medical reasons.

All illness/injury refund requests must be made in writing to Camping Services at the council service center. Be sure to include your doctor's note.



Thomas A. Pepe Adventuershhip

Every Scout should be given an opportunity to take part in all Scouting activities. The Thomas A. Pepe Adventuershhip program has been established so that Scout families will find these programs within reach. Thomas A. Pepe Adventuershships are open to all Patriots' Path Council youth. The application deadline for Scout summer camp programs is April 1.

For more information, or to apply online, please visit www.CampSomers.org.

Campsite Reservation Policy

Units camping with us this summer may reserve their current campsite for the same camping week number next year. The reservation form and site deposit must be submitted to the business manager prior to departing camp. If a unit departs camp without making a reservation for next summer, the site will be made available to all units on a first-come-first-served basis. Units that do not meet the published site minimum may be asked to share their site with another unit. Please see the *Summer Camp Site Reservation and Payment Form* for more details. Site availability information is available on the Camp Somers website at www.CampSomers.org

Pre- Camp Leaders' Meeting

The 2022 Summer Camp Kickoff meeting will be held Sunday May 1, 2022 12:00 p.m. - 2:00 p.m. at the Camp Somers Dining Hall, 750 Waterloo Rd, Stanhope, NJ 07874. Registration starts at 10:30 a.m.

Please try to have at least one adult from your unit attend this meeting. The camp directors and staff will be there to highlight this year's exciting activities, help you customize your experience with us, and answer your questions. If you cannot attend, most of the handouts will be posted to the web after the meeting.

Pre-Camp E-Z Check-In

We would like to make your Sunday check-in more efficient and less time consuming. By taking advantage of our pre-camp E-Z check in, you can spend less time waiting and more time in your campsite.

Pre-camp E-Z check-in is held **the Tuesday prior to the week you are attending camp.** at 7:00 p.m. in the Camp Somers Health Lodge, located in the camp parking lot. You can also make arrangements to meet with the health officer ahead of time by emailing masrhealthlodge@gmail.com. All units are strongly encouraged to have one adult attend E-Z check-in. To assist you in this process, all forms are located in the Forms/Information section of the Camp Somers website. Please bring the following items with you when you come to E-Z check-in:

- **Roster** – Include all Scouts and adults staying at camp, including those staying only one night.
- **BSA Annual Health and Medical Records** - Required for all Scouts and leaders. Parts A, B and C must be completed and signed. **Please bring photocopies and keep the originals.**
- **Youth Protection Training** – Current Youth Protection training certificate is required for all adults.
- Please inform us of any Scout or leader with special needs and let us know the specifics: i.e. behavioral, physical, medical, dietary, food allergies, etc. Special requests and needs should be submitted as soon as possible in order to prepare accordingly. Feel free to call the camp at any time prior to E-Z check-in to discuss any special needs.



Adding Scouts at Camp

If you arrive at camp on Sunday with Scouts or leaders who were not included in the pre-camp check-in, you can expect delays at Sunday check-in. Please inform the camp office of any changes to your roster at least one week prior to arrival on Sunday.

Online Merit Badge Sign Up

We are proud to offer our online merit badge sign up process to all Scouts. The online registration system helps Scouts select the exact badges they want, to maximize their time in camp. The sign ups allow us to prepare for sessions and ensure we have the resources in place prior to your week at camp. Please note that Scouts are not locked into their online choices and can make the changes they would like upon arrival to camp.

A Sunday evening merit badge meet and greet will be held so Scouts can make any changes to their schedules and meet our staff. Scouts who sign up using the online system will have priority in sessions that have a participation limit.

Please visit the Camp Somers website to sign up for merit badges and selected activities.

Contact Information

Patriots' Path Council

Keith Dlugosz

Director of Camping and Properties

keith.dlugosz@scouting.org

(973)765-9322, ext. 412

Bridget Capen

(Registration and Payments)

bridget.capen@scouting.org

973-765-9322, ext. 222

Mt. Allamuchy Scout Reservation

Camp Somers

750 Waterloo Road

Stanhope, NJ 07874

Year Round: (973)347-3266

Summer Season: (973)347-2240

Fax: (973)347-3710

Trading Post: (973)347-6777

Amanda Landwehrle

Camp Director

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James Hitchings

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(973)765-9322, x419



Unit Leadership

Each unit is required to have a minimum of two adult leaders as per the Boy Scouts of America *Guide to Safe Scouting*. If your unit cannot meet this standard, please contact camp well ahead of time to work out a solution. We recognize that leaders have very busy schedules, and a rotating unit leader(s) is acceptable (keeping the minimum of 2 adults in camp at all times). Please include all leader names on the roster and note when they will be in camp. Patriots' Path Council recommends the following ratio for Scouts to leader

Scouts	Leaders
1-18	2
19-27	3
28-36	4
37-45	5
46-54	6

Effective for the 2018 BSA summer camp season, any adult accompanying a Scout unit to a residence camp or other Scouting activity lasting 72 hours or more **must** be registered as a leader, including completion of a Criminal Background Check (CBC) and Youth Protection Training (YPT), even if they are the parent of a youth on the trip.

Out of Council Unit Requirements

- All non-Patriots' Path Council units attending our camps must provide proof of unit health and accident insurance prior to arrival at camp. Your council office can provide you with the certificate. Patriots' Path Council units are covered under the council's health and accident insurance policy.

Directions to Camp

Address

Mt. Allamuchy Scout Reservation – 750 Waterloo Road, Stanhope, N.J. 07874

GPS or Google Maps

If using a GPS, the address 1 Camp Allamuchy Road, Stanhope N.J. 07874 (or Andover NJ 07821) will take you to the Mt. Allamuchy Scout Reservation entrance.

From I-80

Take Exit 25 (Route 206 North, Newton). Take the first ramp to the right. (Follow the Waterloo Village signs). Take the first right, just before the light, onto Continental Drive. Go to the end of Continental Drive and turn left onto Waterloo Road. The entrance to the camp is approximately one mile ahead on the right (it is opposite and a few hundred yards past the entrance to Waterloo Village). NOTE: If you miss the first right hand turn after exiting I-80, don't panic! Proceed on US-206 past the Black Forest Inn, to the second traffic light. Turn left at this light onto Waterloo Road and continue to camp.

From NJ - 10/US - 46

Follow NJ-10/ US-46 West to Ledgewood light. Continue west on US-46 approximately 1-1/2 miles up the hill, and take the exit for I-80 West. Continue on I-80 to Exit 25 and follow the directions from I -80 found above.

From US-206

Follow US - 206 to Waterloo Road. At the intersection of Waterloo Road and US -206 there are signs to Allamuchy State Park and Waterloo Village. From the north turn right. From the south turn left. Follow Waterloo Road to the camp entrance on the right.

Upon entering Mt. Allamuchy Scout Reservation

Watch for the Camp Wheeler/Kent Center sign. Continue straight ahead for Camp Somers and the main parking lot.



More Summer Camping Opportunities for Individuals

At Mt. Allamuchy Scout Reservation

- **Provisional Camp Troop** – Come back for another exciting week of resident camp at Camp Somers. Get a chance to meet new Scouts while visiting your favorite program areas, completing merit badge partials, working on more merit badges/advancement, or just having fun at camp.
- **Trailblazer Day Camp** – Scouts are also welcome back for a week of day camp. Trailblazer Day Camp runs from 8:45 a.m. to 3:45 p.m. Monday through Friday. Bus transportation is provided from many locations throughout Morris, Sussex, and NW Somerset counties. Scouts of all ages are encouraged to attend. Come back to complete partials, spend some time working on Eagle required badges at Eagle's Nest, or sign up for High Adventure activities like the ATV program. Have a productive fun week at camp and sleep in your bed at night!
- **Camp COLEY** – Celebrating the Outdoors with Laughter and Excitement for all Youth! Camp COLEY is a weeklong resident camp held August 7-13, 2022. Girls and boys in grades 3-12 and their families experience age-appropriate versions of the programs offered to Scouts. Campers and their leaders rotate through program areas such as aquatics, outdoor skills, ecology and shooting sports. Outdoor fun for all—plus memories and friendships for a lifetime!
- **Aquatics Adventure** – Love to spend your time out on the open water? Aquatics Adventure week is dedicated to increasing your aquatics skills. Activities will include boating, swimming, and life-saving both at camp and on nearby waterways. One week only: August 7-13, 2022.
- **Backwoods Engineering Camp** - Do you love to lash? Do you want to learn how to build challenging towers, bridges, catapults, and more using nothing but sticks, rope, pioneering tools and your own hands? Then Backwoods Engineering Camp may be for you! One week only: August 7-13, 2022 for First Class Scouts and above.
- **Climbing Week** – Experience some of the best natural rock in New Jersey! Climbing Week will focus on technique, gear and etiquette. One week only: August 7-13, 2022.
- **Shooting Sports Week** – Shooting Sports Camp is the place to be to hone your shooting skills. Scouts will practice with many different firearms as well as increase their proficiencies in rifle, shotgun, and archery. They will be able to earn NRA marksmanship ranks. One week only: August 7-13, 2022.



Equipment Lists

Personal Equipment

Recommended Gear

- Pack/Duffle Bag/Footlocker
- Sleeping bag
- Official Scout uniform
- T-Shirts (6 days)
- Bathing suit
- Fleece (preferred) or sweatshirt
- Hat
- Hiking boots (waterproof)
- Jacket
- Pants or zip-offs
- Rain gear
- Shorts or zip-offs
- Shoes that can get wet (required for boating)
- Sneakers or moccasins
- Socks (6 days)
- Underwear (6 days)
- Comb or brush
- Flashlight or LED headlamp
- Handkerchief or tissues
- Insect Repellent (No aerosol)
- Medications properly labeled (all must be included on the medical form). Please label medication with the Scout's name and unit.
- Merit badge prerequisites
- Pen/Pencil/Notebook
- Personal first aid kit
- Plastic bags - 1 and 2 gallon
- Scout handbook
- Soap/Shampoo/Deodorant
- Shower shoes/Flip-flops
- Sunscreen
- Toothbrush/Toothpaste
- Towels and washcloths
- Wallet w/spending money
- Water bottle/Hydration bladder

Optional Gear

- Alarm clock
- Backpack (outpost camping)
- Camera/Film/Memory cards
- Compass
- Cord/Clothesline
- Day pack
- Fishing tackle
- Gloves (ATV)
- Ground cloth (Outposts, Camping/Wilderness Survival MB's)
- Hangers
- Laundry bag
- Long sleeve shirt (ATV)
- Long pants (ATV)
- Mattress/Foam pad
- Merit badge pamphlets
- Mosquito netting
- Musical instrument
- Pillow
- Pocket knife (no sheath knives)
- Tent (outpost camping)
- Watch

A good rule is: If you don't want it lost, damaged or destroyed, consider leaving it at home.



Unit Equipment

- | | |
|---|---|
| <input type="checkbox"/> American flag | <input type="checkbox"/> Magic marker pens (red, blue, black, green) |
| <input type="checkbox"/> Unit flag | <input type="checkbox"/> Merit badge pamphlets (There will be a limited number of pamphlets at the trading post) |
| <input type="checkbox"/> Patrol flags | <input type="checkbox"/> Merit badge blue cards (also available for purchase at the trading post) |
| <input type="checkbox"/> Addresses and phone numbers of parents on vacation | <input type="checkbox"/> Polyethylene sheets (for numerous uses) |
| <input type="checkbox"/> Alarm clock (battery operated) | <input type="checkbox"/> Propane lantern with fuel |
| <input type="checkbox"/> Camp Leaders' Guide | <input type="checkbox"/> Stapler and extra thumbtacks for the bulletin board |
| <input type="checkbox"/> Cash box | <input type="checkbox"/> Assorted hand and woods tools |
| <input type="checkbox"/> Charcoal (if desired) and cooking equipment for in-site steak dinner | <input type="checkbox"/> Tools for camp projects |
| <input type="checkbox"/> Dutch Oven for dessert competition | <input type="checkbox"/> Unit record book (for advancement and Scout record) |
| <input type="checkbox"/> Clothes marking pen (for those who forgot) | <input type="checkbox"/> Your advancement objectives |
| <input type="checkbox"/> Duct tape – always a good idea | <input type="checkbox"/> Your unit program idea |
| <input type="checkbox"/> Unit first aid kit | <input type="checkbox"/> Materials for campsite decoration contest |
| <input type="checkbox"/> Matches / Lighter | <input type="checkbox"/> Props for your favorite skits and stunts (We encourage all units to participate in the camp theme by decorating their campsite or dressing in costumes on Thursday night.) |
| <input type="checkbox"/> Garbage bags | <input type="checkbox"/> Your best unit spirit and enthusiasm |
| <input type="checkbox"/> Helpful books from your unit library: Handbook, Field book, Scout songbook, nature books, etc. | |
| <input type="checkbox"/> Copies of medical forms for leaders | |
| <input type="checkbox"/> Unit cooking equipment and utensils for Wednesday night meal | |

Equipment Available at Camp

Items Provided at Each Campsite

- | | |
|--|--|
| ▪ Latrine with washstand (or nearby restrooms) | ▪ Flag pole |
| ▪ Pavilion or dining fly | ▪ Fire pit |
| ▪ Picnic tables | ▪ Cooking grill |
| ▪ Water spigot | ▪ Two-person wall tents with wooden platforms and canvas cots or three-person lean-tos with cots |
| ▪ Fire buckets | |
| ▪ Bulletin board | |

Equipment Available at Camp (to check out)

The following is a partial list of items that may be checked-out from your commissioner.

- | | | |
|-----------|--------------------|--------------------|
| ▪ Saws | ▪ Rakes | ▪ Latrine supplies |
| ▪ Axes | ▪ Grass whips | ▪ Garbage bags |
| ▪ Shovels | ▪ Posthole diggers | ▪ Wheelbarrows |
| ▪ Picks | | |

A quartermaster will be at the Red Barn for 15 minutes after each meal to check out equipment. If you need to borrow something not on the list, please ask! We may have what you need. Please also see your commissioner for any tools you may need to complete a camp project.



To speed your checkout on Saturday morning, we recommend that all equipment be returned Friday afternoon. All equipment is limited, so please immediately return any equipment not in use. Units will be charged for missing or damaged equipment.



Programs, Events, and Awards

Program Areas

Camp Somers is organized into program areas that offer a variety of experiences for Scouts and leaders. Our program offers Scouts a chance to have fun, learn new skills, work on merit badges, and achieve personal as well as patrol/unit advancement.

We challenge you to our Wilderness Survival and Camping Outposts, Dan Beard, Eagle's Nest, Frenche's Follies and Firewatch. Our Climbing, Shooting Sports, and ATV programs are some of the best!. There is something for everyone. The staff at Mt. Allamuchy Scout Reservation is dedicated to making it all happen. See the Daily Camp Schedule on page 72 and the Merit Badge and Program Schedule beginning on page 73 or dates and times.

An overview of each program area is provided below.

Aquatics

Camp Somers Aquatics is the place to be on a hot summer day! Whether attending merit badge sessions, open programs or leader trainings, fun is had by all! The only area in camp where you can cool off, splash your friends and climb an iceberg that never melts.

Aquatics offers Swimming, Lifesaving, Canoeing, Kayaking, Small Boat Sailing and Rowing merit badges. Award programs are also offered including Snorkeling BSA and Kayaking BSA as well as the Mile Swim. Come on down and relax by the water or get some exercise during daily open program time. If you are up for the ultimate challenge, climb the 14-foot floating iceberg and make a splash-filled memory as you take the plunge into the lake.

For the older Scout interested in a lifelong skill and rewarding experience, BSA Lifeguard is also offered. This 40-hour course prepares Scouts for lifeguarding jobs in Scout camps and within the community. This valuable program engages Scouts in the lifesaving skills required to perform a rescue if ever needed. Scouts interested in this course should examine the application at <http://www.scouting.org/filestore/pdf/34435.pdf> for prerequisites and requirements.

For adult leaders, Safe Swim Defense and Safety Afloat training programs are offered which allow unit leaders to take Scouts on out-of-camp aquatics activities. A more advanced training, Aquatics Supervision, provides participants with the opportunity to learn in-water rescues and beneficial lifesaving skills. This 20-hour in water course can be a highlight and accomplishment of any older Scout or adult leader.

Instructional swim programs are offered to any camp participant interested in learning how to swim or to enhance existing swim skills. As learning to swim is a personal and challenging experience, the Camp Somers aquatics staff is trained and skilled in addressing both the physical and emotional components in learning to swim. Scouts schedule an appointment, and the program is modified to meet the individual needs of the participant.

To experience the most fun that Camp Somers has to offer, **Canoe Wars** will provide excitement for the participants and entertainment for all observers. Scouts triple up, grab a paddle and a bucket, and head out to the middle of the lake in a canoe. The goal? Fill your bucket with water and sink as many opponents' boats as you can within the time limit! It is a crazy competition that should not be missed. What can be more fun than that?!?!? The laughter and chanting can be heard around camp, so missing out is not an option! Canoe Wars will create a lifelong memory that Scouts and leaders will talk about for years to come.



Ecology and NOVA

The Ecology and Conservation Center offers a variety of environmental, nature, and science related merit badges, activities and programs. Scouts can learn to fish in Frenche's Pond, explore the Nature Trail, or practice conservation at the Ecology Pavilion. The Ecology area offers merit badges such as Astronomy, Fishing, Mammal Study, Nature, and Weather.

Focusing on science, technology, engineering and mathematics the NOVA area is the place to be for Scouts who like hands-on learning. The NOVA area offers Electricity, Electronics, Chemistry, Composite Materials, Game Design, and Robotics merit badges. Computers and printers are available.

Handicraft

Handicraft is perfect for technical Scouts and Scouts who enjoy working with their hands. Handicraft offers Basketry, Leatherwork, Metalwork, Model Design and Building, Pottery, and Wood Carving merit badges. Scouts can also earn Fingerprinting merit badge Tuesday night.

High Adventure

The High Adventure Area is Camp Somers' answer to the age-old question of how to keep Scouts interested as they get older. The area is split into two locations: the ATV area located next to Voller's Field and the High Adventure Pavilion.

Scouts looking for an expedition should head to Mountain Biking. Camp Somers' Mountain Biking program is offered two evenings a week for both Scouts and leaders. Bike treks will be adjusted based on the level of experience of the group, from beginners to experienced bikers.

The High Adventure area offers First Aid and Climbing merit badges. Scouts receive hands-on experience practicing their first aid skills to earn this Eagle required badge. Scouts who are interested in climbing can take Climbing merit badge or attend open climbing hours. The open climbing time allows ample time for Scouts to complete the climbing requirements for both the Climbing merit badge and the Camping merit badge or learn the basics of this exciting sport.

All-Terrain Vehicles

Our All-Terrain Vehicle (ATV) program is offered daily for Scouts at least 14 years old and leaders. During this five-day program, participants will have the opportunity to learn simple maneuvers and safe riding techniques as well as participate in a trail ride! As space for this program is limited due to the number of available machines, Scouts should sign up for this program online as part of the merit badge sign-up. You can also register at the Sunday meet-and-greet if additional space is available. Parent permission slips are required for the ATV program. These can be found on the Forms/Information page on the Camp Somers website.



Scoutcraft

The Scoutcraft area is undoubtedly the “Scoutiest” area in Camp Somers. Scoutcraft offers Camping, Cooking, Geocaching, Pioneering, and Wilderness Survival merit badges. If you’re not taking a Scoutcraft merit badge, you can still drop by for our afternoon open programs to eat Dutch Oven donuts or tie a Monkey’s Fist knot. Each year the Scoutcraft staff constructs a pioneering project for Scouts to explore such as a Monkey Bridge or Aerial Runway. If Scoutcraft is your favorite area at camp, be sure to return in August for Backwoods Engineering Camp.

Shooting Sports

Head on up to the top of the hill to try your hand at a shotgun, rifle, or bow and arrow at Shooting Sports. Sign up for Rifle, Shotgun, and/or Archery merit badges to learn firearm safety and to advance your shooting sports skills. Take part in special events and contests all week long. Registered Venturers and adult leaders can also participate in the Handgun Shoot on Thursday night **for a nominal fee.**

Qualify for the NRA Marksmanship program, Pro-Marksman to Sharpshooter or see the Shooting Sports director to schedule a unit shoot.

Shooting Fees:

- **Shotgun merit badge:** No charge for up to 50 shots while qualifying for the merit badge; additional shots are 3 for \$1.00
- **Open Shotgun:** First 3 shots are free; additional shots are 3 for \$1.00
- **Rifle merit badge:** No charge while qualifying for the merit badge
- **Rifle:** Buy a target at the trading post or range for 25 cents (5 shots)



Dan Beard – First Year Camper Program

The Dan Beard program is designed for first year Scouts to learn Scouting skills and build confidence. It allows young Scouts the opportunity to acclimate to the Scouts BSA program and provides a foundation for advancement. Scouts enrolled with Dan Beard work on completing the Swimming merit badge, providing them exposure to the merit badge program. Scouts are assigned to patrols as they learn, practice and develop Scouting skills. Scouts learn by doing!

Dan Beard is a day-long program for Scouts who have entered the unit within the previous school year. At Dan Beard, our staff provides a structured environment that encourages Scouts to advance through the ranks of Tenderfoot, Second Class, and First Class. Scouts will be divided into patrols of about 10 Scouts. Each Scout will have one other member of their own unit in the patrol with them along with members of other troops. Scouts spend their mornings working on advancement requirements with our highly qualified Dan Beard Staff, most of whom are Eagle and Life Scouts. After lunch and siesta, Dan Beard Scouts and staff assemble at the waterfront to work on Swimming merit badge or to receive instructional swim, depending on their swimming ability (must pass the Scouts BSA swim test to enroll in the Swimming merit badge). The week culminates with a 5-mile hike visiting areas in camp rarely seen by other Scouts. The skills that are taught at Dan Beard are meant to supplement the troop's advancement opportunities. The skills focused on are areas that are more difficult to complete at home (for example the 1-mile orienteering hike). Each Scout's advancement will be recorded on an individual passport, which will be given to the unit leaders when they receive blue cards on Friday night. This is a record of the skill completed by the Scout. The Camp Somers staff does not sign Scout Handbooks and leaves that to the discretion of the unit leadership.

Please refer to the **Dan Beard Program Schedule** in the appendix on page 78 for an overview of the week. If you, as the unit leader, feel that a Scout will not benefit from all parts of the program, then we ask that an adult, SPL or buddy accompany the Scout when leaving the program area.

Eagle's Nest

The Eagle's Nest program gives Scouts the opportunity to work on a variety of Eagle required merit badges. Many of these badges require extensive pre-camp and post-camp work. In general, Scouts will not earn the badges offered at Eagle's Nest and will leave camp with a partial (unless completing a partial) as Eagle required badges are not designed to be completed in a week of summer camp. Eagle's Nest provides a great opportunity to get started (i.e. approval from a merit badge counselor) and work on completion during the school year. An Eagle's Nest follow-up day is offered in the fall to allow Scouts the opportunity to have completed requirements signed off. Eagle required merit badges are offered in an instructional mentor style setting, combining small group direct instruction with independent individual work.

Scouts are expected to attend instructional settings when scheduled and then complete follow-up work on their own with guidance and direction as needed. These merit badges are most suitable for older, higher-ranking Scouts. It is up to the Scout leader to sign a blue card only if they feel a Scout is ready to work on these badges. It is not recommended that younger Scouts attempt Eagle's Nest merit badges as it is typically not developmentally appropriate, and the maximum benefit is not attained.

Computer Lab and Resources

The Eagle's Nest has its own computer lab with internet access, which is open to all Scouts for merit badge research. It is open during Eagle's Nest hours. Scouts must sign in. There are many resources available at Eagle's Nest as well. There is a library containing many historic documents, speeches, etc. There are copies of the merit badge pamphlets for the



badges offered, Eagle Scout project ideas, Eagle Court of Honor ideas, and much more. Eagle Scout rank application packets are also available at Eagle's Nest.

Eagle's Nest Jump Start Day

Scouts who are registered to attend Camp Somers are encouraged to attend the Eagle's Nest jump start day to begin any of the Eagle's Nest merit badges. They can then complete the badges during summer camp. This is by appointment only. Details can be found on the Camp Somers website or Scouts can contact Mrs. Pat Hawkins by leaving a message at (973)765-9322, ext. 420.

Eagle's Nest Follow-up Day

Eagle's Nest also offers a follow-up day about three months after camp. Scouts that begin a merit badge at camp during the summer can complete it after camp and have the remaining requirements signed off in the fall. This is ideal for merit badges like Personal Management, which requires a 13-week income/expenditures report, or Family Life, which requires a 90-day chore chart. Details can be found on the Camp Somers website.

Eagle's Nest Prerequisites

With the exception of Emergency Preparedness, we do not post prerequisites for Eagle's Nest, since we expect the Scouts to either start the merit badge with us in March, or during the five weeks of summer camp program time. However, if a Scout brings a merit badge blue card with proof that he worked on any of these badges with another counselor (including contact information for the other counselor), and if the requirements meet the satisfaction of Eagle's Nest staff, the Scout might be able to complete the badge at camp. Keep in mind, according to BSA guidelines, merit badge counselors do not have to accept work done for/with another merit badge counselor, and merit badge counselors expect Scouts to meet the requirements, they cannot ask for anything more than what is required, nor do they have to accept anything less than what is required. If a Scout cannot prove to the counselor's satisfaction that the requirement was met before he came to camp, there is always the opportunity to work on and complete the badge at Eagle's Nest Year-Round or at the Eagle's Nest follow-up day in November.

Eagle's Nest Year-Round Program

Eagle's Nest also offers a year-round program – for Scouts who don't want to wait until summer camp to work on the Eagle required badges offered, or don't want to wait until the Follow-Up Day in the fall if they've completed all the requirements. Generally, there are appointments available one or two evenings each month (except December, July and August). See the Eagle's Nest page online for details and dates.

The year-round program can always use adult volunteers to assist in following Youth Protection guidelines. If you are a counselor for the badges offered at Eagle's Nest – please consider assisting Scouts working on their Eagle required badges. Please contact Pat Hawkins by leaving a message at 973-765-9322, ext. 420 if interested.



Campwide Events

Pirates: Treasure Hunt of Scouting! Our theme this year will be a swashbuckling good time. Hoist your unit colors and demonstrate the Scout Law throughout your time at camp.

Campfires

The opening campfire is held on Sunday evening and the closing campfire is held on Friday evening. Units meet at the volleyball court at 8:30 p.m. The staff will lead all units to the council ring.

A Scout is Reverent

Scout vespers are held in camp during the week. More information will be provided at camp.

Unit Gateway/Campsite Decoration Contest

Stake your claim at camp by constructing a campsite gateway and decorating your campsite to fit the camp theme. The gateway will be judged by camp administrators on Wednesday evening.

- The gateway must be held together with lashings or joinery cut on site with hand tools. No screws, bolts or nails are permitted.
- The gateway must be safe.
- The gateway must be designed and constructed by Scouts. Adults may only ensure safety.

Free Time

Although there are many activities throughout the day at Camp Somers, we recognize that Scouts may have a few minutes of free time between merit badges or after meals. During this time, if Scouts do not want to return to their sites, we offer activities that are available all day.

- **Basketball:** Ask at the office for a ball
- **Volleyball:** Balls are kept at the entrance to the Handicraft pavilion
- **Gaga Ball:** Ask at the office for a ball

Siesta Cup

Scouts are encouraged to participate in our Siesta Fun activities. During siesta each day, activities like volleyball, kickball, and ultimate Frisbee are offered. The winners of the activities will be recorded and the overall winner will be presented with the Siesta Cup! The winner for each week will have their own nameplate put on the Siesta Cup trophy for everyone to see. See the Daily Camp Schedule in the appendix on page 72 for each day's event.

In-Site Cooking

Wednesday evening's meal will be cooked by your unit in your site. The dining hall will not serve dinner that evening. This is a rain or shine event. Please plan to cook over an open fire, or by other means, as arranged by your unit. Food for the meal, juice mix, napkins, cups, plates, forks, knives and spoons will be provided. **Charcoal, stoves, aluminum foil, drink containers and other cooking equipment are not provided.** Visitor meals are not available for in-site cooking.





The Scurvy Dog Dessert Cooking Contest

This year's cooking contest will be the Scurvy Dog dessert contest. In order to ward off scurvy on a long sea voyage the camp staff needs citrus! Each unit chef must create a dessert that uses citrus to help keep the crew happy and healthy. Any cooking methods are allowed but your dessert must include a citrus. The rules of the contest are as follows:

- Cooking must be done by Scouts
- Scout must use citrus in their dessert
- Food needs to be provided by the unit
- Dish should be prepared by time of arrival of staff judges Wednesday evening (between 7:00 pm - 9:00 pm)
- Creativity is a definite plus

Camp Band

At Camp Somers, we have many talented musicians among our camp staff and within the units that stay with us each summer. Scouts and adults are invited to **bring their band instrument** to camp and join our **Camp Band!**

The Camp Band will perform "The Star Spangled Banner" at Friday morning's flag ceremony. Music is available for you to download at [this website](#) as well as in the [Additional Information](#) page of the camp website. Musicians should wear their BSA field uniform for the Friday morning performance. All musicians need to arrive at Voller's Field at 7:30 am for dress rehearsal.

Firewatch

On Monday nights throughout the summer, a tradition dating back to the beginning of Scouting is reborn. Fire Watch takes place to keep traditional Scouting principles alive in the hearts and minds of the Scouts in camp. Firewatch began years ago when electricity was not readily available in camps. Scouts and staff would tend to a fire close to the camp office in case of an emergency, illness, injury, or Scouts who were missing home. With someone tending to a fire each night, there was always help nearby. This custom from the past is rekindled for the Scouts of today. Firewatch is an opportunity for Scouts to learn historical information about Scouting's past, local legends, and personal Scouting stories. It is a chance for Scouts to build relationships with Scouts from other units, and to share tales of Scouting among their peers, staff and adults within the movement.

Scouts' Role

Each unit site should nominate one mature Scout who has upheld the aims of Scouting. Service to the unit and camp are important criteria in the selection process. Selection should be made by the unit adult leadership. The unit's site guide will meet your chosen Scout in your campsite at 10:00 p.m. Please be sure your Scout is equipped with raingear, bug spray, a water bottle, and sleeping bag. The Scouts will be expected to build, light, and monitor the fire throughout the night.

Staff Role

The staff conducting Firewatch will be present for the duration of the program. Poor behavior (swearing, altercations and disruptions) will result in the dismissal of those involved back to their sites, with no appeal.

Leaders' Role

Adult leaders are encouraged to participate in the Firewatch by passing along history and tradition throughout the night and assist in monitoring the activity.

NOTE: The Firewatch is a serious and solemn event. Proper behavior on the part of all involved will strengthen the tradition. Any questions concerning Firewatch can be directed to the Camp Somers Program Director or Camp Commissioners



Camp Awards

Scoutmaster Merit Badge

This is a fun award for all adult leaders. See page 57 for a list of requirements.

Frenche's Follies – Honor Camper Award

This honor Scout program introduces Scouts to camp lore and history by allowing them to visit historic and landmark sites around camp including lime kilns, the foundations of Frenche's factory, and Pickerel Rock. Five notches are offered for this program so Scouts who return for multiple weeks or years can learn more about this wonderful camp we call home. The requirements begin on page 58 .

Green Bar Bill Honor Patrol Award

William "Green Bar Bill" Hillcourt was a writer and teacher in the areas of woodcraft, unit and patrol structure, and training.. His numerous publications, including three editions of the Boy Scout Handbook, were hallmarks of the Scouting movement. Patrols can honor his legacy by working to become an honor patrol while at camp. See page 55 for a list of requirements.

Baden Powell Honor Troop Award

Lord Baden-Powell was a soldier in Her Majesty's Army in the United Kingdom. After retiring from the army, Baden-Powell embarked on a new project of forming an organization for boys, which began the Scouting movement; it would "offer instruction in the many valuable qualities which go to make a good citizen equally with a good Scout." Troops can become Honor Troops while at camp by completing the requirements found on page 56 .



Merit Badges and Advancement

Overview

At Camp Somers, we want all Scouts to experience success with their merit badges. It is important for Scouts to begin their preparations at home to determine if there are pre-requisites for the badges they choose. The purpose of merit badges in the Scouting program is to provide Scouts with experience in an area of interest to them and to teach them valuable skills. The experience gained through merit badges, often lead to careers and lifelong hobbies for Scouts.

Most merit badges can be completed during the camp period while others have requirements for observations, tests, or record keeping over a prolonged period. In these cases, Scouts should complete all such requirements before coming to camp. Bring certification of completion from a merit badge counselor or other proof of completion. It is important to remember that earning a partial is not a failure, it simply means that more time is needed to complete the badge. There is no time limit for a Scout to complete a merit badge and Scouts are able to work on them up until their 18th birthday.

To help Scouts prepare, we offer the following suggestions that you may wish to include in your camp planning, perhaps enabling a larger number of merit badge completions.

- **Do not over-schedule.** We set no limit on the number of badges a Scout can attempt, but sometimes their desires are bigger than their time limit or abilities allow. Experience tells us that for the first-year Scout no more than three merit badges should be encouraged. The Dan Beard program is perfect in meeting the needs of young Scouts while allowing them to the opportunity to earn Swimming and one other merit badge during the week. For the older, more experienced Scout, a maximum three to four merit badges per week is recommended.
- **Enjoy all camp programs.** Scouts come to camp for more than merit badges and should not miss other opportunities. Please do not allow your Scouts to plan for failure and to be consumed with merit badge requirements. Advise them when they make their selections and encourage them to stick to the guidelines provided above.
- **Scheduling conflicts should not discourage a Scout from taking a merit badge.**
- Our schedule can be flexible and Scouts who would like to enroll in a merit badge session but have a schedule conflict, should speak to the area director of the given area. We try our best to work out these challenges when we are able to meet the needs of the Scouts we serve.

There will be a limited quantity of merit badge pamphlets available for purchase in the trading post. Be sure to bring all merit badge pamphlets needed with you to camp.

Prerequisites

Very few merit badges have prerequisites that must be completed before a Scout can begin working on the badge. However, some merit badges have requirements that cannot be completed at camp. In order to complete the badge at camp, the Scout must complete these requirements before attending camp and bring a blue card with those requirements signed off by a registered merit badge counselor. These requirements are commonly referred to as prerequisites. Scouts who have not completed the prerequisites, can still earn a partial completion and finish the badge at a later date with any merit badge counselor approved by your Scoutmaster. Prerequisites are listed on the Merit Badge Information sheet beginning on page 69. NOTE: Work done outside of camp can not be approved by a staff member at camp, only work completed at camp will be signed off on the Scout's blue card.



Requirements

If there are any questions about a merit badge's requirements, all information is located on the scouting.org website. Remember to check the current requirements for all merit badges your Scouts will be working on in camp. Camp Somers uses the most up to date requirements for our merit badge programs. If you have further questions, contact the Camp Director or Program Director.

Merit Badge Counselor Pre-Approval

Certain badges require approval of a merit badge counselor prior to beginning requirements, such as the 12-week physical fitness program for Personal Fitness merit badge. Our **Eagle's Nest Jump Start Day** held in the Spring is a great opportunity for Scouts to meet the merit badge counselor approval portion of the requirements for Eagle's Nest badges. The more prepared your Scouts are the more successful they will be in attempting to complete their merit badges.

Partials

Partials are given when a Scout does not satisfactorily complete all merit badge requirements while at camp. A partial may be finished with another merit badge counselor at home or a Scout may come up to camp before the end of the season. Please understand that signing up for a merit badge does not guarantee a Scout will earn that merit badge. All requirements must be fulfilled.

If a Scout who has a partial from Camp Somers or another Patriots' Path Council camp wishes to complete a few requirements, please call us at (973) 347-2240 to schedule an appointment. Of course, a Scout may also bring the partial blue card back to camp next year to complete the requirements or they can sign up for our **Provisional Camp Troop** or **Trailblazer Day Camp** and come for another week of camp. Please remember that a partial blue card can be completed up until the Scout's 18th birthday!

For information on **Provisional Camp Troop** or **Trailblazer Day Camp**, please visit the office or www.CampSomers.org.

Application for Merit Badge/Blue Cards

An application for Merit Badge, commonly called a *blue card*, is a Scout's official record for keeping track of their advancement. It shows when the Scout met with their unit leader to discuss the badge, it lists requirements that have been completed, and it provides helpful information for counselors. The blue card is evidence that the Scout and their unit leader met to discuss topics such as goals, talents and interests. During this step, the Scoutmaster is able to coach the Scout on things they may have overlooked prior to selecting the badge. For example, the Scout must have completed specific rank requirements before they can start work on Lifesaving. If prerequisite work is not an issue, the unit leader supports the Scout's decision by signing and dating the front part of the card and providing contact information for at least one approved counselor.

Each Scout must have a blue card for each merit badge being attempted. Please see that all the required information has been completed legibly in ink by the Scout before the first merit badge session. Make sure that it has been signed by the Scoutmaster in ink on the front section only. Please bring sufficient blue cards for your Scouts. Extras will be available for purchase in the trading post.



Merit Badges Offered, Prerequisites, Information, and Schedule

Please refer to the appendix at the back of this guide for information about the merit badges offered at camp. A chart beginning on page 69 is an alphabetical listing of the merit badges offered at Camp Somers. It also lists location, prerequisites and notes on some badges including what to bring and costs.

Refer to the Merit Badge and Program Schedule beginning on page 73 or merit badge session times. This is organized by program area and includes many other camp programs in addition to merit badges.

Sunday Evening Meet and Greet – Merit Badge and Program Signup

When: Sunday evening after dinner at 7:00 p.m.

Where: Handicraft Pavilion

We encourage Scouts to pre-register for merit badges on the Camp Somers website. Sign up for merit badges, Dan Beard and other programs. Meet your instructors and ask any questions you may have about scheduling, prerequisites, and questions about general program.

Although all program areas will have staff present at the meet and greet for the purpose of scheduling merit badge times with Scouts, Scouts intending on participating in the **following programs listed must meet with their counselors** to check if they are eligible for participation:

We encourage all Scouts to pre-register for merit badges through their registration. Some merit badges require a check in to confirm participation due to limiting factors. Scouts intending on participating in the **following programs listed must meet with their counselors** to check if they are eligible for participation:

- Canoeing, Sailing, and Kayaking (due to a limited number of boats)
- Eagle's Nest (to have copies of materials available)
- Shotgun Shooting and Archery (to make sure Scout is able to handle the shotgun or bow)
- Dan Beard (so Scouts can be assigned to patrols)
- ATV Experience (Scouts must complete a waiver form to participate)
- Cooking and Robotics merit badges.

Scouts registered for **Trailblazer Day Camp** do not need to attend the meet and greet.



At Camp

Sunday Unit Arrival

Unit Trailers

If possible, please bring your trailer to camp on Saturday prior to camp, from 3:00 - 6:00 pm. You will be able to park it at your campsite and leave it there for the week. This helps us minimize vehicle traffic on camp roads while Scouts are in camp. We can make accommodations for units arriving Sunday with a trailer. Call the Camp Ranger if you would like any special accommodations at (973) 765-9322, ext. 414.

Arrival

Units' check-in at the Handicraft Pavilion according to the **Check-In Times** below. Our cheerful staff will be there to greet you and to help move your belongings to the check-in area.

- Please arrive with swimsuits on. Everyone should bring a small bag with towel, T-shirt, and socks so they can dry off after the swim test. Scouts should bring and carry a filled water bottle. The first meal will be dinner, so please eat lunch before arriving; or bring a bagged lunch and/or snack.
- Please be sure you inform your parents that they should follow the flow of cars in the parking lot. Car-pooling would be a tremendous help and is strongly encouraged.
- The unit should bring all equipment and gear to your designated spot indicated by your site number at the volleyball court. Here you will meet your site guide who will lead your unit through the rest of the check-in process.

Note: No personal vehicles will be permitted outside of the parking area during the week. All equipment must be organized by unit and will be transported to the campsites by camp service vehicles. This policy is in place as a health, safety, and liability precaution.

Check-In Times

Check-in times vary based on your campsite. Please adhere to the following schedule. This is a big help to make the check-in process go as smooth as possible. To make check-in even easier please see pre- camp E-Z check-in on page 16 .

Arrival Time	Sites
12:30 p.m.	7, 8, 10A, 10B, 13
1 p.m.	4B, 5, 11, 12A, 12B
1:30 p.m.	3B, 4A, 6A, 10C
2 p.m.	2, 3A, 6B, 9

We regret that we cannot make arrangements to accept any unit or individual prior to the opening time of 12:30 p.m. on Sunday.



Check-In

When your whole unit has arrived and gathered at the designated spot your site guide will bring the Scoutmaster to check-in. This is when you will submit the appropriate and required paperwork. All forms are available on the Forms/Information page of the Somers website. Scoutmasters should have the following ready to expedite the check-in process.

- **Roster** – Include all Scouts and adults staying at camp, including those staying only one night. Please include all cell phone numbers of the adults listed on the roster in case of emergency. Please use the Excel form on the Camp Somers website and print several copies.
- **Fees – Camp** fees that have not been paid for any additional Scouts/adults need to be paid at check-in. Please provide Warren Wheeler Adventurership letters if applicable. If you are bringing more Scouts or adults to camp than the amount you registered with, please inform the council office as soon as possible before camp. This way we can be sure we will have enough food and dining hall seats for you. Call (973)65-9322, ext. 225 with any questions.
- **Youth Protection Training** – Provide copies of current Youth Protection Training certificates for all adults.
- **Dining Hall Seats** - The Camp Somers Dining Hall is a program area that gets used multiple times a day by everyone in camp for all meals. In order for our dedicated commissary staff to deliver the top-quality meal services our Scouts and leaders deserve, providing appropriate quantities of food for each meal is critical. Each meal is planned according to the number of registered Scouts and leaders in camp during the week. If additional seats are needed during the week please go to the camp office, we will do our best to accommodate the request.
- **ATV Waiver** – Provide copies of signed ATV permission forms for any Scouts participating in the ATV program – 14 and older. Visit www.CampSomers.org.
- **Special Needs** - Leaders are encouraged to inform the Camp Director of any Scouts or leaders that may experience any physical, social/emotional, and/or behavioral challenges. Special requests and needs should be discussed prior to the attended week so our staff can plan accordingly. All information will be treated with sensitivity and respect. Please contact the Camp Director at somerscampdirector@gmail.com to address any needs you may have.
- **Medications** – All non-emergency medications are administered by the Health Officer and must be kept at the Health Lodge. Please have any medications in a clear sealable bag with the person's name and unit number written on the bag. All medication must be provided in the original container.
- **Health Officer Information** – Your site guide will ask one of your adult leaders to complete a short medical screening. Please have a responsible adult ask everyone who will be staying at camp the questions on the form. For your convenience a copy of the form is available on page 54.
- **Out of Council Units** – Proof of health and accident insurance is required for out of council units. Contact your council office to obtain a copy.

Units that have not taken advantage of the pre- camp E-Z check-in should also have the following paperwork ready

- **BSA Annual Health and Medical Records** - Required for all Scouts and leaders - Parts A, B and C must be completed and signed as well as a copy of health insurance information. Please bring photocopies and keep the originals.

Sunday Afternoon Process

Your site guide will be with you throughout the check-in and orientation process until you are settled in your site. Once you are checked in, your site guide will take your unit to your campsite to drop off your gear and then will take your unit on a camp tour.

Campsite



Once you have finished in the Handicraft Pavilion, please return to your unit to determine if they are ready to have the gear transported to the site.

- Once all your Scouts have arrived, please notify your site guide so your unit can be escorted to your site.
- Once you arrive at the site, the site guide will escort you through the site for a preliminary inspection. We will make arrangements at that time to make any adjustments needed to accommodate your unit.
- This inspection will take place while your Scouts are unloading the truck.
- Once the inspection is complete, allow your Scouts to move their gear to their tents. This is not the time to unpack, merely place their gear on the platforms and return to the site guide. Your unit will have time after the camp tour to organize and unpack. If Scouts and leaders need to, this is the time to change into bathing suits for the swim test before embarking on the camp tour.
-

Camp Tour

Your site guide will lead your unit from your campsite down to the main area of camp and will point out different areas along the way. During the camp tour, your unit will stop at the Red Barn, the dining hall for a short orientation, the aquatics area for swim tests (please see page 44 for the requirements), and other points of interest along the way.

Return to Campsite

Once you have completed the camp tour, your site guide will escort you back to your site. The rest of the afternoon should be spent setting up your site the way your unit prefers. During this time, it may be a good idea to allow the senior patrol leader to hold a meeting with the Scouts to go over any plans for the week. Please be ready to attend evening colors by 5:45 pm. Do not remove any ground cover in the site by raking or sweeping trails to tents. Practice low impact camping and help us prevent erosion.

Leaders' Meeting and Retreat

Please send one adult leader from your unit to attend a brief introductory meeting time and location to be announced at check in.

Daily Schedule

Please see the appendix on page 72 .

Unit Photos

We will be offering photos of your unit to be purchased at a cost of \$12 per picture. Our photographer will be in camp Monday evenings beginning at 4:30 p.m. at Frenche's Dam. We have been very pleased with his work and ability to photograph all the units by the time the retreat ceremony begins. He also has the pictures available for pick-up by the time you leave camp on Saturday. The pictures are 8" x 10." Please mention this to your Scouts and their parents so they can be sure to have the money at camp to purchase a picture if desired. Please make checks payable to "Charlie Neely Photography."

Unit Duties

Daily Litter Pickup

Each day we ask units to pick up trash at designated areas at camp. The duties will be assigned at the Sunday night leaders' meeting and can be done anytime during the day. You are a part of our family and as a family we need to keep our home clean and natural. Along with picking up litter at your assigned time, please remember if you see trash on the



ground as you are strolling along a trail or in visiting somewhere in camp, please dispose of it appropriately. We can all work together to keep Camp Somers pristine and clean.

Flag Duties

Four Scouts from your unit, in full BSA field uniforms, must be at the flagpole 15 minutes before morning or evening colors to receive instructions. A schedule will be assigned at the Sunday night leaders' meeting.

Inspections

All unit leaders are requested to conduct a daily inspection of each Scout's personal quarters. Early detection of hazards insures a prompt corrective response.

Frequent bathing and personal cleanliness are the key to preventing illness. Frequent washing can prevent infections and troublesome skin conditions, such as poison ivy. Do not forget that the shower house needs to be kept clean in order to keep its users clean.

Commissioner Service

The camp commissioner's job is ensuring units obtain the maximum benefit from their summer camp experience, maintaining regular contact with leaders, counseling leaders on resources available, and assisting units fulfill their program needs. Your commissioner will visit your site daily. During the visit, a health and safety check will occur. The health and safety check is used to check tents, overall site cleanliness, latrines, etc. Tent flaps should be rolled up during the day (weather permitting) to help prevent the tent and the Scout's gear from getting musty. See page 50 for the site visitation form. Your daily scores are used as one of the requirements for the Baden-Powell Honor Troop Award.

Please do not remove any ground cover for visitations. Points will be taken off site visitations if trails are raked or swept. We practice low-impact camping skills.

Administration Building / Camp Office

The camp office is staffed for the following hours: 8:30-11:30 a.m., 2-5:30 p.m., and 7-10:00 p.m. If you need assistance outside of those hours, emergency contact information is posted on the office door. Please go to the Health Lodge for any overnight emergencies.

Health Lodge

Our health officer is available 24 hours a day for emergencies. The health officer will also be available in the Health Lodge before and after flags, after meals, and in the evening to administer medications. If the health officer is not at the Health Lodge, the location will be posted on the Health Lodge door. In an emergency, please contact the camp office during normal office hours. After hours, knock loudly on the door of the Health Lodge.



Scoutmaster's Lounge

The Turkey Lodge Scoutmaster's Lounge has undergone a full renovation and is ready to welcome any Scoutmaster needing respite. Restrooms are located in Turkey Lodge opposite the Scoutmaster's Lounge. Wi-Fi internet service is available.

Adult Leader Training

We offer a variety of adult leader training courses at camp at no charge. Aquatics offers Safe Swim Defense and Safety Afloat to provide units with standards for out of camp swimming and boating activities as well as an in-water Aquatics Supervision: Swimming and Water Rescue course focusing on lifesaving and in water safety skills. The High Adventure area offers Climb on Safely to promote safety and prevent accidents during climbing activities. Please see the Merit Badge and Program Schedule in the appendix for dates and times or for how to arrange trainings.

The Patriots' Path Council Training Committee adult leader courses at camp. Information can be found at <https://ppcbsa.org/committees/training/>.

Adult Leader and Senior Patrol Leader Meetings

On Sunday evening there is an introductory leaders' meeting time and location to be announced at check-in. During the week, adult leader meetings are held at the dining hall on Tuesday and Thursday at 10 a.m. Blue cards and awards will be distributed at a meeting in the dining hall on Friday after the campfire. Please have one adult leader attend these meetings.

Senior patrol leader meetings are held Monday and Wednesday afternoons immediately following lunch outside the dining hall.

Morning and Evening Colors

Flag raising and flag lowering ceremonies are held daily at Voller's Field, 15 minutes before breakfast and dinner. Senior patrol leaders are asked to report the status of their units to the camp leadership as part of the ceremony (i.e. all present, accounted for). A full BSA field uniform is expected to be worn for evening colors. Units will be assigned to assist with colors at the Sunday evening leaders meeting.

Bath and Shower House

Our centrally located bath and shower house is available 24/7. The facility contains men's and women's bathrooms with flush toilets, sinks, and electric hand dryers. The showers all have individual stalls with lockable doors. The showers are located on two sides of the facility. There are also two toilets located at Turkey Lodge. These are accessible from the outside of the building. Please help keep these facilities clean for all guests.



Trading Post

The trading post is operated by the Patriots' Path Council. Stock includes handicraft items, snacks, candy, soft drinks, slush puppies, ice cream, stamps, merit badge pamphlets and other Scouting literature, T-shirts, uniform parts, various items from the BSA Supply Catalog, and souvenirs. The hours of operation are posted at the trading post.

Dining Hall

The Camp Somers Dining Hall serves breakfast at 8 a.m., lunch at 12:15 p.m., and dinner at 6 p.m. Leaders and Scouts need to attend the Sunday orientation for detailed dining hall procedures. Here is a summary:

Special Dietary Needs

If you have any Scouts or leaders with food allergies or special dietary needs, please contact Camp Somers food services at MASRFoodServices@gmail.com. We aim to do our best to provide a great dining experience for all our guests, and early notice helps us do that.

Scouts and Leaders with food allergies should consider bringing some or all of their own food. All meals are offered as seen on the food menu. Food for these individuals may be left in the kitchen and it will be prepared as needed.

Tables and Waiters

Each unit will be assigned tables in the dining hall based on the number of registered Scouts and leaders in each unit. Space will also be allocated for one or more staff members at each table. The unit number and number of staff members will be printed on a card at the end of each table. A staff member and the waiter will sit at the end of the table closest to the kitchen doors. All meals are served family style.

Each table is responsible for providing one waiter at each meal. Waiters should arrive 15 minutes before mealtime to set the tables. The waiters will be directed by staff when food is available to be picked up. The waiters are the only Scouts who should be getting up during meals. Waiters will need to remain after the meal to clear their table area and will be dismissed by staff in the dining hall.

Menu

This year's menu is in the appendix on page 67 .

Firewood

We have plenty of firewood available for use in your campsite. Speak to your commissioner about obtaining firewood and scheduling a service project to split wood using our hydraulic splitter and help replenish the firewood supplies.

Fires at Camp

Each campsite has a fire-ring for unit/unit use. Fires are to be attended when lit. Fires must never be left unattended at any time. Only pre-existing fire rings or campfire areas may be used. All fires must be completely out before the last adult leader in the site retires for the night. Fires must be extinguished before you leave your campsite area. Please use *Leave No Trace* practices when disposing of campfire ashes or partially burned wood.



Camp Uniform

Scouts and adults should wear the full BSA field uniform to evening retreat, dinner in the dining hall, and to the opening and closing campfires. A uniform is not a requirement to come to camp. If someone does not have a uniform, please dress appropriately.

During other times, including breakfast and lunch, uniforms are not necessary. Unit T-shirts are encouraged. Other Scouting, plain and appropriate T-shirts are always welcome.

Visitors

Camp Somers does not offer a specific visitors program. Parents should confirm with their unit leaders before coming to camp if an emergency arises. All visitors must report to the camp office for security purposes.

Mail Service

Incoming Mail

All incoming mail will be available in your unit's box in the camp office. If parents want to send letters or packages to their Scouts, be sure they mail early. If you send mail while your Scout is at camp it will not arrive in time. We recommend you send mail by the Friday before your Scout leaves for camp. The mailing address is:

Name, Unit Number, Campsite
Camp Somers, MASR
750 Waterloo Road
Stanhope, NJ 07874

Outgoing Mail

Bring any outgoing mail to the camp office and put it in the outgoing mailbox which is located underneath the unit mailboxes in the office.

Internet Service

Camp Somers is currently equipped with Wi-Fi internet connections at Eagle's Nest and Turkey Lodge.

Telephone Service

Incoming Calls

Leaders, Scouts, and parents should be made aware that incoming calls to the camp phone number for individuals should be discouraged with exception of emergency situations, these calls are seldom practical due to the size of our camp.

Emergency Calls

In case of emergency, the camp office telephone number is (973)347-2240. A message will be taken and delivered to the individual concerned as quickly as possible. Please let your parents know that they should not expect to talk to the person immediately as it takes time to get the message to the unit.



Cell Phones

Many units have policies regarding cell phone usage by Scouts at camp. Camp Somers respects the unit policies. If your Scouts bring cell phones to camp, please remind them to follow good cell phone etiquette. This includes leaving phones at their campsite during program time. Please encourage Scouts to make the most of their experience by remaining off their phones.

Order of the Arrow

The Order of the Arrow (OA) is Scouting's National Honor Society. The purpose of the Order of the Arrow is fourfold:

- To recognize Scout campers who best exemplify the Scout Oath and Law in their daily lives,
- To develop and maintain camping traditions and spirit,
- To promote Scout camping, and
- To crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

Woapalanne Lodge #43 is well represented at camp. If you have any questions or comments about the Order of the Arrow or our lodge, please feel free to ask your commissioner.

The Order of the Arrow sponsors a service project during siesta and a "cracker barrel" on Tuesday evening for all OA members and interested Scouters. This is a great opportunity to strengthen our fellowship throughout the week.

Camp Evaluation Forms

We value your opinion! At the end of your camp stay, we ask that you evaluate how we did. We are looking for honest feedback as we continue to strive for excellence. Comments are especially helpful. We can only improve and grow if we receive as many details as possible. Please take the time to complete the evaluation. We ask that you submit two evaluations per unit, one completed by the adults and one by the Scouts.

If you have any issues or concerns during your stay, please talk with your commissioner, the program director, or camp director. We will do our best to rectify any issues immediately. If we do not hear about an issue until we see it on an evaluation form, it is difficult to correct it.

Saturday Unit Departure

Units must depart by 10 a.m. on Saturday. Your cooperation is most appreciated by the staff.

Procedures

- Breakfast will be served in the dining hall.
- Following breakfast, your site guide will meet you at your site to complete your site inspection.
- Return all tools and equipment remaining in your site to the Red Barn. To expedite the process, check-in all Red Barn materials on Friday evening.
- Checkout at the camp office. Pick up your unit pictures and submit evaluation forms.

Please verify that you have received all merit badge blue cards before departure from camp.



Camp Staff

Camp Staff Employment

We are constantly looking for energetic and qualified staff. Visit our website, www.campsomers.org/employment for further information. Applications are accepted beginning in the fall and interviews take place beginning mid-February. If a Scout is interested, please have them complete an application to join the camp staff family, it is an invaluable experience!

CIT: Counselor in Training

The Patriots' Path Council recognizes the need to encourage and develop quality staff. Our CIT program will expose a Scout to the camp staff experience. CITs receive invaluable, increased independence, work experience, and have the opportunity to create lifelong friendships. Apply online at www.campsomers.org/employment.

Camp Staff

Our staff members are devoted Scouts and Scouters dedicated to Camp Somers and our customers. They receive an extensive training prior to camp that is unparalleled. Staff receive an in-depth customer service training focused on developing essential life skills, Scouting skills, and BSA policies. Like you, they are making a personal sacrifice to be part of our camp operation. Please remember, many of our staff members are between the ages of 14-16. They may make mistakes, however we use this as an opportunity to teach job skills and to develop youth within the Scouting program. Also remember they are Scouts too. If we all remember the Scout Oath and Law in our interactions with one another, we can solve problems together while maintaining a safe atmosphere for all. If you experience a problem or concern with any staff member, please bring it to the attention of the camp director so we can resolve the problem as quickly as possible. Our camp staff is a reflection of Camp Somers as well as the Scouts BSA program. Please help us to maintain an exceptional staff, one of our greatest strengths.



Health and Safety Information

Guide to Safe Scouting

BSA's **Guide to Safe Scouting** prepares members of the Boy Scouts of America to conduct Scouting activities in a safe and prudent manner. The policies and guidelines have been established because of the real need to protect members from known hazards that have been identified through 100 years of experience.

All participants in official Scouting activities should become familiar with the Guide to Safe Scouting and be aware of state or local government regulations that supersede Boy Scouts of America policies and guidelines. The guide provides an overview of Scouting policies and procedures rather than comprehensive, stand-alone documentation. For some items, the policy statements are complete. Unit leaders are expected to review the additional reference material cited prior to conducting such activities.

Patriots' Path Council camps follow policies and procedures in the guide, so please use it as your primary reference source. You can find it online at <http://www.scouting.org/scoutsource/HealthandSafety/GSS.aspx>.

The remainder of this section is to remind you of some key information and to specify any local policies that may supersede or supplement information in the national publication.

Annual Health and Medical Record

The BSA Annual Health and Medical Record, parts A, B and C must be completed, and kept with the camp health officer while Scouts and unit leaders are in camp. This record is required for all Scouts and leaders. Forms are good for one year. See the Forms/Information page of the camp website for a current copy of the form. Make sure parents have a copy of this form well in advance of camp.

Please keep the original and submit copies. Each unit is encouraged to keep a copy of each form in their campsite.

Medication Administration (prescription and over-the-counter)

Policies

- All medication(s) currently being taken must be noted on part B of the Annual Health and Medical Record. The medications section in part B should be filled out at the time of the annual medical evaluation.
- Medications must be kept in the original (pharmacy or over the counter) container.
- Medications are administered by the health officer as directed by the original label.
- The BSA routine drug administration record will be completely filled out by the health officer during check-in.
- Each Scout will be observed while taking their medication to ensure it is taken as directed.
- If a Scout fails to take the medication, the health officer will notify the leader, who should notify the parents/guardians so they are aware of the Scout's medication compliance concerns.

Medication Administration

The health officer is available at the Health Lodge before and after flags and meals to administer medications.



BSA Youth Protection

The Patriots' Path Council and Boy Scouts of America believe protecting the safety of children is a critical priority. To achieve this goal, all adults staying overnight at any Patriots' Path Council summer camp program must be registered with the Boy Scouts of America and have proof of current Youth Protection Training.

If you are not currently Youth Protection trained, visit www.my.scouting.org to take a free online course. Certificates are valid for two years.

Buddy System

The buddy system is an important requirement for the safety of our Scouts and leaders while at camp. The Patriots' Path Council requires the use of the buddy system throughout camp at all times. Please emphasize to your Scouts the importance of always traveling with a buddy and to remain in sight of your buddy at all times. If you do not have a buddy, you can often find a Scout from another unit that is heading in the same direction. This method is a great way of finding a new buddy. Please remember Youth Protection policies when pairing buddies in camp.

Wristbands

Everyone (Scouts and leaders) is required to wear a camp issued wristband while in camp. One wristband is provided to each person upon check-in. Replacements are available for a nominal fee. Wristbands are required for dining hall meals. This will ensure that all Scouts and leaders have checked in with the camp office. Any registered Scout or leader who is not wearing a wristband will be directed to report to the office to check-in or to receive a replacement wristband.

Footwear

Close-toed shoes must be worn at all times at camp. We do not permit open-toed shoes, sandals, etc., outside the waterfront and shower areas.

Swim Classification Test

All Scouts and adults who desire to participate in aquatic activities (swimming, boating, etc.), must take a swim classification test **at Camp Somers** to determine their swimming ability. A buddy tag will be issued to indicate the appropriate classification.

The classifications are as follows:

Swimmer – Red and Blue tag

The Scout has successfully completed the swimmer's test: Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Beginner – Red tag

The Scout has successfully completed the beginner's test: Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming and return to the starting place.



Non-Swimmer/Learner

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer.

Sometimes Scouts find it embarrassing if they know they cannot swim well enough to be classified as a swimmer. Please talk to your Scouts before camp and explain to them that they should try only what they are comfortable with in the water. Explain to them that they are not required to take the test, and that the aquatics staff can provide them with instruction during the week or can arrange a private swim test at a mutually convenient time. Scouts must be "Swimmers" to enroll in Aquatics merit badges. Scouts may re-take the swim classification test after they have received instruction.

Leaving Camp

Should a Scout need to leave camp (family obligations, sports, etc.) they will be released to a parent/guardian, or other adult authorized in writing by the parent/guardian. Identification and a signed release form are required. The Patriots' Path Council will not release a Scout to an unauthorized adult. A sign-out/sign-in log is kept in the camp office and must be used by all adults or Scouts entering or leaving camp outside of the normal arrival and departure schedule.

Unit Fireguard Plan

A blank unit fireguard plan is in every campsite. Please fill out the plan on Sunday when you arrive at your site. The fireguard plan will help prevent uncontrolled fires so we can enjoy our camp for many years to come. The plan will be discussed along with our emergency procedures and other topics at the unit leader meeting on the day your unit arrives in camp.

Remember to check with your commissioner before holding a campfire in your campsite. The commissioners will know if the ranger has instituted any fire restrictions during your stay. As always, in camp and on your own, **no flames in tents**. This includes candles, matches, propane lanterns, and stoves.

Emergency Alerts

Camp Somers has an emergency alert system (horn, siren) in place to notify our guests of an emergency. When an alert is sounded, the entire camp must **proceed to the camp office**, where we will conduct a head count. Once your unit is assembled and present, check in with the director/designee. Further directions will be given at that time. We may have to initiate the emergency plan for a variety of situations including fire, thunderstorms, earthquakes, tornados/high winds, lost bather, or a missing person.

Missing Person

Unit leaders should conduct regular head counts. If you think a Scout has gone missing, check the individual's tent, the latrine, and surrounding areas. Report any concerning absence to a staff member. The staff will alert the camp director and follow protocols regarding missing Scouts. Please emphasize to your Scouts the importance of the buddy system.



Homesickness

Occasionally a Scout becomes homesick. This separation may be a traumatic experience for the Scout. Our camp staff is trained with addressing homesick related challenges. Please do not hesitate to ask for help from any staff member. Some of our staff is exceptional at connecting with Scouts who are missing home. There are many techniques that can be employed. We will do our due diligence to ensure all Scouts have a positive experience away from home.

Animals

Animal Bites/Insect Bites

Immediately notify the health officer.

Bears

Bears have been a part of the woods surrounding our camps for thousands of years. They feed on wild berries and fruits as part of the ecological process and help scavenge edible refuse from the area. Our camp and tent sites are a part of the bear's natural habitat. Bears will generally avoid contact with humans, but have the need to eat, like all living things.

Please – Keep a clean campsite and **no food or smell-ables in tents or lean-tos**. Keep these items stowed away in a safe place. A bear information page is posted in each campsite. Please read it and discuss it with your Scouts.

If you encounter a bear, remain calm and do not run. Make sure the bear has an escape route. Avoid direct eye contact, back up slowly and speak with a low, assertive voice. Notify a staff member.

Bats

Bats are inherent at any camp. At no time is anyone to ever touch a bat. If you come in contact or even suspect contact with a bat, see the health officer and/or camp director immediately. Every bat is considered to be rabid. If anyone comes into contact with a bat and if the bat is not captured, the person will need to receive treatment to prevent any potential health issues. Please take this seriously.

Tick Treatment

The health officer should perform all tick removals at camp.



Camp Policies

Patriots' Path Council Camping Policies

The complete Patriots' Path Council Camping Policies document can be found on our website at <https://ppcbsa.org/wp-content/uploads/2016-Camping-Guidelines.pdf>. The remainder of this section of the leaders' guide highlights some key information and policies that pertain to summer camp.

Accountability/Unauthorized Person in Camp

If you see anyone who appears to be an unauthorized person, or anyone without a wristband, please notify a staff member immediately.

Camp Facilities Policies

- There is a \$50 per hour maintenance repair fee for malicious damage to camp facilities or equipment in addition to any charges for replacing specific items such as cots, tents or other program materials.
- There is only one (1) campfire (must use fire ring) per site permitted.
- Please be environmentally conscious and pick up any trash you find in camp.
- Be aware of ticks, bees, bats and bears. Notify camp staff members of any strange acting nocturnal animals.
- Keep shower houses and bathrooms clean.

Leave No Trace

"Leave No Trace" is a nationally recognized outdoor skills and ethics education program. The Boy Scouts of America is committed to this program. The principles of Leave No Trace are not rules; they are guidelines to follow at all times.

The Leave No Trace principles may not seem important at first glance, but their value is apparent when considering the combined effects of millions of outdoor visitors. One poorly located campsite or campfire is of little significance, but thousands of such instances seriously degrade the outdoor experience for all. Leaving no trace is everyone's responsibility.

Lost and Found

All Patriots' Path Council camps will hold any items that are found in camp for a period of one week. Medications, food, and perishables will be disposed of immediately. Articles may be retrieved by claiming the item in person at the camp office. Any item not claimed within the one-week period will be discarded or donated.



Private and Off-Limits Areas

Some of our buildings and camp areas are off limits to Scouts and leaders. Please respect the privacy of our staff and avoid their living quarters. Please do not enter any program areas without staff present. Off-limits areas include:

- Behind the rifle, shotgun and archery ranges
- Swamp across from Handicraft pavilion
- Ranger's residence
- Staff living quarters
- Behind the OA lodge
- Cabin and chalets behind Voller's Field

Personal Bike Policy

Personal bicycles are allowed in camp with prior permission from unit leaders. All bikers must wear a helmet and ride at a safe speed. At check-in on Sunday unit leaders will be issued placards that must be displayed on the front handlebars and on the back of the bike. Unit leaders will be responsible for Scouts riding in a safe manner and any Scout riding unsafely will be asked to turn their bike over to their unit leader.

Pets in Camp

The Boy Scouts of America does not permit pets at camp. Please leave them at home with a caregiver. Individuals bringing pets will be asked to remove them from camp property.

Prohibited Items

BSA or Patriots' Path Council policies prohibit the following in camp:

- Motorcycles
 - Generators
 - Pets
 - Chain saws
 - Fireworks
 - Firearms
 - Bows and arrows
 - Hunting equipment
 - Sheath knives
 - Gambling
 - E-Cigarettes/Vaporizers (Vapes)
 - Tobacco and nicotine products
-
- SCUBA tanks and wetsuits (snorkeling equipment may only be used during Snorkeling BSA instruction).
 - Personal climbing equipment (exceptions: climbing shoes, gloves).
 - Nicotine and Tobacco - use of any nicotine or tobacco product, including e-cigarettes, is prohibited in view of Scouts. **See your commissioner for the location of the authorized area.**
 - Alcohol – The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and operated by the Boy Scouts of America, or at any activity involving the participation of youth members. This includes off-site locations before or during the activity.
 - Heaters – Kerosene, electric and propane heaters are prohibited in our camps. Violators of this policy may be asked to leave the property and may be subject to criminal prosecution.



Vehicle Policy

All our camps are designed for rustic camping. The campsites are in the woods and are from 5- to 10-minute walk from the parking lot. They are designed with Scout camping methods in mind; therefore, the following vehicle policies are established for camping at all our camps.

- Park in the parking lot only.
- The posted speed limit in camps, parking lots, council properties, etc. is 15 MPH. Speed limits on unimproved roads are 5 MPH.
- Please observe the posted speed limit in camp. No vehicles are allowed in restricted areas. Please keep them in designated parking lots.
- There will be no unauthorized vehicles on camp roads.
- Camp vehicles, and those personal vehicles authorized by the camp director, will transport gear to the campsites both at the beginning and the end of the camping period.
- All pick-up and drop off of Scouts and their equipment will be made from the parking lot.
- Do not drive vehicles past barriers.
- A temporary waiver of the no personal vehicles policy may be considered for health or other reasons, at the discretion of the camp director.
- Trailers will be allowed to be towed to sites and left there during unit stay. They will be allowed to be retrieved at the end of the week.
- The camp director will notify unit leader of any infraction of the vehicle policy.

Parking

The parking lot at camp is too small for all Scouts and their parents to arrive separately. Please help us by carpooling when transporting Scouts and equipment to and from camp. This will benefit both your experience and help the environment. All vehicles must remain in the parking lot while at camp.

Woods Tools Use

Scouts will not cut or mar trees, buildings, or any other camp equipment with any sharpened tool. Proper use of knife, axe, and saw must be demonstrated at all times, if used unwisely, they become dangerous. There is no need for non-folding sheath knives in camp. Please leave them at home.



Appendices

Daily Campsite Visitation Form

Unit: _____ Week: _____ Site: _____

INSPECTION ITEM:	MAX. POINTS	POINTS AWARDED				
		M	Tu	W	Th	F
SITE CLEANLINESS: Garbage is disposed of properly Site is clear of litter All unit equipment is in order Natural groundcover is left on all site trails	20					
TENTS: All tents (camp and unit) are set up tightly "No Flames in Tent" posted on each tent Flaps are rolled (weather permitting) Gear is stored neatly Tents are free of litter	20					
CAMPSITE SAFETY: Emergency procedures are posted All clotheslines away from paths and at a safe height Axe yard is properly marked 2 filled fire buckets Fireguard plan is posted and followed	20					
LATRINE and WASHSTAND: Disinfected daily Cleaned and swept daily Seats closed after use Water is off	20					
GENERAL ITEMS: Campfire area in order and clear of burnt trash Wood is neatly stacked American flag is displayed Patrol flags are displayed	20					
SUBTOTAL	100					
CAMP IMPROVEMENT PROJECT	5					
ADULT LEADER VOLUNTEER IN PROGRAM AREA	5					
GRAND TOTAL	110					
COMMISSIONER SIGNATURE:						
UNIT REPRESENTATIVE:						



Camp Evaluation Form

Week: 1 2 3 4 5 Council/District/Unit # _____ / _____ / _____

Completed by: Youth Adult Name: _____ Email: _____

		Excellent	Very Good	Good	Average	Poor	N/A
Pre-Camp	Website/Information						
	Registration/Council Support						
	Leaders' Meeting						
	Leaders' Guide						
General Camp Operations	Arrival/Check-In						
	Ranger Support						
	Supplies/Equipment						
	Site Facilities						
	Camp Facilities						
	Health Services						
	Food Quality						
	Food Quantity						
	Dining Services Overall						
	Commissioner Services						
	Maintenance						
	Sanitation						
	Trading Post	Hours					
Selection							
Customer Service							
Overall							
Program	Aquatics						
	ATV Experience						
	Dan Beard						
	Eagle's Nest						
	Ecology and NOVA						
	Handicraft						
	High Adventure						
	Mountain Biking						
	Scoutcraft						
	Shooting Sports						
	Camp Theme						
	Campfires						
	Campwide Game						
	Merit Badge Offerings (quantity and variety)						
Merit Badge Scheduling (availability)							
Staff	Staff Appearance						
	Staff Attitude						
	Staff Attentiveness to needs						
	Overall Experience						
	Would you recommend Camp Somers to another unit?						

Please leave comments on the back – we are always looking to improve our programs/services.



Green Bar Bill Honor Patrol Award

William “Green Bar Bill” Hillcourt was a writer and teacher in the areas of woodcraft, unit and patrol structure, and training. His numerous publications, including three editions of the Boy Scout Handbook, were hallmarks of the Scouting movement. Bill Hillcourt died in 1993 and is buried in Mendham, New Jersey, near Schiff Scout Reservation, where he lived and worked for many years. Have your senior patrol leader initial the requirements as the patrol completes them. Turn in the form to the senior patrol leader when it is completed.

Requirements:

1. Function as a patrol during your week of camp using the patrol method. Have your senior patrol leader sign that the patrol has done so.
2. Create a theme related patrol flag to bring with you when you travel as a patrol (morning and evening flags, campwide game, opening and closing campfires etc.).
3. Meet as a patrol on Sunday night to discuss your patrol’s program for the week and have individual members set personal goals.
4. Post a duty roster, made by the patrol and approved by the senior patrol leader. The roster must list the duties of each of the patrol members during the week (duties could include policing patrol tent area, policing campsites, clean the latrine, flags, cooking responsibilities on Wednesday).
5. Participate as a patrol in all unit activities determined by the youth leaders (SPL, ASPL, PLs, etc.) such as unit shoots, unit swims, improvement projects, COPE, etc. Have your senior patrol leader certify that at least 50% of your patrol participated in each activity.
6. Participate as a patrol in at least two Brownsea programs, each in different areas, offered at the following program areas: Aquatics (other than unit swim), Handicraft, Ecology/NOVA, Scoutcraft, High Adventure, Commissioner Program Field, Shooting Sports, or other program features. At least 50% of the patrol must be in attendance for each event.
7. Participate as a patrol in a campwide game.
8. At least 50% of the members of the patrol must earn a rank in Frenche’s Follies.



Baden Powell Honor Troop Award

Lord Baden-Powell was a soldier in Her Majesty's Army in the United Kingdom. After retiring from the army, Baden-Powell embarked on a new project of forming an organization for boys, which began the Scouting movement; it would "offer instruction in the many valuable qualities which go to make a good citizen equally with a good Scout." Have your Scoutmaster initial each requirement as it is completed. Turn in the form (available in the office) to your commissioner by 5 p.m. on Friday.

Requirements:

1. 50% of the patrols in your unit must earn the Green Bar Bill Honor Patrol Award.
2. Show that your unit maintains a safe and healthy camp site by earning points on the commissioner daily visitation according to the following guidelines:
 - a. Monday and Tuesday - 85 points or more
 - b. Wednesday and Thursday - 90 points or more
 - c. Friday - 95 points or more
3. Coordinate as a unit to wear unit T-shirts, costumes or matching colors on Thursday.
4. Participate in a camp wide event (Siesta Cup, Wednesday Night Cooking Contest, Campwide Game, Thursday Night Campfire).
5. Build a unit gateway to your camp site. (Must be removed prior to departing camp.)
6. Complete a camp improvement project. Ask your commissioner about a project that can be completed in your campsite or around camp.



Scoutmaster Merit Badge

A fun award for all adults at camp.

Name: _____ Unit #: _____

Requirement	Initials
Teach a group of Scouts a new song	_____
Go one day without taking a nap	_____
Go one day without checking your voicemail	_____
Have a conversation with a Scoutmaster that you have never met before	_____
Give a Big Idea at a meal (Check with the program director)	_____
Help out on ONE of the camp's two outpost camping nights. (Firewatch or Scoutcraft outpost)	_____
Take pictures of camp areas, and unit sites (hand into office by noon on Friday)	_____
Complete (3) of the following (6) requirements.	
Help teach Scouts a new skill at Dan Beard or help in a merit badge session	_____
Encourage your Scouts to participate in the campwide game	_____
Complete a service project given by ranger	_____
Complete a rank of Frenche's Follies	_____
Invite a staff member to your campsite	_____
Buy the program director an ice cream sandwich (although a Twix or Sunny D will do fine)	_____

Please have a Scout, fellow leader or staff member initial each requirement as you complete it. Return to the program director when you have completed everything. I hope you had fun and enjoyed camp!!!



Frenche's Fool – 1st Notch

Scout's Name: _____

Unit #: _____

Requirement

Scoutmaster/Mentor Signature

Scout Spirit:

Demonstrate cheerfulness by competing in the Siesta Cup.

Live each day in accordance with the Scout Oath and Law.

Mt. Allamuchy Experience:

Go fishing at Pickerel Rock.

Explore the artifacts in Tuney Lodge left behind by the Lenape, and others.

Mt. Allamuchy Lore:

Describe who the Lenape were and give a brief overview of their culture.

Describe how the land was passed down through various owners and how it was acquired by the Boy Scouts of America

Explain the origins of the names Frenche's Follies and Pickerel Rock

Service:

Participate in a service project at camp such as an OA service project or a unit service project approved by your commissioner

Camp Somers Experience:

Participate in **one** of the following:

Paul Bunyan Woodsman Award, Mile Swim, NRA Qualification, 5 Mile Hike, Outpost, Firewatch, COPE, Camp Band, Venture Handgun Shoot or Canoe Wars

Advancement:

Achieve the rank of Scout

No rank requirement for Venturers



Frenche's Novice – 2nd Notch

Scout's Name: _____ Unit #: _____

Requirement

Scoutmaster/Mentor Signature

Scout Spirit:

Demonstrate cheerfulness by competing in the Siesta Cup.

Live each day in accordance with the Scout Oath and Law.

Mt. Allamuchy Experience:

Go on the historic hike around Frenche's Pond.

Mt. Allamuchy Lore:

Tell who the chapel, dining hall, and ecology lodge are named after and what they are honored for.

Service:

After attaining the 1st Notch (Frenche's Fool), participate in a service project at camp such as an OA service project or a unit service project approved by your commissioner.

Camp Somers Experience:

Participate in **one** of the following:

Paul Bunyan Woodsman Award, Mile Swim, NRA Qualification, 5 Mile Hike, Outpost, Firewatch, COPE, Camp Band, Venturing Handgun Shoot or Canoe Wars

Advancement:

Complete 1st Notch - Frenche's Fool
Achieve the rank of Second Class



Frenche's Follower – 3rd Notch

Scout's Name: _____

Unit #: _____

Requirement

Scoutmaster/Mentor Signature

Scout Spirit:

Demonstrate cheerfulness by competing in the Siesta Cup.

Demonstrate being courteous by participating in a campsite improvement project with your unit approved by your commissioner.

Live each day in accordance with the Scout Oath and Law.

Mt. Allamuchy Experience:

Trek to Lost Lake.

Mt. Allamuchy Lore:

Describe how the lakes were made and how they were originally used.

Explain all the enterprises that Mr. Frenche attempted during his tenure at Mt. Allamuchy.

Service:

After attaining the 2nd Notch (Frenche's Novice), participate in a service project at camp such as an OA service project or a unit service project approved by your commissioner.

Camp Somers Experience:

Participate in **two** of the following:

Paul Bunyan Woodsman Award, Mile Swim, NRA Qualification, 5 Mile Hike, Outpost, Firewatch, COPE, Camp Band, Venturing Handgun Shoot or Canoe Wars

Advancement:

Complete 2nd Notch - Frenche's Novice
Achieve the rank of First Class



Frenche's Apprentice – 4th Notch

Scout's Name: _____ Unit #: _____

Requirement

Scoutmaster/Mentor Signature

Scout Spirit:

Show cleanliness at camp by leading your unit in a daily pleasure.

Be reverent in camp by leading grace at a meal or helping at a vesper service.

Live each day in accordance with the Scout Oath and Law.

Mt. Allamuchy Experience:

Take a hike to Panther's Ledge.

Mt. Allamuchy Lore:

Learn the legend of the Wolf's Den.

Talk about how much Mt. Allamuchy has changed over the years including the dam construction project and Route 80.

Service:

After attaining the 3rd Notch (Frenche's Follower), organize and execute a patrol service approved by your commissioner and unit leader.

Camp Somers Experience:

Participate in **two** of the following:
Paul Bunyan Woodsman Award, Mile Swim, NRA Qualification, 5 Mile Hike, Outpost, Firewatch, COPE, Camp Band, Venturing Handgun Shoot or Canoe Wars

Advancement:

Complete 3rd Notch - Frenche's Follower
Achieve the rank of Star



Friend Of Frenche – 5th Notch

Scout's Name: _____

Unit #: _____

Requirement

Scoutmaster/Mentor Signature

Scout Spirit:

Demonstrate helpfulness at camp by escorting a first year Scout to Pickerel Rock.

Demonstrate friendliness at camp by leading a song in the dining hall or by giving a big idea.

Live each day in accordance with the Scout Oath and Law.

Mt. Allamuchy Experience:

Locate and explore the Wolf's Den

Mt. Allamuchy Lore:

Explain the significance of the Wolf's Den and tell how the Native Americans used it in their rituals.

Think about the following and then discuss with your Scoutmaster or a Friend of Frenche Mentor:

- Why is camp important to me?
- How can I help to improve camp?
- Can I make sure that other Scouts enjoy and respect camp as much as I have?

Share all that you know and have learned about camp with other Scouts, both in and out of your unit, and encourage them to get involved with Frenche's Follies

Service:

After attaining the 4th Notch (Frenche's Apprentice), organize and execute a unit service approved by your commissioner and unit leader.

Camp Somers Experience:

Participate in **two** of the following:

Paul Bunyan Woodsman Award, Mile Swim, NRA Qualification, 5 Mile Hike, Outpost, Firewatch, COPE, Camp Band, Venturing Handgun Shoot or Canoe Wars

Advancement:

Complete 4th Notch - Frenche's Apprentice
Achieve the rank of Life



History of Mt. Allamuchy Scout Reservation

This is hallowed ground...

The land on which Mt. Allamuchy Scout Reservation is situated was once inhabited by the Leni-Lenape Tribe. The camp is named after one of its great chiefs, Allamuchy. Even today, Scouts often find artifacts by the Native Americans who once lived here.

Legend has it that somewhere near the north end of camp is an Indian ceremonial ground known as Wolf Den. Part of the ceremonial is built around the practice of collecting bits of silver metal found by the Native Americans in their campfires. These bits appear to have been caused by zinc in the rocks being melted by the fire, causing silver nuggets. The Wolf Den was last seen in 1938 when it was photographed. Since that time no one has rediscovered the site.

In the mid-1800's Mr. Frenche obtained a deed to the area that today is Byram Township and includes the camp. Since the area was then covered with hemlock trees, Mr. Frenche used the hemlock bark to create tannic acid. He constructed the dam that created Frenche's Pond, and later the dam that created the lake above, which is now called Wheeler Pond. A series of sluiceways were built to furnish water power and flat bark to the factory. Until 1973 you were able to see the remains of Frenche's house and factories as you entered the camp from Waterloo Rd. Particularly interesting was the long brick chimney he built along the ground and up the side of the hill to obtain adequate draft for his furnaces.

Just as Frenche got his tanbark mill in operation, a synthetic, cheaper method of making tannic acid was discovered. And so, being a determined man, Frenche turned to another business of making Brussel carpets. This coincided with the completions of the Morris Canal, and Frenche finally made his fortune selling carpets to the barge keepers for bumpers. Incidentally, the village of Waterloo is the site of the Morris Canal Locks, and was once a thriving community.

The Patriots' Path Council (formerly Morris-Sussex Area Council) of the Boy Scouts of America purchased the 977 acres and named it after the Leni-Lenape chieftain, Allamuchy, in 1945. In 1949, Mt. Allamuchy saw its first summer camp season. This is one of the finest camps in the country. Enjoy it!



Camp Map





Camp Somers Dining Hall Menu

Menu will be available by May 15, 2022. The Camp Somers Leaders' Guide posted on our website will be updated on that day.

Online Merit Badge and Program Registration

Registration for Unit Leaders and Coordinators

The 247Scouting system allows unit leaders and trip coordinators to access and alter the unit registration. This gives the unit the ability to add participants and attendees to a registration, make payments for the unit, complete attendee information, and register participants for merit badge sessions and programs.

To edit or complete an attendee's information, begin by logging into your unit's registration.

-Visit <https://scoutingevent.com/358-CampSomers>, and click the gear icon at the top right of the page.

-Select "Lookup Registration" from the dropdown menu (fig. 1), and enter your registration contact email and registration number. If you do not know your registration information, please contact Bridget Capen at Bridget.Capen@scouting.org.



Figure SEQ Figure 1* ARABIC 1

By accessing your unit's registration, you will have access to your Unit **Contact** information, **Participant** information, Unit Payment information, **Parent Portal** settings, and Unit **Reporting**.

To navigate from page to page, simply select the desired tab, or heading from the **More** dropdown menu (fig. 2).

The **Contact** section will be your top-sheet view of the registration. From here you can see alerts, view a quick balance for the registration, and edit Unit Contact information.

The **Participants** section lets you edit the attendees on your registration. Each participant can be viewed and updated by clicking first on the "Participant ##" heading, then the "Update Information" button. Once a participant's required information is up to date, the border and heading for the participant will turn yellow to let you know at a glance it's complete (fig. 3).

The **Check Out** tab gives you access to make a payment for your registration. You can view the total balance for the registration, see a

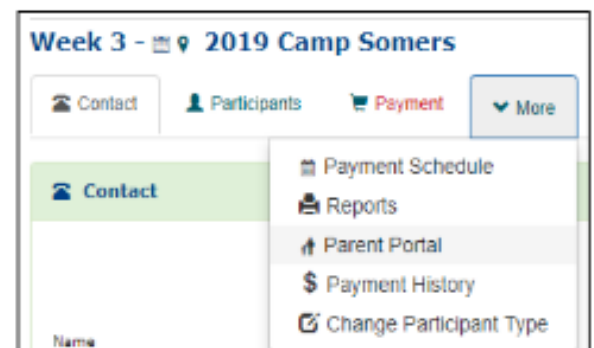


Figure 2



breakdown by participant, and check your payment history here. If you click the “Payment by Participant Type” heading to collapse it and click “Payment by Individual” to expand the section, you’ll be able to see the per youth cost, as well as the free leaders. This is also where you can attribute a payment made online to a specific individual or group.

The **Reports** section offers you a variety of ways to keep track of your unit. You’ll be able to lookup the schedules of your unit all in one place, review requirements completed by Scouts at camp, as well as run a printable report for individual payments.

The **Parent Portal** lets you turn over a LOT of the leg work to the participants. Instead of having to enter the participants information yourself, they can enter their own. Take a few minutes to read through the [Parent Portal options and capabilities](#), available through the **Parent Portal** page. To enable the **Parent Portal** for your unit...

- Start by clicking the **Use Parent Portal** checkbox.
- Print **parent login credentials** using one of the two buttons.
- Give parents one login credential for each of their participants (including themselves if they're one of the participants).
- Parents use these cards to make payments and update data entry fields such as name, rank, dietary requirements, etc.
- Parents with **multiple cards** are able to link their participants together once they log in.
- Prevent parents from making payments or seeing event fees** blocks parents from making payments. This option is good for units where parents pay the unit and then the unit pays the council.
- Allow Parent Portal class selection** lets parents choose or change class and merit badge selections. When unchecked, parents will only be able to view class and merit badge selections.
- If the previous box is checked, optionally check **Email me when classes are changed through Parent Portal** to receive an email when parents make or change their selections.
- Optionally** check one or more days to receive a unit summary email showing payment and data entry status for each participant.



Registration Through the Parent Portal

Units may turn on their registrations **Parent Portal**, allowing Scouts and their families to fill in their own information, and even submit payment for camp online. If enabled, your unit leader or trip coordinator will distribute individual login usernames and passwords to registered participants (fig. 4). The information cards contain specific instructions on how to access your individual participant information.



Figure 4


Once logged in, complete all required fields, register for merit badge sessions, and submit payment for your participant.




Merit Badges Offered, Prerequisites, and Information

Badge	Location	Prerequisites	Notes
Animal Science MB/ Mammal Study MB	Ecology/Conservation	Animal Science 7	
Archery MB	Shooting Sports		Recommended for 13+.
Astronomy MB	Ecology/Conservation	6b, 8, 9	
ATV Experience	High Adventure		Ages 13+. Signed release form, long-sleeve shirt, long pants, shoes that cover ankle, and gloves are required
Basketry MB	Handicraft		Kits are approximately \$20
BSA Guard	Aquatics		Must attend all sessions. Ages 15+. American Cross First Aid and American Red Cross CPR/AED for the Professional Rescuer or equivalent.
Camping MB	Scoutcraft	4b, 5e, 7b, 8cd, 9ab	Must attend Thursday night outpost
Canoeing MB	Aquatics	Swimmer's test	Bring shoes that can get wet
Chemistry MB/Composite Material MB	NOVA	Chemistry 7. Composite Materials 4 & 5	
Chess MB	Dining Hall		
Citizenship in the Community MB	Eagle's Nest		Recommended 13+. Scouts should expect to complete requirements after camp
Citizenship in the Nation MB	Eagle's Nest		Recommended 13+. Scouts should expect to complete requirements after camp
Citizenship in the World MB	Eagle's Nest		Recommended 13+. Scouts should expect to complete requirements after camp
Climbing MB	High Adventure		Bring long pants, soft soled shoes, water bottle, day pack
Communications MB	Eagle's Nest		Recommended 13+. Scouts should expect to complete requirements after camp
Cooking MB	Scoutcraft		Scouts should expect to finish requirements after camp.
Dan Beard Swim	Aquatics		Scouts will do either Swimming MB or Instructional Swim based on ability.
Digital Technology MB	Ecology/Conservation	1, 5b, 5c	
Electricity MB / Electronics MB	NOVA	Electricity: 2, 8, 9a	
Emergency Preparedness MB	Eagle's Nest	1, 2c, 7a, 8b	Recommended for 13+
Environmental Science MB	Ecology/Conservation	3e	
Family Life MB	Eagle's Nest		Scouts should expect to complete requirements after camp.
Fingerprinting MB	Handicraft		
First Aid MB	High Adventure	5a, 5b	
Fishing MB	Ecology/Conservation	10	Scouts staying overnight should attend Tuesday night fish fry
Game Design MB	NOVA		
Geology MB / Nature MB	Ecology/Conservation		
Instructional Swim MB	Aquatics		By Appointment
Kayaking MB / Rowing MB	Aquatics		Bring shoes that can get wet
Leatherwork MB	Handicraft		Kits are approximately \$6



Badge	Location	Prerequisites	Notes
Leave No Trace	Ecology		
Lifesaving MB	Aquatics	Swimming MB and must be able to complete req. 1b on the first day.	Recommended for 13+. Swimming MB, Street clothes, shirt, shoes, shorts to get wet.
Metalwork MB	Handicraft		Kits approximately \$10
Mile Swim BSA			M- Th Only
Model Design & Building MB	Handicraft		Kits approximately \$10.
Nature	Ecology/Conservation		
Open Boating	Aquatics		
Open Shooting	Shooting Sports		
Open Swim	Aquatics		
Personal Management MB 	Eagle's Nest		Recommended 13+. Scouts should expect to complete requirements after camp.
Photography MB	Handicraft		Bring digital camera and a memory card.
Pioneering MB	Scoutcraft		
Pottery MB	Handicraft	7	
Rifle Shooting MB	Shooting Sports		
Robotics MB	NOVA		
Shotgun Shooting MB	Shooting Sports		Recommended 13+. Scout must be able to safely hold a 20-gauge shotgun, Scout will be measured before merit badge.
Small Boat Sailing MB	Aquatics		Bring shoes that can get wet.
Space Exploration MB	Ecology/Conservation	2	Kits are approximately \$15
Swimming MB	Aquatics		
Textiles MB	Ecology		
Training: Aquatics Supervision: Swimming and Water Rescue	Aquatics		Pass swimmer test. Strong swimmer and comfortable in the water. Adults and older Scouts
Training: Climb on Safely	High Adventure		By appointment
Training: Safe Swim Defense and Safety Afloat	Aquatics		Adults and older Scouts
Weather MB	Ecology/Conservation	9	
Wilderness Survival MB	Scoutcraft	5	Must attend Thursday night outpost
Wood Carving MB	Handicraft		Kits are approximately \$3 - \$5.

 Mentorship merit badge



Dan Beard Program Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
9 am-12 pm	Rank Requirements Flags Basic First Aid Knife Safety and Use Basic Fire Building Knots	Rank Requirements Secondary First Aid Axe Safety and Use Intermediate Knots Orienteering Ecology	Rank Requirements Secondary First Aid Axe Safety and Use Intermediate Knots Orienteering Ecology	Rank Requirements Advanced First Aid Advanced Knots Fire Building Saw Safety and Use	5-mile Hike
2 pm-3 pm	Merit Badge or Free	Merit Badge or Free	Merit Badge or Free	Merit Badge or Free	Merit Badge or Free
3 pm-4 pm	Swimming MB or Instruction at Aquatics	Swimming MB or Instruction at Aquatics	Swimming MB or Instruction at Aquatics	Swimming MB or Instruction at Aquatics	Swimming MB or Instruction at Aquatics
4 pm-5 pm	Open Dan Beard Merit Badge or Free	Open Dan Beard Merit Badge or Free	Open Dan Beard Merit Badge or Free	Open Dan Beard Merit Badge or Free	Open Dan Beard Merit Badge or Free
7 pm-8:30 pm			Swimming MB or Instruction at Wheeler Pool		

Subject to change based on the needs of the participating Scouts



Daily Camp Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:45 AM		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call
7:45 AM		Colors	Colors	Colors	Colors	Colors	Colors
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:00 AM		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	Check Out
10:00 AM		Morning Program	Morning Program Leader Meeting	Morning Program	Morning Program Leader Meeting	Morning Program	
11:00 AM		Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	
12:00 PM		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	
12:15 PM		Lunch	Lunch	Lunch	Lunch	Lunch	
12:30 PM	Arrival & Check In (based on campsite)						
1:00 PM	Gear moved to Site	Siesta	Siesta	Siesta	Siesta	Siesta	
	Unit Orientation	Siesta Fun	Siesta Fun	Siesta Fun	Siesta Fun		
2:00 PM	Camp Tour	SPL Meeting		SPL Meeting			
	Swim Tests	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
4:00 PM		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
5:00 PM		Unit Pictures Fenche's Dam	Rest Time	Rest Time	Rest Time	Rest Time	
5:45 PM	Waiters Call Retreat	Waiters Call Retreat	Waiters Call Retreat	In-site Cooking Cooking Contest	Waiters Call Retreat	Waiters Call Retreat	
6:00 PM	Dinner	Dinner	Dinner		Dinner	Dinner	
7:00 PM	Merit Badge Meet & Greet Leaders Meeting		Vespers				
8:30 PM	Campfire 8:30-9:30		OA Cracker Barrel 8:30-9:30			Campfire 8:30-9:30	
10:00 PM	Taps	Taps Firewatch	Taps	Taps	Taps	Taps Blue Card Review	



Merit Badge and Program Schedule

AQUATICS							
Activity	9-10	10-11	11-12	2-3	3-4	4-5	Notes
BSA Guard	9:00-12:00			2:00-5:00			Must attend all sessions. 15+
Canoeing		10:30-12:00		2:00-3:30			
Dan Beard Swim				2:00-3:00	3:00-4:00		Scouts will do either Swimming MB or Instructional Swim based on ability
Instructional Swim							By appointment
Kayaking MB/Rowing MB			11:00-12:00	2:00-3:00	3:00-4:00		
Lifesaving MB		10:30-12:00					Scouts must be able to complete req. 1b on the first day.
Mile Swim BSA						4:00-5:00	M-Th Only
Open Boating						4:00-5:00	
Open Swim						4:00-5:00	
Small Boat Sailing MB	9:00-10:30	10:30-12:00		2:00-3:30			
Swimming MB	9:00-10:30						
Training: Aquatics Supervision: Swimming and Water Rescue		9:30-12:00					Pass swimmer test. Strong swimmer and comfortable in the water. Adults and older Scouts
Training: Safe Swim Defense and Safety Afloat		9:30-10:30					Adults and older Scouts



EAGLES NEST							
Activity	9-10	10-11	11-12	2-3	3-4	4-5	Notes
Citizenship in Community	9:00-10:30						M, W, F instruction. Tu, Th mentoring
Citizenship in the Nation				2:00-3:30			M, Tu, Th instruction. W, F mentoring
Citizenship in the World						3:30-5:00	M, Tu, Th instruction. W, F mentoring
Communications						3:30-5:00	M, W, F instruction. Tu, Th mentoring
Emergency Preparedness	9:00-10:30			2:00-3:30			
Family Life			10:30-12:00				M, W, F instruction. Tu, Th mentoring
Personal Management			10:30-12:00				M, Tu, Th instruction. W, F mentoring



ECOLOGY							
Activity	9-10	10-11	11-12	2-3	3-4	4-5	Notes
Animal Science MB / Mammal Study MB					3:00-4:00		
Chemistry MB / Composite Materials MB				2:00-3:00			
Digital Technology MB	9:00-10:00						
Electricity MB / Electronics MB						4:00-5:00	
Environmental Science MB		10:00-11:00	11:00-12:00	2:00-3:00			
Exploration MB			11:00-12:00				
Fishing MB		10:00-11:00			3:00-4:00		
Game Design MB	9:00-10:00						
Geology MB / Nature MB				2:00-3:00			
Leave No Trace						4:00-5:00	M Only
Robotics MB			11:00-12:00		3:00-4:00		
Space Exploration MB		10:00-11:00				4:00-5:00	
Textiles MB	9:00-10:00						
Weather MB						4:00-5:00	



HANDICRAFT							
Activity	9-10	10-11	11-12	2-3	3-4	4-5	Notes
Basketry		10:00-11:00				4:00-5:00	
Leatherwork	9:00-10:00			2:00-3:00	3:00-4:00		
Metalwork		10:00-11:00	11:00-12:00		3:00-4:00		
Model Design and Building	9:00-10:00				3:00-4:00	4:00-5:00	
Photography	9:00-10:00		11:00-12:00				
Pottery		10:00-11:00	11:00-12:00	2:00-3:00	3:00-4:00		
Wood carving		10:00-11:00	11:00-12:00	2:00-3:00		4:00-5:00	

HIGH ADVENTURE							
Activity	9-10	10-11	11-12	2-3	3-4	4-5	Notes
ATV Experience	9:00-10:30	10:30-12:00		2:00-3:30	3:30-5:00		Ages 13+. Signed release form, long-sleeve shirt, long pants, shoes that cover ankle, and gloves are required
Climbing		10:30-12:00			3:30-5:00		
First Aid	9:00-10:30			2:00-3:30			
Training: Climb on Safely							By appointment



SCOUTCRAFT							
Activity	9-10	10-11	11-12	2-3	3-4	4-5	Notes
Camping	9:00-10:00	10:00-11:00				4:00-5:00	
Cooking	9:00-10:30	10:30-12:00		2:00-3:30			Scouts should expect to complete requirements after camp
Pioneering						3:30-5:00	
Wilderness Survival			11:00-12:00	2:00-3:00			

SHOOTING SPORTS							
Activity	9-10	10-11	11-12	2-3	3-4	4-5	Notes
Archery	9:00-10:30	10:30-12:00					
Rifle Shooting	9:00-10:30	10:30-12:00	2:00-3:30				Scouts staying overnight should plan to attend the Monday evening firearm safety meeting
Shotgun Shooting				2:00-3:30			Scouts staying overnight should plan to attend the Monday evening firearm safety meeting
Open Shoot						3:30-5:00	M, W, F rifle and archery only. Tu, Th rifle and shotgun only. Shotgun: 3 for \$1, Rifle: 5 for \$0.25



NIGHT PROGRAMS

Activity	7pm	7:30pm	9:00pm	Location	Notes
Astronomy			M, Tu, W	Ecology and Frenche's Dam	Weather permitting
Canoe Wars	M			Aquatics	Teams of 3
Chess	M, Tu, Th			Ecology	
Fingerprinting	Tu			Handicraft	Sign up at meet and greet
Firearm Safety	M			Meet at Handicraft	
Fish Fry		Tu		Ecology	Fishing MB required. All are welcome
Open Climb	Tu, Th	W		Rock wall on the camp entrance road	
Open Shoot	Tu	W		Shooting Sports	Shotgun: 3 for \$1
Open Swim	Th			Aquatics	
Trivia Night		W		Handicraft	Teams of up to 4
Venture Pistol Shoot	Th			Shooting Sports	Registered Venturers or 18+
Vespers/Scouts Own Service	Tu			Council Point	
Wilderness Survival and Camping Outpost	Th			Meet at Scoutcraft	Ends on Friday morning
Mountain Biking	Tu, Th			Meet at Red Barn	Sign up at camp



Notes

A series of horizontal lines for writing notes, consisting of approximately 25 lines spaced evenly down the page.

