



FORT STEUBEN EXPERIENCE

FIELD GUIDE

2026



Thank you for choosing the Fort Steuben Experience for your summer Scouting program! In this Field Guide you will find everything you need to know about FSE 2026.

LOCATION:

**FORT STEUBEN
SCOUT RESERVATION**
79601 Simpson Rd.
Tippecanoe, Ohio

ARRIVAL

SCOUTING AMERICA
Thursday, June 11, 2026
4PM - 6PM

ARROW OF LIGHT
Friday, June 11, 2026
7AM - 9AM

DEPARTURE

Sunday, June 14, 2026



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I | **BE PREPARED**

Know Before You Go

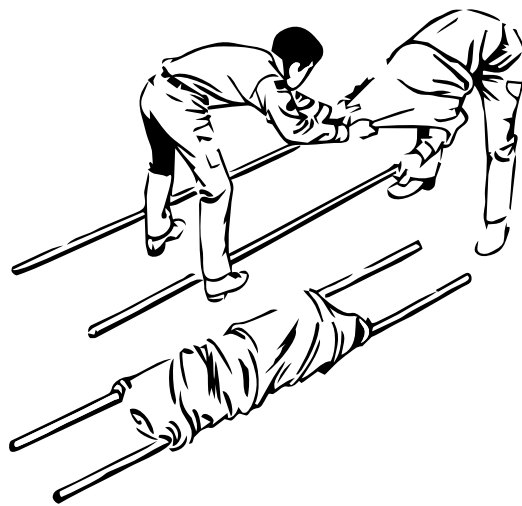
HEALTH FORMS

A Scouting America Annual Health and Medical Record (AHMR) is required for all youth and adults staying overnight at camp. The current Scouting America Annual Health and Medical Record can be found online at: <https://www.scouting.org/health-and-safety/ahmr/>

Anyone who does not provide a current and properly completed Annual Health and Medical Record will not be permitted to stay at Fort Steuben longer than 24 hours.

Everyone staying at FSSR overnight must provide an Annual Health and Medical Record with parts A and B completed within the past year.

Everyone staying on property for at least 72 hours must also complete part C on their Annual Health and Medical Record signed by an approved Scouting America health-care provider.



Unit leaders should review their Scouts' Annual Health and Medical Record prior to camp. All Annual Health and Medical Records will be stored securely in the Health Lodge during camp. Annual Health and Medical Records will be returned to unit leaders upon request during checkout or throughout the week for off-site health care. Any Annual Health and Medical Records not collected will be destroyed and will not be retained for future events.

MEDICATION

Both prescribed and over-the-counter medications to be used while attending camp must be listed on Part B of the Annual Health and Medical Record. All medications should be kept in their original container with the medication's name, dose, and dose frequency clearly marked. All medications in camp should be stored securely.

Generally, medications may be dispensed by either a responsible unit leader or the Camp Health Officer. Medications that require refrigeration, special administration (injections, nebulizers, etc), or are considered a controlled substance must be coordinated with the Health Officer and dispensed from the Health Lodge.

2 | BE PREPARED

Know Before You Go

DIETARY NEEDS

Any special dietary needs or food allergies should be listed when registering online for camp. Camp Mountaineer's staff strives to accommodate any needs with appropriate substitutions, within reason, when notified well in advance of arrival at camp.



SWIM TESTS

The Scouting America swim test is used to determine comfort and ability level so that Scouts can enjoy the water in an area which is appropriate for them.

Swim Tests are not conducted on property at FSE and must be completed prior to arrival. Swim Tests will be held at the Wheeling YMCA April 28, 29 from 6:00-8:00 PM and on May 1 from 5:00-7:00PM.



All youth and adults who plan on participating in any aquatics activities or merit badges must:

1. Submit proper documentation of completing the swim test prior to camp.
2. Attend a Waterfront area safety briefing provided by the aquatics staff during check-in.
3. Scouts BSA youth must be classified as **SWIMMER** in order to earn any merit badges offered at Waterfront.

ARROW of LIGHT LEADERSHIP

AOL Units attending FSE are required to have two-deep leadership. AOL Cub Scouts attending with a Scouts BSA troop or Venturing crew are regarded as a separate unit and must have their own additional adult leadership in accordance with Safeguarding Youth Policy. Any Scouting unit that includes AOL Cub Scouts must provide designated two-deep leadership for each unit. AOL Scouts attending without a unit must be accompanied by their parent or legal guardian and may camp either with the provisional troop or at a campsite of their choice, as approved by event leadership and in accordance with Scouting America policies. Parents are encouraged to join their AOL Cubs at FSE.

Scout Sign



3 | BE PREPARED

Know Before You Go

WHAT TO BRING

Scouts should bring all the equipment needed for a long term campout. Bring enough gear to be comfortable, but not too much as each Scout will have limited space in their tent.

Comfortable closed-toed shoes must be worn while participating in activities and hiking around at camp. Flip-flops and open-toed shoes are not proper footwear while at camp and are only permitted in shower houses and at Waterfront.

Swimsuits are required for all aquatics activities and should be suited for active water sports such as swim trunks, board shorts, one-piece suits or tankinis. Shoes are required for all boating activities.

Fort Steuben Scout Reservation does not provide tents.

CLOTHING

- Field uniform (aka "Class A")
- Activity uniforms (aka "Class B")
- T-Shirts
- Shorts
- Long Pants
- Socks
- Underwear
- Pajamas
- Belt
- Sturdy Hiking Boots
- Closed-toe Walking Shoes
- Sweatshirt/Jacket
- Rain Jacket/Poncho
- Hat
- Swimsuit
- Shower/Water Shoes

VALUABLES

Camp Mountaineer recommends leaving valuable items at home. Units and individuals are responsible for their own gear at camp.

BEDDING

- Sleeping Bag
- Pillow
- Blanket
- Cot (Optional)

MERIT BADGE SESSIONS

- Pre-requisites
- Notebook
- Writing Utensils

MOUNTAINEER PROGRAM

(for outpost trip)

- Internal Frame Backpack
- Tent
- Ground Pad
- Sleeping Bag
- Change of Clothes
- Jacket/Sweatshirt
- Headlamp/Flashlight
- Mess Kit

OPTIONAL ITEMS

- Fishing Gear
- Musical Instrument
- Cards/Boardgames
- Bicycle

PERSONAL ITEMS

- Foot-locker, Duffle Bag, or Backpack
- Scout Handbook
- Flashlight
- Extra Batteries
- Water Bottle
- Pocketknife
- Sunscreen
- Insect Repellent
- Toiletries
- Shampoo
- Soap
- Towel
- Washcloth
- Toothbrush
- Toothpaste
- Beach Towel
- Comb/Brush
- Plastic Hanger
- Spending Money for the Trading Post
- Personal First Aid Kit
- Health and Medical Record (parts A, B, and C) completed
- Medication

Recommended Unit Gear for Campsites

- American Flag, State Flag, Unit Flag, and Patrol Flags
- Patrol Duty Rosters
- Water Coolers
- Coolers/Secure Storage for Food and Perishables
- Trash Bags
- Cooking Gear
- Dutch Oven
- Lanterns
- Tarps
- Hand Axe or Saw

WHAT NOT TO BRING

- ✗ Personal firearms and ammunition
- ✗ Alcoholic beverages
- ✗ Tobacco and vaping products
- ✗ Illegal drugs and paraphernalia
- ✗ Pornography
- ✗ Laser pointers
- ✗ Fireworks, projectile launching devices, or any type of explosives
- ✗ Sheath knives or knives longer than the palm of your hand
- ✗ Off-site firewood or live fishing bait
- ✗ Pets (excluding licensed service animals)
- ✗ Clothing with explicit material, profane language, political statements, hate speech, or age-inappropriate activities (alcohol, tobacco, etc.)

4 | ARRIVAL

Check-In Procedures

ARRIVAL & DEPARTURE TIME

CHECK-IN:
THURSDAY, JUNE 11 2026
4:00 PM - 6:00 PM

CHECK-OUT:
SUNDAY, JUNE 15 2026
7:00PM - 8:00PM

All vehicles must be off property by
9:00PM on Sunday

PARKING

Troops may drive to their campsite to off-load; one parking pass will be issued a designated vehicle to remain in the campsite. **No other vehicles will be allowed to stay at the campsite or drive through Main Camp**

Parking is located in the gravel lot on the West end of camp by the Program Building. Overflow can park at the North Lot past the Target Activities Range.

CHECK-IN PROCEDURE

Units may arrive any time after 1:00 PM to set up their campsites. Check-in is between 4:00 - 6:00 PM at the Ken Moore Pavilion. Units may set up their campsites before or after check-in. A grab and go dinner will be available for Scouts in the Dining Hall. The check in will follow the following format:

- 1. Check In at Ken Moore Pavilion 4:00PM - 6:00PM**
 - A. Registration/ Youth Protection/ Parking Pass**
 - B. Health Forms/Wristbands/ Emergency Procedures**
 - C. Merit Badge & Program Information/ Swim Test Forms**
- 2. Dining Hall**
 - A. Dining Hall Procedures**
 - B. Special Dietary Needs/ Allergies review**
 - C. Unit Duties**
 - 1) Flags**
 - 2) Shower House Cleanup**
 - 3) Service Projects**
 - 4) Chaplain Service**
- 3. Trading Post**
 - A. Trading Post Expectations**
 - B. Merit Badge Tracking**
- 4. Camp-Wide Tour 6:00PM (Optional)**
 - A. Meet outside the Trading Post**



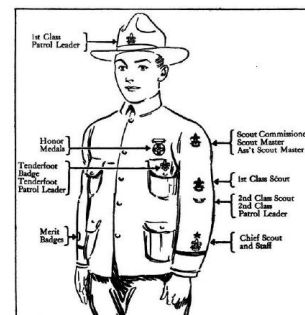
5 | LEADERSHIP

Scouting Policy & Camp Details

TWO DEEP LEADERSHIP

Every unit attending Camp Mountaineer must at all times be under the supervision of at least two registered adult leaders ages 21 or older with current Youth Protection Training. A registered female adult leader age 21 or older must be present at all times with any unit with female youth. A "registered adult" is defined as being registered in the unit attending camp.

AOL Units attending FSE are required to have two-deep leadership. AOL Cub Scouts attending with a Scouts BSA troop or Venturing crew are regarded as a separate unit and must have their own additional adult leadership in accordance with Safeguarding Youth Policy. Any Scouting unit that includes AOL Cub Scouts must provide designated two-deep leadership for each unit.



YOUTH PROTECTION

Everyone participating in Scouting activities must abide by the National Scouting America policies on [Youth Protection](#), including [Scouting's Barriers to Abuse](#). These policies not only protect youth members, but also serve to protect adult leaders.

All adults staying overnight or providing qualified supervision for Scouts in their unit must:

- Be a fees-paid Scouting America registered adult leader with the Unit, including completion of an adult application with a criminal background check and current Youth Protection Training, regardless of whether they are the parent of an attending Scout or not. Registration with Scouting America should be completed two weeks prior to your unit attending camp.

Units from outside the Mountaineer Area Council will need to provide verification of each adult's current Scouting America registration and Youth Protection Training during check-in. This can be provided via a roster generated in ScoutBook (complete with registration and YPT check marks) or a report from your local council in addition to YPT certificates.

All adults and youth share the responsibility for the safety of all participants at camp, including adherence to the [Guide to Safe Scouting](#) and FSSR policies.

6 | LEADERSHIP

Scouting Policy & Camp Details

Unit leaders are responsible for monitoring behavior and intervening when necessary. Physical violence, sexual activity, emotional abuse, spiritual abuse, unauthorized weapons, hazing, discrimination, harassment, initiation rites, bullying, cyberbullying, theft, verbal insults, drugs, alcohol, and pornography have no place in the Scouting program and will result in dismissal from camp and revocation of membership in Scouting. For more information or to take Youth Protection Training, visit <https://www.scouting.org/training/youth-protection/>

ONE-ON-ONE CONTACT

One-on-one contact between an adult and youth is not permitted at any Scouting activities. In situations requiring a personal conference, such as a Scoutmaster conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.

Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp. Adults may only intrude to the extent that health and safety requires. Adults must protect their own privacy in similar situations.

LEADER'S MEETINGS

Leaders' meeting will take place at 9:15 AM on Friday, Saturday and Sunday under the awning of the shower house. One leader from each unit should attend these meetings for specific unit information. Additionally, a Senior Patrol Meeting will be held Friday at 1:00 PM in the Chapel to disseminate until specific information.

VISITORS

Family and friends are welcome to visit FSE from 8:00 AM to 10:00 PM. Visitors may not stay overnight. All visitors to camp must first register at the Trading Post and follow the same rules and expectations as participants. Visitors, who provide proof of completing Scouting America's online Safeguarding Youth training, will be given a wristband which must be worn at all times while in camp for identification. Visitors, without proof of Safeguarding Youth training, must be escorted by another Safeguarding Youth trained adult at all times while in camp.

7 LEADERSHIP

Scouting Policy & Camp Details

BUDDY SYSTEM

The buddy system must be used at all times; Scouts should never travel alone in camp. Scouts should pair with other Scouts of similar abilities, ages and maturity. Scouts should not be forced into or made to feel uncomfortable by a buddy assignment. Buddy pairs must be single gender. A buddy team may consist of three Scouts when necessary, like an odd number in a group. Units attending with a single Scout, must make arrangements with another unit prior to attending camp, to ensure the Scout has an appropriate buddy.



LIGHTS OUT

To be considerate of others, everyone is asked to be in their campsite and quiet after 10:00 PM. All youth must remain in their assigned campsite until morning, with the exception of travel to and from showers and toilet facilities. Violators of this policy may be dismissed from camp.



A Scout is a "friend of all the world" and "a brother to every other Scout." "The way to have a friend is to be one."

OUTDOOR ETHICS

All youth and adults should follow the [Outdoor Code](#) and [Leave No Trace](#) Seven Principles while in camp. Do not cut or remove live trees and shrubs without permission from the Camp Ranger. Keep to trails and roads when traveling around camp. Do not litter; dispose of all trash and waste in a proper garbage receptacle. Campfires may only be built within an existing fire ring. Campfires should be kept small, monitored at all times, and only burn for the time it is being used. Chainsaws may only be used under the supervision of the camp ranger.



8 | LEADERSHIP

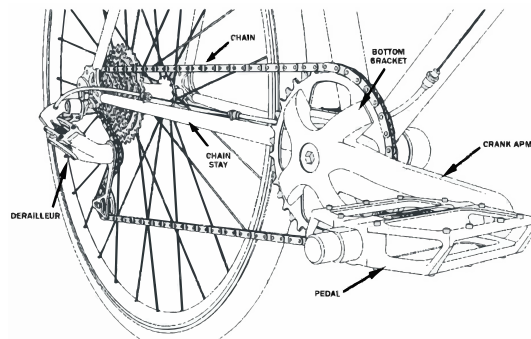
Scouting Policy & Camp Details

BICYCLES

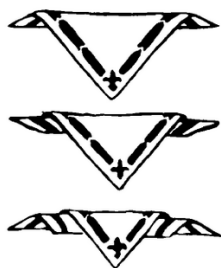
Scouts and adult leaders may bring their own bicycle for personal use during their stay in camp. Anyone riding a bicycle in camp are subject to the following policies:

- Must wear a properly fastened helmet at all times.
- Each bicycle is only permitted a maximum of one rider at a time.
- Riders are expected to know the rules of the road for bicycles (i.e. ride to the right side of the road).
- Bicycles are expected to be used in a safe manner at all times, slow and cautious.
- Bicycles are only permitted to be ridden on camp roads and should not be ridden on any trails or in campsites. Bicycles may not be used before 8:00 AM on Monday or after sunset.
- During the week, only bicycles with appropriately attached and operable cycling lights and reflectors are allowed to be ridden after sunset. When not in use, bicycles are expected to be parked off roads and paths in such a manner as to not impede vehicular or pedestrian traffic. Bicycles may not be ridden to the waterfront
- Fort Steuben does not provide bicycles and is not responsible for personal bicycles brought to camp. Damages caused by a bicycle to camp, private property, or other persons will be the express responsibility of the bicycle owner.
- Violation of these rules may result in confiscation of the bicycle until departure from camp.

Bike Friendly Camp!



How to Wear the Neckerchief



a. Fold long edge over several flat folds to about 6 inches from tip of neckerchief. A tight fold prevents gathering around the neck and is more efficient than rolling or twirling.



b. The unit has a choice of wearing the neckerchief over the collar (with the collar tucked in) or under the collar.



c. Draw neckerchief slide over ends and adjust to fit snugly.

9 | **CAMP SERVICES** What To Expect From FSE

CHAPEL SERVICE

A non-denominational Scouts' Own sunrise service will be conducted Sunday at 7:00 AM chapel. The chapel is also available anytime for units, patrols, or individuals who wish to hold their own services during the week.

Troop Chaplain's should sign up to assist with services in the dining hall on the day of check-in.



SHOWER HOUSES & LATRINES

Separate facilities are marked for youth, adult, male, female, and staff. Units are responsible for the cleanliness of their campsite's latrine during the week. In order to keep the shower houses clean and neat, Units are asked to volunteer during check-in for a shift to help clean these facilities at least once during their stay at camp.

DINING HALL

Breakfast, lunch, and dinner are served cafeteria-style, daily at the Dining Hall Friday - Sunday. The Dining Hall Steward coordinates each meal to ensure that everyone has a quality dining experience. Dietary needs communicated through registration are passed along to appropriate food service providers so that proper accommodations can be provided.

Seating arrangements will be assigned to units during check-in. The "waiter system" is used by to set the table before meals, wait on the table during meals, and assist in cleaning the Dining Hall after meals. One or two Scouts for each table should serve as waiters at each meal. Units should assign waiter duties on a rotating basis. Waiters should report to the Dining Hall 15 minutes before each meal. Unit leaders are responsible for the supervision of their tables and to ensure the waiter system is being correctly used.

GARBAGE REMOVAL

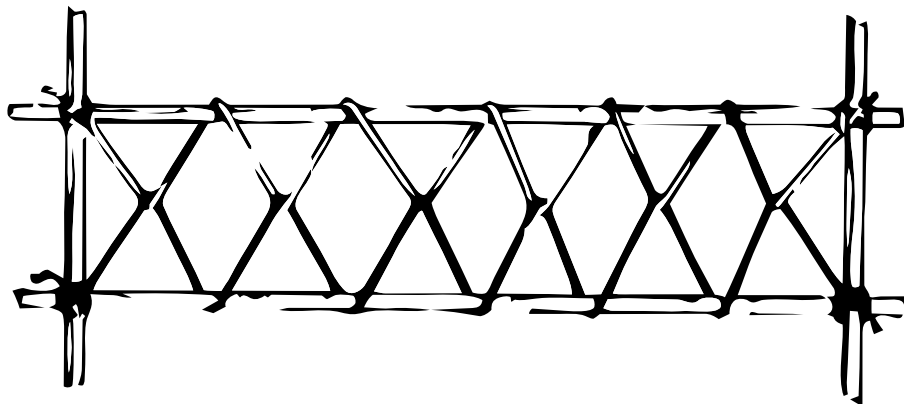
Campsite trash should be bagged and brought to the edge of the road every night. This helps keep wildlife out of campsites. Garbage receptacles are located in all program areas and buildings around Fort Steuben. Should a garbage receptacle need to be emptied, please notify camp staff.

IO | **CAMP SERVICES**

What To Expect From FSE

HEALTH LODGE

The Health Lodge, camp's first aid facility, is staffed 24 hours a day by certified medical personnel during the summer camp season who are responsible for the well-being of all campers and staff. The Health Lodge should be the first stop for any accidents, injuries, or sickness.



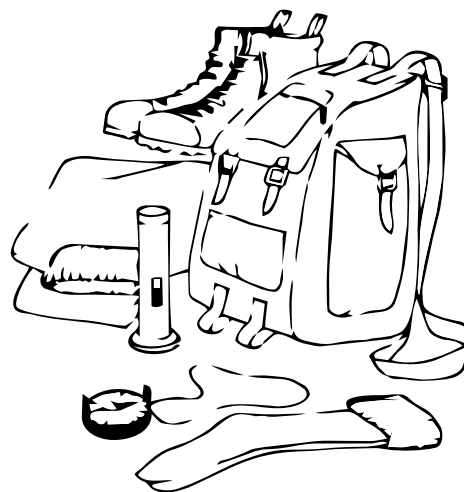
TRADING POST

Fort Steuben operates a fully stocked Trading Post with snacks, drinks, patches, souvenirs, and program items anyone may need during a week at camp. Camp Mountaineer t-shirts, hats, toothpaste, camping gear, and official uniform items are also available in case Scouts forgot something at home.

The average camper spends \$50 at the Trading Post while at camp. Items sold in the Trading Post are subject to applicable sales tax. Some items, such as pocket knives, may be restricted to purchase without a Totin' Chip or adult permission. Please do not bring any backpacks or large bags into the Trading Post.

LOST & FOUND

Lost and found articles can be turned in at, or picked up from, the Trading Post during normal program hours. Any items not claimed after the conclusion of the summer camp season will be donated or destroyed. The camp is not responsible for any lost or stolen items.



II | EMERGENCY PROCEDURE

Prepared No Matter What

FIRE

All youth and adults should familiarize themselves with the Camp Fireguard Plan. Units should post a Unit Fireguard Chart in their campsite. No flames are allowed in tents; only battery operated lights or glow sticks.

If a small, uncontrolled fire is sighted, take immediate steps to put it out using the proper firefighting equipment, such as with a fire extinguisher or water bucket. Under no circumstances should someone attempt to fight a fire that has passed the incipient stage (that which can be put out with a single fire extinguisher). Instead, clear everyone from the area and alert camp staff

SEVERE WEATHER

In the case of severe storms, high winds, or other serious weather conditions, the camp emergency siren will sound and staff will instruct everyone to seek shelter at the Dining Hall or in the event of a tornado the basement of the Shower House. Unit leaders should be aware of any weather that may pose a risk to the safety of their Scouts and are encouraged to move their Scouts to a safe area rather than first waiting for a decision from staff.

After the threat of severe weather has passed, staff will communicate additional instructions and confirm that every participant is accounted for. Once all participants have been accounted for, staff will communicate a final "all clear" notification for everyone to resume normal operations.

LOST CAMPER

Report all missing persons to staff immediately. Be prepared with a description, unit information, and last known location. If needed, the emergency siren will be used to assemble everyone at the Parade Field or, in case of inclement weather, the Dining Hall.

OTHER EMERGENCIES

Depending upon the nature of the emergency, camp staff will communicate necessary information, based on the nature of the threat. During check-in, staff guides will review the Camp Emergency Siren and related procedures. Afterwards, a camp wide drill will take place within 24 hours.

I2 | PROGRAM

Merit Badges, Extracurriculars & Adult Leaders

BLOCK SCHEDULE

Classes in 2026 will be divided into three blocks, as detailed below, along with their respective times and locations. Each block includes two three-hour class sessions, totaling a maximum of six hours of instruction. Classes labeled A or B indicate two separate class sessions. An additional Siesta Block will be held for 50 minutes directly after lunch at 1:00 PM on Friday, Saturday, and Sunday, or as needed.

MERIT BADGE WORKSHOP

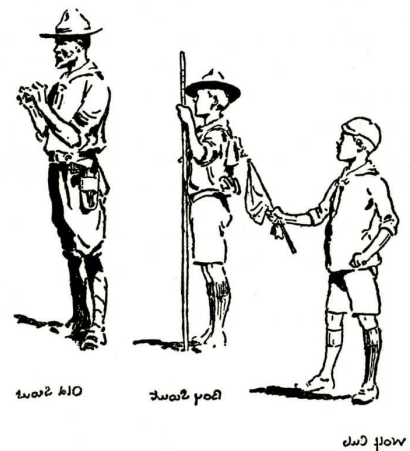
Extra time is allocated for Merit Badge completion at the MB Completion Workshop on Sunday at the Ken Moore Pavilion, where Counselors and their assistants will be available throughout the day to assist Scouts and Scoutmasters with any questions or needs. Outdoor Skills and Waterfront will host their MB Completion Workshops on location before reporting to the Ken Moore Pavilion toward the end of the block. Range Activities will not host a workshop; however, Scouts may work with Counselors to complete unfinished requirements on Sunday, either during a block 3 class or whenever determined by the instructor. For questions or concerns regarding Range Activity Badges, please report directly to the range or camp administration.

TRAILBAZER PROGRAM

Trailblazer Scouts do not need to register for Merit Badges during their designated program time, but they may register for one or two Handicraft badges on Sunday when the Trailblazer Team will be meeting. Trailblazers may also opt for other badges either on Sunday or during any other block instead of the Trailblazer-specific program, with the approval of their Scoutmaster. Opting out of the Trailblazer-specific program may affect the completion of a portion of their Tenderfoot through First Class requirements, which may result in incomplete Merit Badges.

ARROW OF LIGHT PROGRAM

Arrow of Light Cubs will spend their time in their respective program area, located at the AOL Grove between the chapel and Shawnee Campsite. It is important to note that AOL Cubs should not register for badges. Detailed Program and schedule to be released prior to event.



I3 | PROGRAM

Merit Badges, Extracurriculars & Adult Leaders

ADULT LEADER EXPERIENCE

Friday, June 12

9:15 - Adult Leader Meeting

10:30 - Training - Leadership & Management Forum - Awning of Shower House

2:00 - Adult Leader Escape Room - Basement of Shower House

3:30 - Service Project Meetup - Maintenance Building/ Shed

7:00 - Adult Leader Open Shoot

Saturday, June 13

9:15 - Adult Leader Meeting -

10:30 - Training - Merit Badge Counselor Training - Awning of Shower House

1:30 - Pontoon Ride and Fishing Tournament Group 1

2:30 - Pontoon Ride and Fishing Tournament Group 2

3:30 - Pontoon Ride and Fishing Tournament Group 3

4:30 - Pontoon Ride and Fishing Tournament Group 4

7:00 - Adult Leader Open Shoot - Target Ranges

8:00-9:00 - Adults First Karaoke - KMP

Sunday, June 14

9:15 - Adult Leader Meeting -

10:30 - Training - Scouting Resources - Awning of Shower House

11:00 - Adult Leader Chili Cookoff

1:30 - Adult Leader Knot Tying Championship - Ken Moore Pavilion

4:00 - Turn in Scoutmaster Merit Badge and Scavenger Hunt - Trading Post

SCOUTMASTER MERIT BADGE

2025 FORT STEUBEN EXPERIENCE SCOUTMASTER MERIT BADGE

A fun, hands-on recognition for adult leaders at The Fort Steuben Experience that allows adult leaders a fun way to sharpen skills, serve camp, and connect with fellow Scouters.

How It Works

- Complete 8 Total Requirements
- Pick activities from the four categories below.
- Each category offers simple ways to engage in leadership, service, and fun.
- Track Your Progress
- Get a Scoutmaster Merit Badge Card from the Trading Post.
- Have a staff member initial your card after each completed activity.
- Earn Your Badge
- Turn in your completed card (8 requirements) by Sunday afternoon.
- Receive your Scoutmaster Merit Badge Award at the Closing Ceremony.

Full details available in the attachments at the FSE registration page:

<https://scoutingevent.com/615-106341>

I4 CHEAT SHEET

Merit Badges, Locations & Map

PRINT DOUBLE-SIDED FOR SCOUTS TO KEEP AT CAMP

MERIT BADGE LOCATIONS & TIMES

Block 1 (AM): Friday & Saturday 9:00-11:50

Achery (A): Shooting Sports
Arrow of Light Program: AOL Grove
Auctioneering: Ken Moore Pavilion
Camping (A): Outdoor Skills
Cyber Security: Administrative Building
Engineering: Administrative Building
First Year Program: Trailblazer Pavilion
Fishing: Trading Post Porch
Motorboating: Waterfront
Photography: Handicraft Pavilion
Pioneering: Outdoor Skills
Shotgun (A): Shooting Sports
Welding (A): Program Building
Theater: Chapel
Welding: Program Building

Block 3 (AM/PM): Sunday 9:00-11:50 & 2:00PM - 5:00 PM

Archery (B): Target Activities Range
Basketry: Handicraft Pavilion
Camping B: Outdoor Skills
Bird Study: Nature Pavilion
Geocaching: Scoutcraft Outdoor Classroom
Leatherwork: Handicraft Pavilion
Music: Chapel
Rifle (B): Target Activities Range
Shotgun B: Shooting Sports
Welding B: Program Building
***Merit Badge Workshop:** Outdoor Skills, Ken Moore Pavilion

Block 2 (PM): Friday & Saturday 2:00- 5:00

American Indian Culture: Ken Moore Pavilion
Animation: Administrative Building
Archery B: Shooting Sports
Canoeing: Waterfront
Forestry: Nature Pavilion
Kayaking: Waterfront
Moviemaking: Handicraft Pavilion
Orienteering: Outdoor Skills
Plumbing: Administrative Building
Pulp and Paper: Nature Pavilion
Rifle (A): Target Activities Range
Wilderness Survival: Outdoor Skills
Wild land Fire Management: Trailblazer

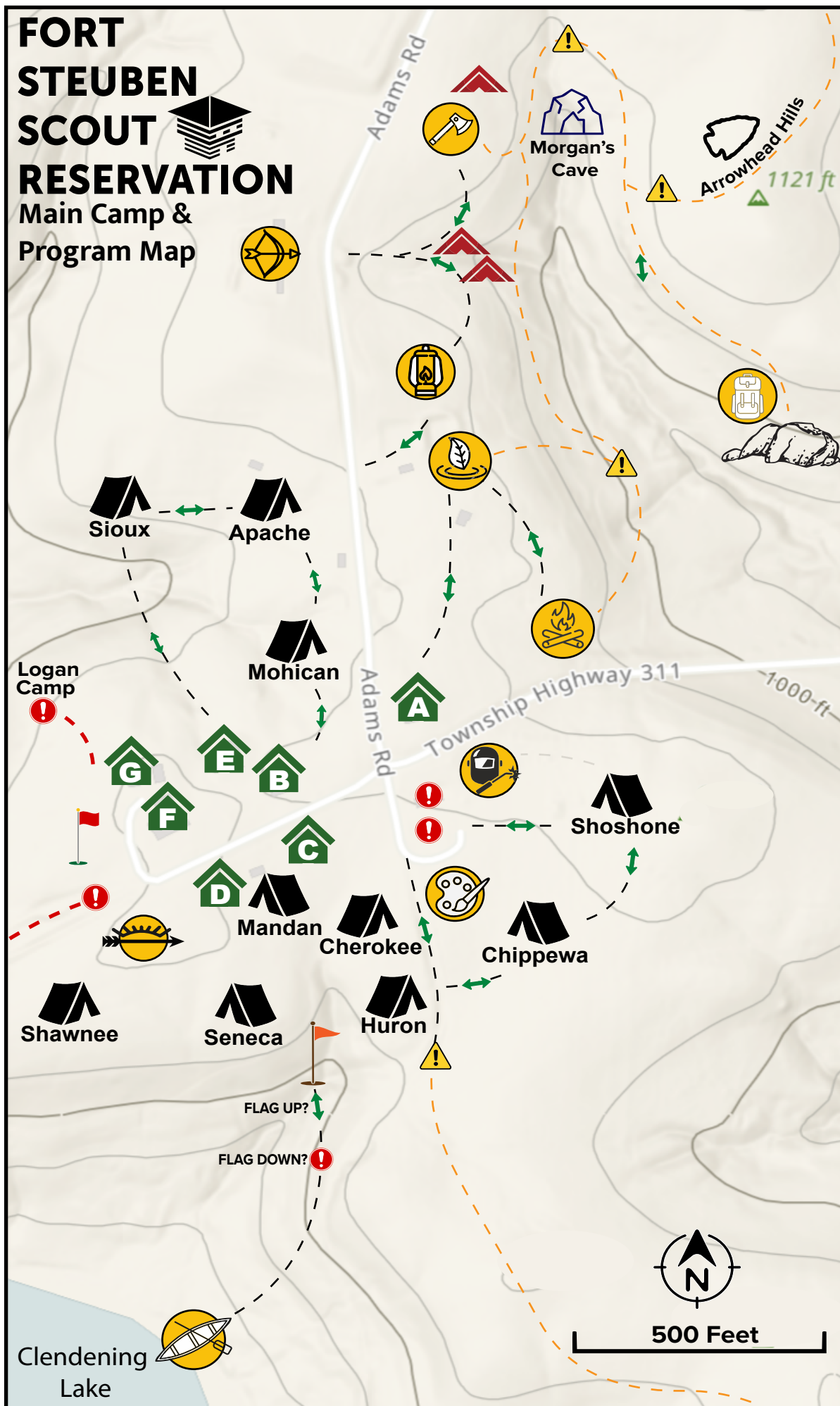
SIESTA (PM): Friday, Saturday, Sunday 1:00 - 1:50 PM

Pets: TBA
Geocaching: TBD

2026 FSE Merit Badge Schedule						
	Friday		Saturday		Sunday	
	AM Block 1: 9:00 – 11:50	PM Block 2: 2:00 – 5:00	AM Block 1: 9:00 – 11:50	PM Block 2: 2:00 – 5:00	AM Block 3: 9:00 – 11:50	PM Block 3: 9:00 – 11:50
Outdoor Skills	Pioneering	Orienteering	Pioneering	Orienteering	MB Completion Workshop	MB Completion Workshop
	Camping A	Wilderness Survival	Camping A	Wilderness Survival	Camping B	Camping B
Range Activities	Shotgun A	Archery B	Shotgun A	Archery B	Rifle B	Rifle B
	Archery A	Rifle A	Archery A	Rifle A	Shotgun B	Shotgun B
Waterfront	Motorboating	Kayaking	Motorboating	Kayaking	MB Completion Workshop	MB Completion Workshop
Nature	Fishing	Canoeing	Fishing	Canoeing	Open Boat	Open Boat
		Pulp & Paper		Pulp & Paper	Bird Study	Bird Study
		Forestry		Forestry	Wildfire Management	Wildfire Management
Handicraft	Photography	Animation	Photography	Animation	Music	Music
	Theater	Moviemaking	Theater	Moviemaking	Leatherworking/Basketry	Leatherworking/Basketry
Dirty Jobs	Welding A	Plumbing	Welding A	Plumbing	Welding B	Welding B
	Engineering		Engineering		MB Completion workshop	MB Completion workshop
Community & Culture	Cyber Security	Indian Lore	Cyber Security	Indian Lore		
	Auctioneering		Actioneering			
Trailblazer Program	First Year Pr.	First Year Pr.	First Year Pr.	First Year Pr.	First Year Pr. Woodworking, Basketry, Leatherworking	First Year Pr. Woodworking, Basketry, Leatherworking
Arrow of Light Program	AOL Welcome Specific Programming					Open
Siesta		1:00 Pets	1:00 Pets		1:00 Pets	
		1:00 Geocaching	1:00 Geocaching		1:00 Geocaching	

FORT STEUBEN SCOUT RESERVATION

Main Camp & Program Map



PROGRAM AREAS

- Trailblazer
- Handicraft
- Amphitheater
- Nature
- Outpost Campsite
- Range Activities
- Outdoor Skills
- Aquatics
- Dirty Jobs
- Arrow of Light Grove

FACILITIES

- A Admin Building
- B Ken Moore Pavilion
- C Trading Post
- D Chapel
- E Shower House
- F Dining Hall
- G Health Lodge

- Unit Campsites
- Parade Field
- Adirondack Shelter
- Waterfront Trail

TRAIL ACCESS

- Open Trail
- Open; Caution
- Access Restricted

2026 FSE Merit Badge Schedule						
	Friday	Saturday	Sunday			
	AM Block 1: 9:00 – 11:50	PM Block 2: 2:00 – 5:00	AM Block 1: 9:00 – 11:50	PM Block 2: 2:00 – 5:00	AM Block 3: 9:00 – 11:50	PM Block 3: 9:00 – 11:50
Outdoor Skills	Pioneering Camping A	Orienteering Wilderness Survival	Pioneering Camping A	Orienteering Wilderness Survival	MB Completion Workshop Camping B	MB Completion Workshop Camping B
Range Activities	Shotgun A Archery A	Archery B Rifle A	Shotgun A Archery A	Rifle A Kayaking	Rifle B Shotgun B	Rifle B Shotgun B
Waterfront	Motorboating Fishing	Canoeing Pulp & Paper Forestry	Motorboating Fishing	Canoeing Pulp & Paper Forestry	MB Completion Workshop Open Boat Bird Study	MB Completion Workshop Open Boat Bird Study
Nature					Wildfire Management	Wildfire Management
Handicraft	Photography Theater	Animation Moviemaking	Photography Theater	Animation Moviemaking	Music Leatherworking/Basketry	Music Leatherworking/Basketry
Dirty Jobs	Welding A Engineering	Plumbing	Welding A Engineering	Plumbing	Welding B MB Completion workshop	Welding B MB Completion workshop
Community & Culture	Cyber Security Auctioneering	Indian Lore	Cyber Security Auctioneering	Indian Lore		
Trailblazer Program	First Year Pr.	First Year Pr.	First Year Pr.	First Year Pr.	First Year Pr. Woodworking, Basketry, Leatherworking	First Year Pr. Woodworking, Basketry, Leatherworking
Arrow of Light Program	AOL Welcome Specific Programming					Open
Siesta		1:00 Pets	1:00 Pets	1:00 Pets	1:00 Pets	
		1:00 Geocaching	1:00 Geocaching	1:00 Geocaching	1:00 Geocaching	

2026 FSE Extracurricular Schedule

	1:00-2:00	3:30-5:30	7:00 - 9:00	9:00-11:00	Weekend Wide
Thursday		Check In			
Friday			Dutch Oven Cookoff, Escape Room, Gaga & Field Games	Late Nite @ the Lanter, Escape Room	Trail Hunt: Follow the, clues around camp to finish the puzzle
Saturday	Escape Room	Escape Room	Campwide Games & Scout Skills Competition	Movie Night, Wilderness Survival Outpost	
Sunday	Escape Room		6:30 Closing Ceremony		

