

Allegheny Highlands Council

MONSTER MASH XXII

Camp Merz
October 16 – 18, 2026



Dear Scouts and Scouters,

We are very excited for this year's Monster Mash Camporee! Scouts from the Allegheny Highlands Council along with Scouts from surrounding councils will come together for fun, games, activities, entertainment, advancement opportunities, and great food and adventure that is sure to be a highlight of the upcoming 2026-27 scouting year.

Although this is not a merit badge focused event several classes will be available in addition to over 20 activity stations.

We hope that each of you are planning to join us at Monster Mash; we look forward to seeing everyone there! If you have any questions, suggestions, or would like to join us to help deliver this amazing program for our scouts, please do not hesitate to reach out by emailing joe@campmerz.org

Yours in Scouting,

Joe DeBiso
Short Term Camp Administrator
Vice President of Program

Check in Procedure

- Participants arrive between 5pm – 8pm. When you arrive, please proceed to the parking lot.
- Your **troop should all arrive together or wait for the entire troop to arrive.**
- **No walk ins. Everyone must be pre-registered.**
- **One leader should proceed to the office with the health forms and receive a car pass.**
- Only ONE vehicle will be permitted to the site to drop troop gear or a trailer. All vehicles must be returned to the parking lot. NO MULTIPLE TRIPS. One trip per Troop.
- Everyone should be prepared to carry their personal gear.
- Please be mindful of other troops. Each site will have 2-3 troops. **We are VERY full at this event!!**
- Troops will proceed to their campsite to set up.
- You will receive your meal tickets. Two for each Scout and Leader registered. They **MUST** be presented when getting food Friday and Saturday evening.

T-Shirt and Hoodie pickup

You will be given your clothing items at check in.

Weekend Schedule

Friday

5:00pm – Check-in Begins

6:00pm – Ground Zombie Sandwich & tots available for pickup in the DH until

8:30pm – Leaders / SPL meeting Dining Hall Pavilion

9:00pm – Moonlight trading post / Outdoor movie

11:00pm – Lights Out

Saturday

7:30am – Troop breakfast in site

8:45am – Lineup in Parade Field for opening

9:00am – Morning activities open

11:45 am – Program areas close

12:00pm – Troop lunch in site

1:00pm – Potion Pounding event in Activity Field

1:30pm – Afternoon activities open

3:00pm – Paranormal seminar by Jamestown Paranormal Investigators.

4:30pm – Program areas close

5:00pm – Flags

5:15pm - BBQ Chicken Dinner available for pickup in the DH until 6:15pm.

7:00pm – Lineup for campfire in Parade field

7:15pm – Campfire

8:15pm – Paranormal adventure

11:00pm – Lights Out

Sunday

7:30am – Troop breakfast in site

9:15 am - Lineup in Parade Field for closing

9:30am – SBSA Dismissal

Monster Mash 2026 Activity Stations

Event	Name	Location	AM	PM	Scored	Comment
Archery - Inflatable		Archery	X	X	Y	
Boil the cauldron	fire dousing	Outdoor skills		X	Y	
Corn Hole		QM shed	X	X	Y	
Escape Room		Back of Dining Hall	X	X	Y	
Gaga ball		GaGa Pit	X	X	N	
Ghost Hunter Jeopardy	Jeopardy	Dinning hall	X		Y	
Ghost wrangling		Parade Field		X	Y	
Ghostly scavenger hunt		TP Porch	X	X	Y	
Gourd Gouging	Pumpkin Carving	Dinning Pavilion	X	X	Y	
Haunted Lashings	Lashing	Outdoor Skills	X		Y	
JOTA		Hern Hall	X	X	N	
Paaranormal adventure	Haunted Hike	Dining Hall			N	Evening Activity
Paranormal crawl		Nature Area	X		Y	
Paranormal seminar (3pm)		Dining Hall				Jamestown Paranormal Investigators
Potion pounding		Activity Field		X		
Pumpkin Golf		Volleyball court	X	X	Y	
Pumpkin smashing		Outdoor Skills	X	X	Y	
Spectral communications	Secret Codes	Nature		X	Y	
Strength test		Parade Field Trees	X		Y	
Atomic Pile	Atomic Pile			X		

Merit badge schedule

American Heritage	Period 1	Trail to Eagle
Art	Period 2	Trail to Eagle
Astronomy	Period 1	Rifle
Chemistry	Period 1	Dining Hall - Rear outside
Photography	Period 2	Dining Hall Porch
Programming	Period 1	Hern Hall
Radio	Period 2	Dining Hall
Soil & Water	Period 1	Nature
Weather	Period 2	Rifle

Merit Badge Classes

All classes are VERY full. Please remind your Scouts that they MUST be on time for the start of each class. The classes will start on time, and they risk getting partial if they are late.

Accommodations

Each campsite has a large pavilion and running water. Most sites have latrines, while others have portable toilets.

Each campsite will be shared by multiple units, so be prepared to practice Scout spirit and make new friends.

Bring your own tents and camping gear.

Electricity is available at the Apache, Yahn, Rupert, Evergreen, Howard, and Mead campsites.

Meals

A Friday evening meal will be served in the dining hall from 6–8 p.m. Bring your meal ticket and enjoy a ground zombie sandwich, tater tots, and fruit.

Weidner BBQ will cater Saturday's BBQ chicken dinner. Bring your meal ticket to get your dinner.

Troops are responsible for their own Saturday breakfast and lunch, as well as Sunday breakfast.

Moonlight Trading Post

Friday will be our famous Moonlight Trading Post. The store will be open from 9pm – 10:30pm. We will have music, games, karaoke, specials and more!

Paranormal seminar

The Jamestown Paranormal Investigators will lead this seminar at 3 p.m. in the dining hall.

Saturday Paranormal adventure and Costume Contest

You will be asked to select a time slot. The activity will include a hayride, ghost hunt, and costume judging.

Camp fire program

Staff will lead Saturday night's campfire program in the Jamboree Field. Troops are encouraged to sign up to perform a skit, song, or run-on. Please contact a program director before lunch on Saturday.

Dismissal

Sunday morning dismissal will be immediately following morning lineup and awards ceremony.