



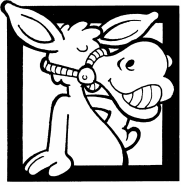


	Monday	Tuesday O.A. Day	Wednesday	Thursday	Friday
7:45 am	M o r n i n g C o l o r s				
8:00 am	B r e a k f a s t				
9:00 am 10:00 am 11:00 am	M o r n i n g P r o g r a m T i m e				
		10AM- Leader's Meeting at Tuney Lodge		10AM - Leader's Meeting at Tuney Lodge	9AM - Dan Beard hike leaves from Dan Beard area
12:00 noon	L u n c h				
1:00 pm	S i e s t a				
	S.P.L. Meeting – at trading post picnic tables		Adult Leader Shoot 1:00-2:00	S.P.L. Meeting – at trading post picnic tables	
2:00 pm 3:00 pm	A f t e r n o o n P r o g r a m T i m e				
			Food drop-off in sites for cookout 3:00-4:30		CAMPWIDE GAME 2:00-5:00
4:00 pm	B r o w n s e a A d v e n t u r e : B a c k t o B a s i c s				
5:00 pm	Troop Pictures- Location TBA	Rest Time	Rest Time	Rest Time	Rest Time
5:35 pm	Retreat	Retreat	No Retreat <i>In-Camp Cooking</i>	Retreat	Retreat
6:00 pm	D i n n e r				
7:00 pm	-Open Handicraft 7-9 PM MANDATORY Shooting Sports legal and safety meeting in TUNEY LODGE	-Vespers- for all in dining hall immediately after dinner -Open Shooting Sports -Open Ecology	-JackKnife Cooking Contest Judging 7pm-9pm -Camping MB and Wilderness Survival MB outpost leaves from Scoutcraft. Eat dinner before you come.	-Open Shooting Sports -Open Scoutcraft - Open Handicraft	
7:35 pm				-12 hours of Allamuchy Mt. Biking- Meet at COPE pavillion	
8:00 pm					8:30 Closing Campfire – meet at volleyball court
9:00 pm	Troop Time				
9:30 pm	Star Party			Star Party	
10:00 pm	T a p s				
	Firewatch – a staff member will pick up one scout per troop				



Mt.Allamuchy Scout Reservation Camp Somers



Merit Badges and Programs 2010

	Merit Badge	Times	Prerequisites	Items to Bring to Camp	Year of Scout
Aquatics Area	Canoeing <i>(90 minute session)</i>	2:00-3:30 3:30-5:00	Must pass the swimmers test	Shoes to get wet	Any age Scout
	Lifesaving <i>(90 minute session)</i>	9:00-10:30 10:30-11:30	Must have Swimming Merit Badge	Long sleeve button-up shirt, long pants, belt, shoes, socks (all will get wet)	Older Scout MUST BE A STRONG SWIMMER
	Rowing	M-W 2:00-3:00 3:00-4:00	Must pass the swimmer test	Shoes to get wet	Any age Scout
	Small Boat Sailing <i>(90 minute session)</i>	9:00-10:30 10:30-12:00	Swimming and canoeing or rowing	Shoes to get wet	Older Scout
	Swimming	9:00-10:30 10:30-12:00	Must pass the swimmer test	Long sleeve button-up shirt, long pants (all will get wet)	Any age Scout
	Lifeguard BSA <i>(6 hour session – 30 total hours)</i>	9:00-12:00 2:00-5:00	This is a 30 hour course	MUST HAVE Current CPR Card	14 and up and a strong swimmer
	Dan Beard Swimming (Swimming Merit Badge and Instructional Swim)	M-F 3:00-3:30	All Levels	Long sleeve button-up shirt and long pants, (all will get wet)	Must be in the Dan Beard Program
	Instructional Swim	By appointment		See Aquatics Director to schedule an appointment	Any age Scout or Adult
	Mile Swim	By appointment	Must pass the swimmer test	Strong swimmer	Any age Scout
	Snorkeling	By appointment	Must pass the swimmer test		Any age Scout
	Open Swim	M-Th 2-5 F 2:00-3:00 Th 7-8:30 pm			Any age Scout
	Open Boating	M-Th 4:00-5:00 Th 7:00-8:30			Any age Scout
	Safe Swim Defense and Safety Afloat (at Waterfront)	Thursday immediately after dinner		Sign up for troop swims and boating at this time	Leaders

Ecology Area	Astronomy	9:00-10:00 3:00-4:00	6, 7b	Paper/pen, Astronomy watch Tues+Thurs 9:30	2 nd -3 rd year scout
	Environmental Science (90 minute session)	9:00-10:00 10:30-12:00 2:00-3:30	3e, 6	Note book	Older Scouts
	Fishing	10:00-11:00 3:00-4:00	7	Bring pictures of fish you have caught	2 nd -3 rd year scout
	Fly Fishing	By appointment	See mentorship Program		Older scout
	Forestry	By appointment	See mentor program		Older Scout
	Chemistry	9:00-10:00 2:00-3:00	7		3 rd year and older
	Oceanography	10:00-11:00 2:00-3:00	Mentor Program		2 nd -3 rd year scout
	Mammal Study	10:00-11:00 3:00-4:00			Any age scout
	Nature	9:00-10:00 11:00-12:00 3:00-4:00			Any age scout
	Pulp and Paper	9:00-10:00	Mentor Program	Note book	Older Scout
	Tracking		Mentor Program	3,4	Any age Scout
	Fish and Wildlife Management		Mentor Program		
	Reptile and Amphibian Study	10:00-11:00 2:00-3:00	8	Notebook and req. 7 info	2 nd -3 rd year scout
	Ecology closed Wed/Thurs to assist Dan Beard	W-TH 11:00-12:00			
	Ecology open for mentor merit badges	M-T-F 11:00-12:00			
Handicraft Area	Basketry	11:00-12:00, 2:00-3:00 3:30-5:00 (Dan Beard Scouts)		Money for kits	Any age Scout
	Fingerprinting	11:00-12:00, 2:00-3:00			Any age Scout
	Pottery	9:00-10:00, 10:00-11:00			Any age Scout
	Metalwork	9:00-10:00, 10:00-11:00, 11:00-12:00, 2:00-3:00			2 nd year Scout
	Model Design and Building	9:00-10:00, 10:00-11:00			Any age Scout
	Leatherwork	9:00-10:00, 10:00-11:00, 11:00-12:00, 2:00-3:00, 3:30-5:00 (Dan Beard Scouts)		Money for kits	Any age Scout

	Woodcarving	9:00-10:00, 10:00-11:00, 11:00-12:00, 2:00-3:00, 3:30-5:00 (Dan Beard Scouts)		Money for kits	2 nd year Scout
	Open Handicraft	3pm-5pm (Mon-Thurs) 7pm-9pm(Thurs)		Project to work on	Any age Scout
Adventure Area	Emergency Prep. (90 min. session)	2:00-3:30	2b, 2c, 6c, 8	Emergency Chart with Disaster Coordinator Info (2, 6c) Proof of Requirement 8 Photos of Family Emergency Kit (8c) Personal Mobilization Kit (8c)	<u>First Class</u> and above 13 and up
	Climbing	2:00-5:00 7:00-9:00 (night climbing – nights TBD)	Open Climb (MB by appointment at COPE Pavillion)	Long pants, Soft soled shoes, water, day pack, and a backpack	No minimum age
	<p>Climbing Merit Badge: To complete climbing merit badge, each participant must complete at least three belays, three climbs, and three rappels within the week. This can take three or more sessions, and can be seriously affected by weather.</p> <p>Climbing Group Size: The BSA has provided very specific guidelines as to the number of climbers allowed at a time. The group size is projected to be 12.</p> <p>Campers taking Climbing Merit Badge will be given priority while all other slots will be first-come first-serve</p>				
	C.O.P.E. (3 hour session)	9:00-12:00		Long pants, bandana	13 years old and up
	The course is designed to build more self-confidence in a shorter length of time than anything most people have experienced. Participants work together as a group throughout the COPE experience, learning teamwork and trust. In addition, COPE participants develop leadership skills, improve their self-esteem, communications and problem solving skills.				
	Mountain Biking (not a merit badge, sign up at the COPE pavillion)	2:00-5:00 7:00-9:00 (Thursday 12 hours of Allamuchy – overnight)			
	First Aid - Meet at COPE Pavilion	9:00-10:30	2d	Personal First Aid Kit (2d)	<u>First Class</u> and above
Scoutcraft Area	Camping	9:00-10:30, 10:30-12:00, 2:00-3:30	Scoutmasters Note fulfilling requirements 4b, 5e, 7b, 8c +d, 9a+b.	Outpost material for Wed. 7:00pm. Attendance on the outpost is required. A list of outpost gear can be found on page 7 of the leaders' guide.	2 nd and 3 rd yr Scout with leadership experience. It is best that scouts be first class rank or above.

	Archeology	By appointment	See mentor program	Hat and pants for working	2 nd and 3 rd yr Scout
	Orienteering	By appointment	See mentor program	Note from scoutmaster for prerequisites	2 nd and 3 rd yr Scout
	Pioneering	9:00-10:30 10:30-12:00	The ability to perform all knots and lashings required for Tenderfoot through First Class ranks.	Pocket knife	2 nd and 3 rd yr Scout
	Wilderness Survival	2:00-3:00 3:00-4:00	Survival Kit containing: Instant Body Shelter, first aid materials, fire starter, water, signaling device	Outpost material for Wed. 7:00pm. Attendance on the outpost is required.	2 nd and 3 rd yr Scout Outpost required
	Paul Bunyan Award	By appointment. Speak with the Scoutcraft director on Sunday.	Totin' Chip	Pocketknife Valid Totin' Chip	
	Open Scoutcraft	Thursday 7:00-9:00 PM.			
Shooting Sports Area	Archery	9:00-10:30, 10:30-12:00, 2:00-3:30		Merit Badge book	Older Scout
	Rifle	9:00-10:30, 10:30-12:00, 2:00-3:30		Merit Badge book	Older Scout
	Shotgun	9:00-10:30, 10:30-12:00, 2:00-3:30		Merit Badge book	Older Scout
	Merit Badge Shoot	3:30-4:15 M-Th 3:30-5 F		For Merit Badge Scouts	
	Open Shoots	4:15-5:00 M-Th		Shotgun - 3 shots for free \$.50 each after	Any age Scout
	Evening Shoots	7pm – until dark (Tues,Thurs)		Shotgun - 3 shots for free \$.50 each after	Any age Scout

Dam Beard Area	Program Time	9:00-12:00			Dan Beard Participant
	Dan Beard Swim	2:00-3:30 Thursday Night we will be running a pool swim to work on swimming merit badge requirements meet at Dan Beard at 6:50 wear shoes to walk to the pool		Swimming apparel, towel Long sleeve button-up shirt, long pants, belt, shoes, socks (all will get wet)	Dan Beard Participant
	Orienteering course	Tuesday and Wednesday 9:00-12:00 Brown Sea Adventure		Pen, paper, compass	Any age scout
	Ecology workshop	Tuesday and Wednesday 11:00-12:00			Dan Beard Participant
	5 Mile Hike	Friday 9:00-12:00		<u>At least a one liter water bottle,</u> comfortable clothes and <u>comfortable hiking shoes,</u> compass	Any scout who wants to join is welcome, please see Dan Beard director before Friday program
	Open requirements Work on requirements between Tenderfoot and 1 st Class	Monday - Thursday 4:00-5:00		Scout Hand Book	Any age scout