

Camp Somers

Mt. Allamuchy Scout Reservation

Stanhope, New Jersey

2025 Summer Camp

Leaders' Guide



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

www.campsomers.org

www.PPCscouting.org/camping



Greetings All,

The longships are ready, the banners are raised, and the spirit of adventure calls,

Welcome Home to Mt. Allamuchy Scout Reservation!

This summer, we set sail on an epic journey as Vikings of the Allamuchy Fjords! Scouts will test their skills, embrace the spirit of exploration, and forge their own legendary tales. With every paddle stroke across the lake, every challenge conquered, and every skill mastered at camp, your Scouts will embody the courage, strength, and teamwork of the Viking spirit.

As leaders, you are your Scouts steadfast captains, guiding them through a week filled with excitement, discovery, and camaraderie. Our staff is prepared to help you navigate this adventure, ensuring an unforgettable experience filled with:

- ✂ Thrilling High-Adventure Challenges – Climb to new heights, test your marksmanship, and push your limits like true Norse warriors.
- ✂ Axe-Throwing & Skills of the North – Master the art of axe throwing, crafting, and survival, just like the Viking explorers of old.
- ✂ Merit Badges & Quest for Knowledge – Encourage your Scouts to expand their skills and earn achievements that will shape their future.
- ✂ Campsite Brotherhood & Viking Games – Engage in friendly competition and forge bonds as strong as a Viking shield wall.

To help you and your Scouts prepare for this legendary summer, be sure to thoroughly review this guide, and mark your calendars for the Leaders' Meeting on April 6th. If you have any questions or need guidance, our team stands ready to assist!

This summer, we honor the Viking spirit of bravery, discovery, and unity. We are grateful for your leadership and dedication, and we can't wait to welcome you and your Scouts "home" for the adventure of a lifetime.

Set your sights on the horizon! The saga begins at Mt. Allamuchy!

Skål!

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Preparing for Camp

Contact Information and Camp Address

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Pre- Camp Leaders' Meeting

The 2025 Summer Camp Leaders' meeting will be held Sunday, **April 6, 2025, from 12:00 p.m. to 2:00 p.m.** 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.

2025 Camp Theme

This summer at Camp Somers, we set sail on an epic Viking adventure where Scouts will embrace the spirit of exploration, strength, and teamwork! As warriors of the Allamuchy Fjords, they'll test their skills in axe-throwing, conquer the wilderness like legendary Norse explorers, and compete in thrilling Viking Games to prove their courage. From mastering survival tactics to forging bonds as strong as a shield wall, every Scout will embark on a journey of discovery, growth, and camaraderie. Prepare to hoist your banners, embrace the call of adventure, and write your own Viking saga at Camp Somers!



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 at your campsite.

Each camper must complete the BSA Annual Health and Medical Record, parts A, B, and C. Patriots' Path Council is using CampDoc, a digital medical record, to collect this information. This record is required for all Scouts and adults in camp. Forms are good for one year.

You will receive information via email regarding creating a CampDoc profile upon completing your summer camp registration. You will complete the Annual Health and Medical Record in CampDoc. If you plan to attend multiple sessions, your medical form is valid for the whole summer.

For assistance with CampDoc, please see the CampDoc FAQ at www.PPCScouting/camping, or contact Dave Kopsa at David.Kopsa@scouting.org.

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 Office. All units are strongly encouraged to have one adult attend E-Z Check-In. E-Z Check-In will review the following:

- **Camp Roster** - The roster must be printed from Black Pug. It must include all Scouts and adults staying at camp, including those staying only one night. Please include all the 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.
- **Annual Health and Medical Records** - Required for all Scouts and leaders. Parts A, B, and C must be completed and signed in CampDoc.
- **My.Scouting Roster & 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, 2025. This roster is different from the camp roster.
- **Reasonable Accommodations** - 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 Matt at any time prior to E-Z Check-In to discuss any special needs. You may also make arrangements to meet with the health officer ahead of time by emailing healthofficer@campsomers.org.
- **ATV Waiver** - Provide copies of signed ATV permission forms and certificate of completion for the required online course for any Scouts participating in the ATV program – 14 and older. Visit www.CampSomers.org to download the forms. These forms can also be turned in at check-in.



At Camp

Sunday Unit Arrival

Arrival

Units check-in at the tables next to the main office 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. It is best to gather before arriving at camp so all cars arrive at the same time as a group.
- Unit gear will be deposited at the basketball court near the main office for transfer to your site. Gear should be placed in an organized fashion behind the appropriate site number placard. This is also where 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 E-Z Check In. All forms are available on the Forms/Information page of the Camp Somers website. Scoutmasters should have the following ready to expedite the check-in process:

- **Camp Roster** - The roster must be printed from Black Pug. It must include all Scouts and adults staying at camp, including those staying only one night. Please include all the 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. 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)765-9322 ext. 225 with any questions.



- **Annual Health and Medical Records** - Required for all Scouts and leaders. Parts A, B, and C must be completed and signed in CampDoc.
- **My.Scouting Roster & 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, 2025. This roster is different from the camp roster.
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- **Reasonable Accommodations** - 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 to prepare accordingly. Feel free to call Matt CastleMan at any time prior to check-in to discuss any special needs. You may also make arrangements to meet with the health officer ahead of time by emailing healthofficer@campsomers.org.
- **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.
- **Camp Leader Communications** - We use a free app called BAND for campwide leader communication. Leaders will sign up at check in. We will need an email and phone number for any leader that wants to be added. You can look up and download the app at www.band.us.

Camp Security Gate Procedure

- For the safety and security of our campers and staff we have installed a security gate and guard station at the MASR entrance.
- During designated arrival and departure windows the gate will be manned and operated by camp staff.
- Outside of the defined arrival and departure the gate will be down and does not need to be staffed. Access during these periods will be managed through the touch screen at the gate or temporary access code.
- Protocols may be adjusted if deemed necessary by the Ranger for safety or security reasons.

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 the leader has finished checking in, 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 & Swim Test

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 up 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 pm 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. 8 x 10 photos are \$13 per picture and digital copies are \$100. Payment can be made to the photographer during your photo session. Please make checks payable to "Charlie Neely Photography."

Check-out Procedure

On Saturday morning, please clean your sites and pack your troop gear and personal gear. For site cleanup, please do a police line through the site. Check the perimeter for trash that may have been thrown or blown in the woods. Double check the interior of all tents, including any you may not have used (Scouts tend to still go in them.) Lastly, please be sure to check that your latrine is clean and in good order. Please be sure to inform your site guide of any site issues. Your site guide will inspect your site with you and bring the Site Report to the office. Please collect all wristbands at this time and give them to the site guide.

Notify the camp office at 973-347-3266 when you are ready for us to transport gear to the parking lot if needed.

Once the Site Report is cleared, please bring your complete feedback form to the main office. Once that is turned in you will be issued your Troop Packet. The packet will contain any mail or notices left in your mailbox, blue cards, and Dan Beard records.

Scouts should check out with their unit before departing with their parents. Provisional and Specialty Week Scouts must have a parent sign them out at the office. Please ask parents picking up Scouts to park as directed in the parking lot.

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 ensures a prompt corrective response.



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 10 a.m.: Scoutmasters Feedback Friday/Week in Review

Mail

Incoming Mail

All incoming mail will be available in your unit 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, Campsite 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 near the unit mailboxes in the office.

Personal Bike Policy

Personal bicycles are allowed in camp with prior permission from unit leaders. All riders 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.



Menu

SUNDAY			Welcome Dinner! Braised Short Rib Glazed Carrots Mashed Yukon Gold Potatoes Dinner Rolls Double Fudge Brownies
MONDAY	French Toast Plump Sausage Links Tator Tots	Breaded Chicken Sandwich on Potato Buns American Cheese, Lettuce Tomato, Homemade Potato Chips, Rice Krispy Treats	Italian Night Pasta and meatballs Garlic Knots Red Velvet cookies
TUESDAY	Scrambled Eggs Bacon Cinnamon Buns	Grilled Cheese & Tomato Soup, Classic Grilled Cheese with Turkey, Creamy Tomato Soup, Tater Tots, Ice Cream Cups	Taco Tuesday Seasoned Ground Beef Chipotle Chicken Thighs Tortilla Chips and Salsa Cinnamon Sugar Churros
WEDNESDAY	Pancakes Turkey Sausage Home Fries	BBQ Lunch 1/3-pound Pat La Frieda Burgers Beef Hot Dogs Crispy Coated French Fries Watermelon	Site Cooking Pub Steaks Corn on the Cob Yukon Gold Potatoes S'Mores packs
THURSDAY	Waffles Taylor Ham Mini Loaf Cakes	All White Meat Chicken Tenders Sweet Roasted Corn Dipping Cups Pudding Cups	Roasted Pork Loin Smashed Potatoes String Beans Apple Sauce Homemade Apple Cobbler
FRIDAY	Frittatas Individuals Hash Brown Bake	Sheet Pan Pizza Lunch Roasted Mixed Veggies Warm Chocolate Chip Cookies	BBQ Chicken on the Bone Corn on the Cob Corn Bread Cole Slaw Chocolate Cake
SATURDAY	Skillet Breakfast Roasted Potatoes, Diced Ham, Scrambled Eggs and Cheddar Cheese	<i>Please let us know of any dietary restrictions and we will accommodate the best we can.</i>	
DAILY	All breakfasts served with assorted yogurts, granola, assorted cereal, pitchers of citrus water, milk, orange juice, and apple juice.	All lunches served with buffet style fresh fruit, garden salad bar, pitchers of citrus water, assorted juices, lemonades, and ice teas.	All dinners served with buffet style fresh fruit, garden salad bar, pitchers of citrus water, assorted juice, lemonades, and iced tea.

Fresh brewed and iced coffee available throughout the day in the kitchen for adult leaders and staff.

Menu selections are subject to change based upon availability.



Campwide Events

Campfires

The opening campfire is held on Sunday evening and the closing campfire is held on Friday evening. Units meet at the entrance to Council Point 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 Spirit Points

Your unit can now earn points towards the camp wide games by showing your unit's spirit, uniqueness, and enthusiasm. Any appropriate creative group participation in line with this summer's theme will earn points towards the camp wide games. Extraordinary efforts may win a prize! Some great ways to participate are: create a gateway into your unit campsite, decorate your campsite to fit the camp theme, create and wear camp themed unit tee shirts or hats, or sing a camp theme song at a meal. Enthusiasm and creativity are the only requirements for participation. Scoring will be explained at the leaders' meeting.

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.

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! This is the only area in camp where you can cool off, splash your friends, and climb the inflatable obstacle course.

Aquatics offers Swimming, Lifesaving, Canoeing, Kayaking, 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 Sustainability, 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.

Our All-Terrain Vehicle (ATV) program is offered daily for Scouts that are a minimum of 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 must 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 the 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.

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 Wilderness Survival merit badge requirements.



Range & Target Sports

Head on up to the top of the hill to try your hand at a shotgun, rifle, or bow and arrow at Range and Target 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 Range and Target 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, day pack ready with the Scouts 10 essentials, sleeping bag, and a mess kit.

Outpost is bringing the Scout to a campsite on the property to practice in an overnight camping experience. They will use their newly learned skills during this overnight trip including cooking their own dinner, setting up their campsite, building a campfire and making memories.

Dan Beard Program Schedule

Dan Beard Scouts will meet their instructors at the Dan Beard area every morning at 9:00 a.m. unless otherwise instructed during morning announcements.

The Dan Beard Scout's day will consist of working on rank advancements through first class, visiting different program areas each day, playing games, going to aquatics every morning to work on swimming requirements, earning finger printing and scouting heritage merit badges, and much more. Dan Beard program dismisses at 4:00 p.m. each day except Thursday so scouts can participate in merit badge program or open program.

There is also a just for Dan Beard Scouts swimming merit badge class being run from 4:00 p.m. to 5:00 p.m. each day, except Thursday.

They will be with their troop for morning colors, breakfast, lunch, evening colors, dinner and evening program. The exception to this is on Thursday where after lunch Dan Beard Scouts will gather and retire to Vollers Field for their outpost experience. They will return to their troops on Friday, at Morning Colors and continue with their program after breakfast.



Eagle Academy

This program was formerly known as “Eagle’s Nest.” Our Eagle Academy program is open to Scouts who have achieved the rank of Star or higher. The program is being offered as 3 one-hour sessions each day. Scouts may choose as many of those sessions as they would like, to complete the work they have.

The program will offer Scouts the flexibility to work on any of the following merit badges:

- Citizenship in the Community
- Citizenship in the Nation
- Citizenship in the World
- Communication
- Family Life
- Personal Management

Scouts should come prepared with a plan to optimize their time. If the Scout hopes to complete the merit badge while at camp they should review and complete any requirements that will need more time or participation than the week at camp provides. Completion of any requirements beforehand is not required to participate in the program. Scouts may focus on any or all areas of the merit badge they choose to. The Scout should bring a verifiable record of any completed work. The Eagle Academy counselor will sign off on any verifiable pre-work that has been completed and any work done at camp.

The following Eagle required merit badge classes are also being offered through our regular merit badge program:

- Camping
- Cooking
- Emergency Preparedness
- Environmental Science
- First Aid
- Lifesaving
- Sustainability
- Swimming



Camp Awards

Offering opportunities for Scouts to earn awards during camp is a long-standing tradition. There are 3 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

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

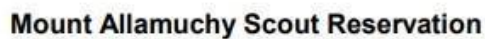
This award recognizes Scouts who want to work together as a patrol to experience camp and everything it has to offer. Patrols show how they accomplish tasks and get all that they can out of the camp program together. Camp is always better with friends. If a Scout comes to camp without his or her patrol, 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.



<https://ppcbssa.org/wp-content/uploads/MASR-2.pdf>





Merit Badge and Program Schedule

Daily Merit Badge Schedule and other programs that you need to sign up for.					
9:00 to 10:00	10:00 to 11:00	11:00 to 12:00	2:00 to 3:00	3:00 to 4:00	4:00 to 5:00
Rowing	Canoeing	Kayaking	Kayaking	Canoeing	Fishing
Swimming	Nature	Swimming	Nature	Sustainability	Reptile and Amphibian Study
Fishing	Insect Study	Reptile and Amphibian Study	Environmental Science	Engineering	Emergency Preparedness
Environmental Science	Engineering	Plant Science	Insect Study	Metal Work	Pioneering
Model Design and Building	Leatherwork	Basketry	Leatherwork	Wood Carving	Dan Beard Only Swimming Merit Badge
Pottery	Photography	Wood Carving	Photography	Orienteering	
Camping	Sculpture	Plumbing	Art		
Wilderness Survival	Search and Rescue	Signs Signals and Codes	Geocaching		
Archery	Indian Lore	Rifle	Camping		
Rifle	Archery	Eagle Academy	Wilderness Survival		
Eagle Academy	Rifle		Archery		
	Eagle Academy		Shotgun	3:00 to 5:00	
				Cooking	
9:00 to 11:00			2:00 to 4:00		
Climbing			Climbing		
	10:00 to 12:00		First Aid		
	Cooking		Life Saving		
9:00 to 10:30		10:30 to 12:00	2:00 to 3:30	3:30 to 5:00	
ATV		ATV	ATV	ATV	
9:00 to 4:00					
Dan Beard First Year Camper Program					



Merit Badge Details

Aquatics

Rowing

Scouts taking this badge must be able to pass the swim test before beginning.

Canoeing

Scouts taking this badge must be able to pass the swim test before beginning.

Kayaking

Scouts taking this badge must be able to pass the swim test before beginning.

*Swimming

Scouts taking this badge must be able to pass the swim test before beginning.

*++Lifesaving

Scouts taking this badge must show proof of completing Swimming merit badge before beginning and must pass the swim test this year.

Ecology

Fishing

Scouts must attend Siesta Fish Fry to complete the merit badge. The day of the fish-fry will be announced at camp based on when said fish is caught.

*Environmental Science

Scouts can start and finish this merit badge at camp.

Insect Study

Requirement 3b cannot be completed at camp. If scouts do this before camp, they should bring all documentation and pictures of the insect they studied with them so the counselor can verify and sign off on the requirement.

Scouts should bring a notebook with them to complete requirement 4.

Nature

Scouts can start and finish this merit badge at camp.

*Sustainability

Scouts can start and finish this merit badge at camp.

Engineering

Requirement 4- Scouts must attend the "Meet an Engineer" event. The time and location will be announced each week during camp, to complete this merit badge.

Reptile and Amphibian Study

Requirement 8 has a minimum time requirement of 1 month up to 3 months depending on if you pick a or b.

You can bring documentation that you have completed this at home for the counselor to sign you off.

Plant Science

There are a lot of requirements for this merit badge. Scouts can only finish this at camp if they stay focused and stay on task.

Handicraft

Model Design and Building

Scouts can start and finish this merit badge at camp.

Pottery

Scouts can start and finish this merit badge at camp.



Wood Carving

Scouts must show their Totin Chip card to start this class. Scouts can purchase wood carving kits in the trading post to complete the requirements.

Leatherwork

Scouts will need to purchase a leatherwork kit at the trading post to complete this merit badge.

Photography

Scouts need to view the Personal Safety Awareness "Digital Safety" video found at <https://www.scouting.org/training/youth/scouts-bsa/> before they arrive at camp. Scouts also need to bring a smart phone with a camera and ability to edit photos or a digital camera with settings to adjust and a tablet or laptop to download photos.

Sculpture

Scouts can start and finish this merit badge at camp.

Basketry

Scouts will need to purchase a round basket, a square basket and a camp stool kit at the trading post to complete this merit badge.

Art

Scouts can start and finish this merit badge at camp.

Metal Work

Scouts can start and finish this merit badge at camp.

Scoutcraft

*++Cooking

Scouts who would like to complete this merit badge should bring with them all documentation for Requirement 4 and 6. Pictures of the food cooked, letter from scoutmaster and parent, and documentation of menus and budgets should be brought with the scout to discuss with the counselor.

*Camping

Scouts that would like to complete this merit badge need to bring documentation for requirement 9. This should include a list of dates the scout camped with locations for 9a. The scout should include on what dates they did 9b and what events as well as what and when they did 9c. A letter from their Scoutmaster stating all this information is sufficient as documentation but needs to be detailed and the scout needs to be able to speak to their experiences.

Indian Lore

Scouts can start and finish this merit badge at camp.

Wilderness Survival

Scouts who would like to complete this merit badge should bring from home a personal survival kit that they have put together. Scouts will also have to participate in the overnight outpost on Thursday night where they will build and stay in a natural shelter.

Signs, Signals and Codes

Scouts can start and finish this merit badge at camp.

Geocaching

Requirement 7 requires a scout to find a Cache using the Geocaching.com site. Due to Geocaching rules and MASR being private property this cannot be completed at camp. Scouts can do requirement 7 before coming to camp and show the councilor their cache log to get credit.

Orienteering

For scouts to be able to complete this merit badge at camp they should already have a good knowledge of how a compass works, taking a bearing, and pacing.

Pioneering

Scouts can start and finish this merit badge at camp.



Range and Target Sports

Archery

Scouts can start and finish this merit badge at camp.

Rifle

Scouts can start and finish this merit badge at camp.

Shot Gun

For scouts to be able to participate in this merit badge they must be able to hold the shotgun safely. Scouts will be measured on Sunday at Meet and Greet.

Other Areas

++Climbing

Scouts can start and finish this merit badge at camp.

*++First Aid

To complete this merit badge Scouts must stay focused and on task. Every minute of the allotted time will be used to complete the requirements.

*Emergency Preparedness

To complete this merit badge scouts must do requirement 3 at home. Documentation of parts a, b and c need to be brought in to discuss with the counselor.

Search and Rescue

Scouts can start and finish this merit badge at camp.

Plumbing

Scouts can start and finish this merit badge at camp.

*Swimming Merit Badge for Dan Beard Scouts

This class will only be available for Dan beard Scouts in the resident camp. Dan beard scouts do not have to take this class, but it is available only to them if they want. The Scouts will not be able to go to class on Thursday due to Dan Beard outpost. Because of that they may not be able to fulfil all the requirements, however the aquatics staff will do everything they can to get the scouts completed with the time they have available.

*Eagle Academy

This is a program for scouts who are star rank or above. Scouts can work on merit badges of their choosing during one or all these sessions. The main focus should be on eagle required badges including personal management, communication, personal fitness, citizenship in the community, citizenship in the nation, citizenship in the world, and family life. Scouts should be prepared to work somewhat independently on these badges; however, a councilor will be available to work with Scouts on these badges and others if requested. Scouts can come at any stage of progress for these badges, they can start work on them, continue work or finish out partials. Wi-Fi and limited computers are available. Scouts should arrive ready to work and maximize their time available. All scouts should arrive with signed blue cards from their scoutmasters. This program is open to resident scouts and trailblazers.

ATV

This program is open to scouts aged 14 and above who fit on the camp ATV's. For safety reasons if scouts are too small or too large for our machines, they will not be able to participate in this program. ASI ATV e-course must be completed by each rider before camp. The ATV e-course can be completed by going to this link: <https://atvsafety.org/atvecourse/>. 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 and presented at check-in with the e-course certificate. Those scouts that do not bring their forms will forfeit their space in this program.



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 to the outpost with a tent, day pack ready with the Scouts 10 essentials, sleeping bag, and a mess kit. Dan Beard Program Schedule Dan Beard Scouts will meet their instructors at the Dan Beard area every morning at 9:00 a.m. unless otherwise instructed during morning announcements.

The Dan Beard Scout's day will consist of working on rank advancements through first class, visiting different program areas each day, playing games, going to aquatics every morning to work on swimming requirements, earning finger printing and scouting heritage merit badges, and much more. The Dan Beard program dismisses at 4:00 p.m. each day except Thursday so scouts can participate in merit badge program or open program. There is also a just for Dan Beard Scouts swimming merit badge class being run from 4:00 p.m. to 5:00 p.m. each day, except Thursday. They will be with their troop for morning colors, breakfast, lunch, evening colors, dinner and evening program. The exception to this is on Thursday where after lunch Dan Beard Scouts will gather and retire to Vollers Field for their outpost experience. They will return to their troops on Friday, at Morning Colors and continue with their program after breakfast.

* Eagle Required

++ Double Period

Open Program Areas

You do not need to sign up for any of the following.

From 3:00 - 4:00 p.m. Monday-Friday

Open Archery and Open Shotgun

From 4:00 - 5:00 p.m. Monday-Friday

Open Swim, Open Handicraft, Open Climb, Open Scoutcraft, Open Archery, Open Rifle

Evening schedule at a glance:

Sunday

- 7:00 p.m. Meet and Greet
- 8:30 p.m. Opening Campfire

Monday

- 7:00 p.m. Open Climb at the rock face
- 7:00 p.m. Open Swim
- 10:00 p.m. Fire Watch

Tuesday

- 7:00 p.m. Viking Games
- 8:30 p.m. OA Social

Wednesday

- 6:00 p.m. Insite Cooking
- 7 p.m. Desert Contest Judging

Thursday

- 2:00 p.m. Dan Beard Outpost
- 7:00 p.m. Wilderness Survival Outpost
- 7:00 p.m. Board Games and Smores in the Dining Hall

Friday

- 8:30 p.m. Closing Campfire

Daily Schedule

Sunday

12:30 - 4:00 p.m.	Check In, Camp Tour, Swim Test
4:00 - 5:45 p.m.	Troop Time
5:45 p.m.	Dinner Waiters Call
5:50 p.m.	Evening Colors
6:00 p.m.	Dinner
7:00 p.m.	Meet and Greet
7:00 p.m.	Leaders Meeting
8:30 p.m.	Opening Camp Fire

Monday – Friday

7:45 a.m.	Breakfast Waiters Call
7:50 a.m.	Morning Colors
8:00 a.m.	Breakfast
9:00 - 12:00 p.m.	Morning Program
12:00 p.m.	Lunch Waiters Call
12:15 p.m.	Lunch
1:00 - 2:00 p.m.	Siesta
2:00 - 5:00 p.m.	Afternoon Program
5:45 p.m.	Dinner Waiters Call
5:50 p.m.	Evening Colors
6:00 p.m.	Dinner
7:00 p.m.	Evening Program
10:00 p.m.	Quite Time

Saturday

7:45 a.m.	Breakfast Waiters Call
7:50 a.m.	Morning Colors
8:00 a.m.	Breakfast
9:00 a.m. - 10:00 a.m.	Check out and Departure

