

Camp Somers

Mt. Allamuchy Scout Reservation
Stanhope, New Jersey

2024 Summer Camp **Leaders' Guide**



Patriots' Path Council, BSA
1 Saddle Road
Cedar Knolls, NJ 07927
973-765-9322

www.ppcbsa.org/camping



Greetings,

My name is Matt CastleMan. It is my honor and privilege to be the new camp director for the 75th summer of Scouting at Camp Somers. I was a Scout for many years as a young man. In addition to the role of camp director, I am also the year-round Ranger here at Mt. Allamuchy Scout Reservation. My favorite part of Scouting is the spirit of adventure it fosters in us all.

I would also like to introduce our new camp program director, Ms. Katherine Smith. Katherine was a Girl Scout for 13 years and earned both the Silver and Gold Awards. She has been with the Patriots' Path Council family since 2011 and has instructed a wide range of programming at several different camps. Her background in early childhood education coupled with her love for the outdoors has allowed her to thrive in that capacity. She is excited to bring new ideas and fresh energy to the programs here at Camp Somers.

This past year has brought some amazing improvements to our camp, thanks to extremely hard-working volunteer groups. We refurbished our camp office and added two new outward facing restrooms to the front of the building. We replaced most of the benches in our council point area. We have made safety and esthetic improvements to several of our campsite latrines. We are breaking ground on two new pavilions that will be completed by the start of camp. Most recently, our council shooting sports committee refurbished our rifle backstop and made several improvements to our shooting range.

We are committed to providing a safe and inclusive program that affords all our Scouts the opportunity to grow. Programs will safely embrace Scout values and skills, while encouraging Scouts to push beyond perceived boundaries.

My family and I live here in camp year-round and feel so blessed to call this wonderful place our home. Katherine and I look forward to sharing a safe summer, full of adventure with you all. If this is your first summer or you have been coming here for years, we're excited to welcome you home!

Yours in Scouting,

Matt CastleMan

Camp Director

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Katherine Smith

Program Director

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Preparing for Camp

2024 Camp Dates

- July 7 - July 13
- July 14 - July 20
- July 21 - July 27 (Fishing Specialty Week)
- July 28 - August 3 (Film & Art Specialty Week)

Planning Calendar

Backdate	Item
As Early As Possible	Submit your deposit.
4 Months Prior	Unit camp leader selected.
Late March	Camp required forms, equipment lists and letter to parents.
May 19	Camp Leaders' Meeting.
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.

Contact Information and Camp Address

Patriots' Path Council

Dave Kopsa

Director of Camping and Properties

David.Kopsa@scouting.org

(973)765-9322 x 223

Stephanie LaFontaine

Administrative Assistant

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Mt. Allamuchy Scout Reservation

Camp Somers

750 Waterloo Road

Stanhope, NJ 07874

Year Round: (973)347-3266

Matt CastleMan

Camp Director

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Katherine Smith

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Financial Information

Fees and Due Dates

Please see www.CampSomers.org for information on pricing, deadlines, discounts, and scholarships.

Fee	Super Saver	Early	Regular
Scout Fee	\$565	\$590	\$640
Extra Adult Leader Fee	\$200	\$200	\$200
Site Deposit		\$250 (non-refundable)	

- Early fees must be postmarked or paid online by 05/01/2024.
- Graduating Webelos eligible for the Super Saver fee. Contact office to request.
- Free leader policy – Three free leaders.
- Site Deposit – \$250, non-refundable. Will be applied to 2024 total camp fees.

Adding Scouts

We encourage as many Scouts to come to camp as possible. After you have registered your troop, if you wish to add Scouts, complete a *Summer Camp Site Reservation and Payment Form*, and include the number of additional Scouts, amount paid, and an updated roster. Additional Scouts can also be added online in your troop reservation.

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 office of any changes to your roster as soon as possible.

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 Stephanie LaFontaine at Stephanie.LaFontaine@scouting.org or call 973-76-9322 x 225.

Discounts

Multiple Siblings

The first youth is at early or regular pricing (based on payment date), each additional sibling receives \$50 off their registration. Applies to Camp Somers and Camp Winnebago - does not include Camp COLEY or treks.

Military

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. Call our office at 973-765-9322 x 225 for details.



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, NJ 07927. This policy is strictly enforced – no exceptions. Site deposits are non-refundable.

Illness Refund Policy

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

- 75% refund for 4 missed days for medical reasons – include a doctor's note.
- 50% refund for 3 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 Camping Scholarship

Every Scout should be given an opportunity to take part in all Scouting activities. The Thomas A. Pepe Camping Scholarship program has been established so that Scout families will find these programs within reach. Thomas A. Pepe Camping Scholarships are open to all Patriots' Path Council youth. The application deadline for Scouts BSA summer camp programs is April 29, 2024.

For more information, please visit the website at www.ppcbsa.org/camping.

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 who 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 in the Campsite Alignment Matrix at <https://Scoutingevent.com/358-CampSomers>.

Pre- Camp Leaders' Meeting

The 2024 Summer Camp Leaders meeting will be held Sunday, **May 19, 2024 from 1:00 pm to 3:00 pm** at Mount Allamuchy Scout Reservation Camp Somers Dining Hall.

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.



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 pm 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 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** – A unit roster downloaded from my.Scouting in PDF form only with a date generated within a week of the unit's arrival must be presented at check in. All adults attending with the unit, no matter the length of time, must be on that roster and must have a current Youth Protection Certificate expiring no sooner than August 15, 2024. This roster is different than the camp roster.
- 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.

Online Merit Badge Sign Up

Online merit badge sign up is available for all Scouts. Scouts can enroll in merit badge classes through the online Parent Portal. The online registration system helps Scouts select the exact badges they want, to maximize their time in camp. Please visit the Camp Somers website for information on how to sign up for merit badges and selected activities. 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 at camp. A Sunday evening merit badge Meet and Greet will be held so Scouts can make changes to their schedules and meet our staff.

Unit Leadership

Each unit is required to have a minimum of two adult leaders per Scouts BSA's Scouting Safely. If your unit cannot meet this standard, please contact camp well ahead of time to work out a solution. We recognize that all our leaders have very busy schedules, and a rotating unit leader(s) is acceptable (always keeping the minimum of two adults in camp). Please include all leader names on the roster and note when they will be in camp. Patriots' Path Council recommends a 1:10 ratio of leaders to Scouts.

Any adult accompanying a Scout unit to a residence camp or other Scouting event **must** be registered as a leader in the unit they are attending with, even if they are the parent of a youth on the trip.



More Summer Camping Opportunities for Individuals

At Mt. Allamuchy Scout Reservation

- **Provisional Camp** – 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. Scouts who attend camp without their home troop are expected to arrive at camp with a signed blue card from their Scoutmaster for each merit badge they plan to work on during the week.
- **Trailblazer Day Camp** – Scouts are also welcome back for a week of day camp. Trailblazer Day Camp runs from 8:45 am to 3:45 pm Monday to 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, start a new merit badge, 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. Girls and boys in grades 3-12 and their families experience age-appropriate versions of the programs offered to Scouts BSA members. 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!
- **Fishing Camp**- July 21-July 27 – Scouts will earn Fishing, Fly Fishing, and Fish and Wildlife Management merit badges. Scouts will be training in the Angling Educator Program. This week will include fishing at camp, a deep-sea fishing field trip, tour of the Pequest Trout Hatchery and trout fishing, and more.
- **Film and Art Camp** – July 28-August 3 – Earn Moviemaking, Animation, Art, and Photography merit badges. Spend the week learning about a variety of film and art and making a movie with Peter Basler. See Camp Somers website for pricing.

At Winnebago Scout Reservation

- **Provisional Camp Troop** – Come back for another exciting week of resident camp at Camp Winnebago. 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. Scouts who attend camp without their home troop are expected to arrive at camp with a signed blue card from their Scoutmaster for each merit badge they plan to work on during the week.
- **Patrol Style Camping**- July 21- July 27 Bring your troop/unit to camp and experience something unique! During this week, your unit will tent camp the South End camp, work on merit badges, and prepare meals with the patrol in your campsite. Scouts will participate in all other aspects of summer camp (classes, aquatics, etc.). Bring your own tent.
- **Skills and Trades Week** - July 28-August 3 - Scouts will learn to frame a structure, and the basics of electricity and plumbing during their week at Camp Winnebago. Registration for this specialty week is open to Scouts camping with their troop or provisional campers. All materials will be provided for this program. Must be 14 years old to participate.



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

Water bottle/Hydration bladder

Wallet w/spending money

Optional Gear

- Alarm clock
- Backpack (outpost camping)
- Camera
- 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

- | | |
|---|--|
| <ul style="list-style-type: none"> ▪ Latrine with washstand (or nearby restrooms) ▪ Pavilion or dining fly ▪ Picnic tables ▪ Water spigot ▪ Fire buckets ▪ Bulletin board | <ul style="list-style-type: none"> ▪ Flag pole ▪ Fire pit ▪ Cooking grill ▪ Two-person wall tents with wooden platforms and canvas cots or 3-person lean-tos with cots |
|---|--|

Equipment Available at Camp (to check out)

Some tools are available to complete campsite projects. Please see the camp quartermaster or commissioner to see if what you may need is available. Please return all tools in the condition you received them, or better.



2024 Camp Theme

In recognition and celebration of our 75th year of Scouts traveling far and wide, please come join us this summer for **“The Somers Games.”** All summer long, we will be hosting challenges of skill, endurance, problem solving and having fun. So pack up your gear and bring your Scouting best to kick off the next 75 years of Camp Somers, let the games begin!

Programs, Events, and Awards

Program Areas

Camp Somers is organized into program areas which 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 awards. A schedule of open program times and merit badge classes can be found later in this guide. 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 training, fun is had by all! The only area in camp where you can cool off, splash your friends, and climb the new inflatable obstacle course.

Aquatics offers Swimming, Lifesaving, Canoeing, Kayaking, Small Boat Sailing, and Rowing merit badges. 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, work with our aquatics staff during the week and take a mile swim on Friday. Are you a morning person? Then jump in the lake before breakfast for the polar bear swim!

For adult leaders and Scouts aged 15 or older with aquatics experience, we offer 2 advanced aquatics training courses, Swimming and Water Rescue, as well as Paddle Craft Safety. Swimming and Water Rescue provides participants with the opportunity to learn in-water rescues and beneficial lifesaving skills. Paddle Craft Safety prepares participants to supervise flat water paddle craft activities at the unit level. First Aid training and CPR certifications are not included in either of these courses. Please make arrangements with the Aquatics Director upon arrival on Sunday to take either of these 8-hour courses. Participation is subject to space availability.

Ecology and STEM

The Ecology and STEM 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 learn about conservation. The Ecology area offers merit badges such as Astronomy, Fishing, Environmental Science, and Nature. This area is on a 3-year rotation of merit badges. You will find some merit badges every year, but most are on a rotation basis to keep Scouts coming back for something new.



Handicraft

Handicraft is perfect for Scouts who enjoy working with their hands. Handicraft offers Basketry, Leatherwork, Metalwork, Model Design and Building, Pottery, and Wood Carving merit badges.

Scouts that have had the desire to try the pottery wheel, make a leather craft project, or bring home a basket to mom but don't want to take the whole merit badge can stop in on any afternoon during open handicraft and give this area a try.

High Adventure

The High Adventure programs at Camp Somers is a place for older Scouts to experience new adventures and learn new skills. Through our COPE and climbing area we offer First Aid and Climbing merit badges. Scouts 14 and older can learn to ride an ATV or take a mountain bike ride in the afternoon.

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! Space for this program is limited due to the number of available machines, Scouts should sign up for this program online, in advance, as part of the merit badge sign-up. You can also register at the Sunday meet-and-greet if additional space is available. The ASI ATV e-course needs to be completed by each rider before camp. The ATV e-course can be completed by going to this link: <https://atvsafety.org/atv-ecourse/>. Parent permission slips are required for the ATV program. These can be found on the Forms section of the Camp Somers website- there are two forms that need to be signed by parents and brought to camp with the Scout.

The COPE and Climbing area offer the First Aid and Climbing merit badges. Scouts who are interested in climbing can take Climbing merit badge or attend open climbing hours. We have both a climbing tower and a natural rock face so Scouts can experience both these kinds of climbs. 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.

Scouts interested in an expedition should sign up for one of our mountain bike rides at the Sunday meet and greet. Space is limited based on the number of bikes available. Trail rides will be adjusted based on the experience of the group.

Scoutcraft

The Scoutcraft program area is where Scouts can earn merit badges or just practice their Scout skills. 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 learn, practice, or teach Scout skills. One evening a week, our Scoutcraft area hosts a camping outpost for Scouts to fulfill Camping and Wilderness Survival merit badge requirements.

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 including action archery and troop shoots. See the Shooting Sports Director to schedule a troop shoot event.



Dan Beard – First Year Camper Program

The Camp Somers Dan Beard Program is designed for first year Scouts to get a taste of camp, learn about the Scouting Program, learn Scout skills for rank advancement and earn a merit badge. Campers signed up for the Dan Beard program will spend the week working in patrols, exploring camp and all that it has to offer, swimming in the lake, hiking the trails in camp, playing games, singing songs and learning skits, shooting at the range and participating in camp events with their troop. Scouts are bound to learn important skills that will stick with them and create lasting friendships with Scouts from other troops during their week at camp. Expect Scouts who participate in the program to be ready to get many requirements signed off for their ranks up to 1st class when they return to the troop.

The Dan Beard Scouts will have the opportunity to participate in an outpost trip on Thursday. Scouts need to be prepared to go on the outpost with a tent to share, day pack ready with the Scouts 10 essentials, and a mess kit.

Outpost is bringing the Scout to a campsite on the property in order to use their newly learned skills to practice in an overnight camping experience.

Campwide Events

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 pm. 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

Show your unit's spirit, uniqueness, and enthusiasm by creating a gateway into your unit campsite and decorating your campsite to fit the camp theme. The gateways will be judged anonymously. Judging will take place between Tuesday evening and Thursday evening. Prizes will be awarded for the winning gateway at the Friday campfire.

- 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.

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 your dinner by whatever method your Scouts choose. Food for the meal, juice mix, napkins, cups, plates, forks, knives, and spoons will be provided. Cooking equipment and supplies will not be provided by the camp. Please plan to bring everything you need to cook dinner with you. If your troop needs assistance with something for in-site cooking, please see the camp commissioner.



Dessert Cooking Contest

Troops can choose to participate in the Dessert Cooking Contest on Wednesday evening that coincides with in-site cooking. Any cooking methods are allowed for this contest. All desserts must fit into one of the categories, either Scout made or adult made. Adults or senior patrol leaders need to register for the contest with the program director before Wednesday. Judging will take place after in-site cooking.

- There are two categories: Scout made and adult made.
- Food and cooking supplies need to be provided by the unit.
- The dessert should be presented to the judges at a location and time determined when the unit registers for the contest.
- Creativity is a definite plus.

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.
- **Disk Golf:** ask at the office for the location of goals and disks.

Firewatch

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. On Monday night one Scout from each unit is invited to continue the tradition.

Each unit should nominate one mature Scout who has upheld the aims of Scouting. Selection should be made by the unit adult leadership. The unit's site guide will meet your chosen Scout at your campsite at 10:00 pm. 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.

The staff conducting Firewatch will stay on site throughout the night. Adult leaders are encouraged to volunteer to participate in Firewatch. They may do so by speaking to the Program Director before Monday evening. Staff and adult volunteers are encouraged to share stories and pass along traditions to the Scouts. They will also be monitoring the site for safety.

Firewatch is a serious and solemn event that has a long history at Camp Somers. We hope to continue that tradition with Scouts for years to come.



Camp Awards

Offering opportunities for Scouts and adults to earn awards during camp is a long-standing tradition. There are 4 awards that can be earned during your week at camp. The requirements can be picked up at check in or in the camp office. Please fill out and return the requirements to the Program Director by Friday at breakfast, so that Scouts can be recognized at the closing campfire on Friday evening.

Frenche's Follies – Honor Camper Award

This award is for individual Scouts to learn about the lore and history of camp as well as show that they are a well-rounded Scout by experiencing multiple program areas and other camp offered activities.

Green Bar Bill Honor Patrol Award

This award recognizes Scouts who want to work together as a patrol to experience camp and everything it has to offer. Patrols show how they accomplish tasks and get all that they can out of the camp program together. Camp is always better with friends. If a Scout comes to camp without his or her patrol, camp patrols within a single unit may be formed to earn this award. Scouts can form a patrol just for the week of camp then return to their normal patrol structure after camp.

Baden Powell Honor Troop Award

Troops can earn this award and become an honor troop by fulfilling the requirements listed. Honor troops will be recognized at the end of the week at the closing campfire and will have their name added to a plaque in the dining hall.

Scoutmaster Merit Badge

Adult leaders have an opportunity to make a name for themselves by earning the Scoutmaster Merit Badge. Adults don't just come to camp, but they should have fun and experience camp life too.



Merit Badges and Advancement

Overview

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 leads to careers and lifelong hobbies for Scouts. 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. They need to select the merit badges they want to try at camp, look at the requirements and information in the merit badge pamphlets, and determine if there are pre-requisites for the badges, they choose that must be done first. Camp Somers uses the most up to date requirements for our merit badge programs. Current requirements can be found at Scouting.org.

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. 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 or did not have time to finish all requirements at camp can still earn a partial completion and finish the badge at a later date, with any merit badge counselor approved by your Scoutmaster.

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.
- **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.

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. Scouts need to arrive at their merit badge classes on Monday with properly filled out blue cards. If a blue card is not presented to the staff teaching the class, they cannot record the requirements that are completed for the Scout. Scoutmasters need to bring enough blue cards with them to camp for each Scout, a limited number of blue cards will be available at the trading post for purchase.

Application for Merit Badge/Blue Cards

An Application for Merit Badge, commonly called a *blue card*, is required for each Scout, for each merit badge he or she is attempting. Please bring sufficient blue cards for your Scouts. Extras will be available for purchase in the trading post.

The Scout should complete all the required information on the blue card legibly in ink. The Scoutmaster's approval is evidenced by the Scoutmaster's signature on the front section of the blue card. Because there might be more than one troop "5" in camp, Camp Somers asks that the Scout put their campsite on the blue card. This will increase the probability that the Scout gets their card back on Saturday morning.

Scouts who attend camp without their home troop are expected to arrive at camp with a signed blue card from their Scoutmaster for each merit badge they plan to work on during the week.



Partials

Not all requirements can be completed at camp. Some require a visit to a specific location, cooking meals for a Scout's family, observations for a prolonged period, or tests. Some Scouts for a variety of reasons do not finish all requirements for a specific badge at camp. Only those who fulfill all the requirements for a merit badge will get a completed signed blue card back. Those who are not able to complete the requirements, for whatever reason, are issued partials. A partial may be finished with a qualified merit badge counselor at home, or the Scout may sign up to return to camp for an additional week as a Provisional Camp Troop. Of course, a Scout may also bring the partial blue card back to camp next year to complete the requirements. The only expiration on a partial blue card is the Scout's 18th birthday!

Sunday Evening Meet and Greet – Merit Badge and Program Signup

When: Sunday evening after dinner at 7:00 pm

Where: Handicraft Pavilion

If Scouts did not pre-register online for merit badges, Dan Beard and other programs they may do that here. They can also meet their instructors and ask any questions you may have about scheduling, prerequisites, and questions about general program.



At Camp

Sunday Unit Arrival

Unit Trailers

If possible, please bring your trailer to camp on Saturday prior to camp, from 3:00 pm to 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 arrangements for units arriving on Sunday with a trailer. Call the Camp Ranger if you would like any special accommodations (973) 765-9322 x 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 a 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.

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 smoothly as possible. To make check-in even easier pre-camp E-Z check-in is available.

Arrival Time	Sites
12:30 pm	7, 8, 10A, 10B, 13
1:00 pm	4B, 5, 11, 12A, 12B
1:30 pm	3B, 4A, 6A, 10C
2:00 pm	2, 3A, 6B, 9

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 if you did not take advantage of the EZ check in. 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.



- **Camp 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. Rosters can be downloaded from your reservation by selecting the Reports Tab located above the Registration Contact area.
- **Fees** - Camp fees that have not been paid for any additional Scouts/adults need to be paid at check-in. Please provide Thomas A. Pepe Camping Scholarship 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.
- **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.
- **Youth Protection Training** – A unit roster downloaded from my.Scouting in PDF form only with a date generated within a week of the units arrival must be presented at check in. All adults attending with the unit, no matter the length of time, must be on that roster and must have a current Youth Protection Certificate expiring no sooner than August 15, 2024. This roster is different than the camp roster.
- **ATV Waiver** – Provide copies of signed ATV permission forms for any Scouts participating in the ATV program – 14 and older. Visit www.CampSomers.org to download the forms.
- **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 Matt.CastleMan@scouting.org 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. All medication must be provided in the original container. Please place that container in a zip lock type bag with the person's name and unit number written on the bag.

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 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.

Camp Tour

Your site guide will lead your unit from your campsite through camp to point out program areas and points of interest. You will stop at the Dining Hall for an orientation by our kitchen staff and finally end at aquatics to take swim tests.



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 might 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 p.m.

Unit Photos

Unit photos are taken Monday evening beginning at 4:30 p.m. on Frenche's Dam. Units need to be in full field uniform and have their troop flag with them if they choose to have it in the photo. Units and individual Scouts can purchase copies of the photos for keepsakes. 8x10 photos are \$12 per picture. Please fill out the photo request form and return it during check in. Photos will be available to pick up on Saturday morning before checking out. Please make checks payable to "Charlie Neely Photography."

Health and Safety Checks

All unit leaders are requested to conduct a daily check of all Scouts' personal quarters for health and safety concerns. Early detection of hazards insures a prompt corrective response.

Commissioner Service

The camp commissioner's job is ensuring units obtain the maximum benefit from their summer camp experience, maintain regular contact with leaders, counsel 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 take place. 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 Scouts' gear from getting musty. The site inspection form can be found in the appendix of this document. Your daily scores are used as one of the requirements in the Baden-Powell Honor Troop Award.

Administration Building / Camp Office

The Camp Office is staffed during the business day. Times will be posted on the office door as well as emergency contact information for off hours. 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 Scoutmaster's lounge is located in Turkey Lodge. There are chairs, tables, power strips, wi-fi, and AC. Restrooms are available in the other half of Turkey Lodge. Scoutmasters and adult leaders can make themselves at home there, take a nap, check emails, make phone calls, or just get a break from the Scouts. The lounge is open 24 / 7.

Adult Leader and Senior Patrol Leader Meetings

There are several opportunities for the Scoutmasters and senior patrol leaders to meet with the camp director and program director to discuss a variety of topics. Please have one adult leader attend these meetings. Leadership meeting locations will be announced during the meal before the meeting. Outside of leadership meetings feel free to stop the camp director, program director, or commissioner to chat about anything.

- Sunday Evening at 7 p.m.: Scoutmasters - Introductions and program information.
- Monday immediately after lunch: Senior Patrol Leaders.
- Tuesday at 10 a.m.: Scoutmasters
- Friday after the campfire: Scoutmasters- Blue Cards returned to units.

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.

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 bathrooms located in Turkey Lodge outside the dining hall and outside the camp office. 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 8:00 a.m., lunch at 12:15 p.m., and dinner at 6:00 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 the camp director at Matt.CastleMan@scouting.org. We aim to do our best to provide a great dining experience for all our guests, early notice helps us do that.

Scouts and leaders with food allergies may bring their own food if they are more comfortable doing that. 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. All meals are served family style.

Each table is responsible for providing one waiter for each meal. Waiters should arrive 15 minutes before mealtimes 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 will be published before the start of camp.

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 troop/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. Fire buckets are provided at every campsite; the water in them needs to be changed daily and they must be full at all times.



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.

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

To ensure the safety of our Scouts, we require all visitors to check in at the Camp Office. If an emergency arises and a parent/guardian needs access to their child, the parent must contact the troop leadership prior to arrival. Visitors must remain near the Camp Office/Trading Post and are not permitted to walk around camp without permission from the camp administration. All visitors including parents, alumni, and volunteers that are granted permission to walk through camp, must ensure one or more of the following:

- Current Youth Protection Training certificate and proof of current BSA registration must be submitted to the Camp Office and approved by camp administration.
- Escorted, supervised, and directly in the company of a unit leader for the duration of the visit.
- Accompanied by a Patriots' Path Council camp staff or professional staff member.

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 Friday before your Scout leaves for camp. The mailing address is:

Name, Unit Number
MASR- Camp Somers
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.

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 except for 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. Parents should contact their troop leadership if an emergency arises.

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 keeping their phones off.

Order of the Arrow

Woapalanne Lodge #43 is well represented at camp. If you have any questions 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 on Wednesday and a “cracker barrel” that evening for anyone that participated in the project or wants to find out more information on the OA. Everyone in camp, whether an OA member or not, is encouraged to participate. OA members are encouraged to wear their OA sash during OA day.

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 10:00 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.
- Checkout at the Camp Office. Pick up your unit pictures and blue cards if you have not already done so.
- Submit your campsite reservation for next year if you have not already done so.
- Depart camp no later than 10:00 a.m.

Camp Staff

Camp Staff Employment

We are always 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. CIT's 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 extensive training prior to camp that is unparalleled. Staff receive 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 reflects 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 over 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 <https://www.Scouting.org/health-and-safety/gss/>.

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 in 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 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

All adults attending summer camp must be registered with the unit they are staying with. A unit roster downloaded from my.Scouting in PDF form only with a date generated within a week of the unit's arrival must be presented at check in. All adults attending with the unit, no matter the length of time, must be on that roster and must have a current Youth Protection Certificate expiring no sooner than August 15, 2024.

All adults visiting camp must present a copy of their current Youth Protection Certificate and proof of current registration that can be found on my.Scouting. Please see the visitor section for further information for non-registered adults.

Buddy System

The buddy system is an important requirement for the safety of our Scouts and leaders while at camp. The Patriots' Path Council always requires the use of the buddy system throughout camp. Please emphasize to your Scouts the importance of always traveling with a buddy and to always remain in sight of your buddy. 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 for 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 receive a replacement wristband.

Footwear

Close-toed shoes must always be worn 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 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.

Scouts must be "Swimmers" to enroll in Aquatics merit badges. Scouts may re-take the swim classification if they did not pass before their first Aquatics merit badge class or during open swim.

We encourage your unit to do your swim test prior to arrival at camp. Please use the Unit Swim Classification Form located on www.campsomers.org. A copy of the lifeguard credentials of who performed the check must be provided with the form. When Scouts arrive at camp and are directed to the waterfront for swim tests, they may present the form but will still have to jump in the water, swim 25 yards, and float. The aquatics director reserves the right to re-test any individual or troop upon arrival at camp.

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.

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.



Wildlife

Animal 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 smellables 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 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

For a full copy of the Patriots' Path Council Camping Policies Document, you can contact the council office. 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 always follow.

The Leave No Trace principles might 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

Scouts should label items with their name, troop number, and campsite. 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 | ▪ Fireworks | ▪ Sheath knives |
| ▪ Generators | ▪ Firearms | ▪ Gambling |
| ▪ Pets | ▪ Bows and arrows | ▪ E-Cigarettes/Vaporizers (Vapes) |
| ▪ Chainsaws | ▪ Hunting equipment | ▪ Tobacco and nicotine products |
| ▪ SCUBA tanks and wet suits | ▪ Personal climbing equipment (exceptions shoes and gloves) | ▪ Alcohol |
| | | ▪ Heaters (Kerosene, Electric, propane, or others) |



Vehicle Policy

All our camps are designed for rustic camping. The campsites are in the woods and are a 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:						



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 waterpower 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 completion 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 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!



Daily Camp Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:45 AM		Waiters Call Colors	Waiters Call Colors	Waiters Call Colors	Waiters Call Colors	Waiters Call Colors	Waiters Call 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	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	Siesta	
	Camp Tour	SPL Meeting		OA Service Project			
	Swim Tests	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
2:00 PM		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
3:00 PM		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
4:00 PM		Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	Afternoon Program	
4:30 PM		Unit Pictures Fenche's Dam					
5:45 PM	Waiters Call Retreat	Waiters Call Retreat	Waiters Call Retreat	In-site Cooking Dessert Contest	Waiters Call Retreat	Waiters Call Retreat	
	Dinner	Dinner	Dinner		Dinner	Dinner	
7:00 PM	Meet & Greet Leaders Meeting		Vespers				
8:30 PM	Campfire 8:30-9:30			OA Cracker Barrel		Campfire 8:30-9:30	
10:00 PM	Taps	Taps Firewatch	Taps	Taps	Taps	Taps	



Dan Beard Program Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
7:45 am	Waiters Call Colors	Waiters Call Colors	Waiters Call Colors	Waiters Call Colors	*Return From Outpost Colors
8:00 am	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
9:00 am	Welcome to Dan Beard	Aquatics Safe Swim Defense and Safety Afloat	Handicraft	Health Lodge Personal Safety	Dan Beard Area Round Robin Review
10:00 am	Scout Rank	First Aid	First Aid	Flag Educate at Vollers Field	Games
11:00 am	Knots	First Aid	First Aid	Pack Check for Outpost	Scout Craft Pioneering
12:00 pm	Lunch	Lunch	Lunch	Lunch	Lunch
1:00 pm	Siesta	Siesta	Siesta	Siesta	Siesta
2:00 pm	Camp Walk	Navigation	Ecology	*Assemble for Outpost	Orienteering Hike
3:00 pm	Finger Printing Merit Badge	Knots	Range/ Range Safety	Camp Site Set Up	Orienteering Hike
4:00 pm	Visit Open Program Areas or Take Merit Badge Classes	Visit Open Program Areas or Take Merit Badge Classes	Visit Open Program Areas or Take Merit Badge Classes	Totin Chip and Firem'n Chit	Visit Open Program Areas or Take Merit Badge Classes
5:00 pm	Down Time with Troop	Down Time with Troop	Down Time with Troop	Dinner Prep	Downtime with Troop
5:45 pm	Waiters Call Retreat	Waiters Call Retreat	Waiters Call Retreat	Dinner	Waiters Call Retreat
6:00 pm	Dinner	Dinner	Dinner	Dinner	Dinner
7:00 pm	Open Program Areas	Somers Games	Open Program Areas	Campfire Songs / Skits Flag Retirement	Open Program Areas

Subject to change based on the needs of the participating Scouts.

*Outpost for Dan Beard is from Thursday 2 PM through Friday morning.



Evening Activities

Activity	Day	Time	NOTES
Meet and Greet	Sunday	7:00 p.m.	
Opening Ceremony	Sunday	8:30 p.m.	
Open Climb Tower	Monday	7:00 p.m.	
Open Swin	Monday	7:00 p.m.	
Fire Watch	Monday	10:00 p.m.	
The Somers Games	Tuesday	7:00 p.m.	
Vespers	Wednesday	7:00 p.m.	
Open Climb Rocks	Wednesday	7:00 p.m.	
Open Swim	Wednesday	7:00 p.m.	
OA Cracker Barrel	Wednesday	8:30 p.m.	
Dan Beard Outpost	Thursday	7:00 p.m.	
Camping / Wilderness Survival Outpost	Thursday	7:00 p.m.	
Fish Fry	Friday	1:00 p.m.	
Closing Ceremony	Friday	8:30 p.m.	



Merit Badge and Program Schedule

Aquatics

Activity	9:00 - 10:00 AM	10:00 - 11:00 AM	11:00 - 12:00 AM/PM	2:00 - 3:00 PM	3:00 - 4:00 PM	4:00 - 5:00 PM	NOTES
Canoeing						Open Boating	
Kayaking						Open Boating	
Life Saving				2:00 to 4:00		Open Swim	Prereq: Must have earned Swimming merit badge. Blue Card or Scoutbook showing completion must be provided.
Rowing						Open Boating	
Small Boat Sailing						Open Boating	
Swimming						Open Swim	
Swimming for Learners and Beginners Only						Open Swim	
Mile Swim							

*Boating- bring shoes that can get wet.

*Must pass the Swimming test upon arrival at camp to take any Aquatics merit badges except for Swimming for Learners & Beginners.

Ecology and STEM

Activity	9:00 - 10:00 AM	10:00 - 11:00 AM	11:00 - 12:00 AM/PM	2:00 - 3:00 AM	3:00 - 4:00 PM	4:00 - 5:00 PM	NOTES
Fishing							Must attend the Friday Fish Fry at 1 P.M.
Nature							
Environmental Science							3e and 6 cannot be done at camp.
Weather							9 and 11 cannot be done at camp.
Reptile and Amphibian Study							8 cannot be done at camp.
Sustainability							9 will not be done at camp.
Inventing							8 cannot be done at camp.
Space Exploration							5 and 9 cannot be done at camp. Kits are approximately \$15.



Handicraft

Activity	9:00 - 10:00 AM	10:00 - 11:00 AM	11:00 - 12:00 AM/PM	2:00 - 3:00 PM	3:00 - 4:00 PM	4:00 - 5:00 PM	NOTES
Basketry						Open Program	Kits are approximately \$20.
Leatherwork						Open Program	Kits are approximately \$6.
Metal Work						Open Program	Kits are approximately \$10.
Model Design and Building						Open Program	Kits are approximately \$10.
Photography						Open Program	1b must be done before camp. Bring digital camera and memory card.
Pottery						Open Program	7 cannot be done at camp.
Sculpture						Open Program	
Wood Carving						Open Program	Kits are approximately \$5.

*Kits are available for purchase in the Trading Post.

High Adventure

Activity	9:00 - 10:00 AM	10:00 - 11:00 AM	11:00 - 12:00 AM/PM	2:00 - 3:00 PM	3:00 - 4:00 PM	4:00 - 5:00 PM	NOTES
Climbing	9:00 to 11:00			2:00 to 4:00		Open Climb	
First Aid							5a and 5b can be done before camp.
Geocaching							
ATV Program	9:00 to 10:30	10:30 to 12:00		2:00 to 3:30		3:30 to 5:00	Prereq: complete online training and bring signed permission slip/waiver. 14+ age requirement. Long sleeve shirt, long pants, boots/shoes that cover ankles and gloves are required.



Scoutcraft

Activity	9:00 - 10:00 AM	10:00 - 11:00 AM	11:00 - 12:00 AM/PM	2:00 - 3:00 PM	3:00 - 4:00 PM	4:00 - 5:00 PM	NOTES
Camping							4b, 7b, 8c, 8d, 9a, and 9b cannot be completed at camp. Outpost on Thursday night.
Cooking (double session)							Scouts cannot complete at camp.
Indian Lore							
Orienteering							
Wilderness Survival							Outpost on Thursday night.
Signs Signals, and Codes							
Pioneering							

Shooting Sports

Activity	9:00 - 10:00 AM	10:00 - 11:00 AM	11:00 - 12:00 AM/PM	2:00 - 3:00 PM	3:00 - 4:00 PM	4:00 - 5:00 PM	NOTES
Archery					Open Shoot	Open Shoot	Scout must be able to safely hold a 20-gauge shotgun (Scout will be measured).
Rifle Shooting						Open Shoot	
Shotgun Shooting					Open Shoot		

