



2026 LEADER GUIDEBOOK

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CHANGES AND FACTS

Camp Fees

- Youth - \$235
- Adult - \$160
- Den Chief - \$125

What's New for 2026

- New Arrow of Light outpost program, see page 10.
- Expanded adventure schedule, see page 11.
- Brand new activities in the traditional program areas and "Choose Your Own Adventure."

What's Unique About Camp

- Camp helps develop character, introduce new friends, teaches valuable life skills, and helps Scouts discover new interests.
- Homesickness is rare because the program is packed full. If it does happen, the staff is trained and ready to give extra individual attention.
- If parents cannot take the entire time off from work, their child can still attend. Scouts want to come! Parents are encouraged to rotate their stay with other parents in this case.
- We encourage lots of enthusiasm in the Dining Hall during meals, so please join in on the fun!
- The health forms you will turn in at camp will remain at camp after you leave, so please provide us with copies and retain the originals.
- Camp scholarships are available for those in need. In fact, first time youth campers are eligible for a \$85 scholarship just for attending. Use the online request form (samaset.org/aid).
- For your swimming experience we have the beautiful spring fed Crystal Lake (no pool).

PREPARATION TIMELINE

Right Now

- Submit your unit reservation to secure space.
- Inform all Scouts and their parents about the dates for summer camp.
- Recruit at least two adult leaders (both 21 years of age or older) to be in camp at all times during your stay. Have one additional leader, 18 or older, for every five Scouts.

March & April

- Schedule a promotional presentation for your Pack or Den with the Samoset Office.
- Turn in all Campership Applications by April 15 (samoset.org/aid).
- **Camper deposits are due by May 1. When registering campers, you will be required to pay the deposit. All remaining fees are due June 1; please use the online portal to pay.**
- Pre-order t-shirts to ensure that everyone will have one to wear at camp. Shirt orders are due by May 15. Shirts can be customized with your unit number or other text (see page 4).

May

- Send out final camp notices to all parents including a list of what to bring.
- Ensure that all Scouts and adults will have a medical form (Parts A & B) completed with all signatures before coming to camp.
- Submit special dietary requests at least two weeks before your arrival.
- Add any additional campers to your registration and pay your final unit balance (due June 1).

Two Weeks Before Camp

- Collect all Scout & Adult medical forms (ensure that we will be able to keep a copy of each) and Scout medication forms. You should bring copies (not originals) to camp.
- Prepare multiple copies of your unit roster for camp and other leaders.
- Remind the Scouts of the behavior standards necessary for a Scouting trip.
- Plan to arrive at 10:00 AM with your entire Pack or Den ready to check in (see page 9).

ONLINE RESOURCES

- Advancement Schedule
- Camp Map
- Camp Scholarship Request
- Custom Tshirt Details
- Registration How To Guide
- Precamp Swim Test



AkelasWorld.Camp

Visit AkelasWorld.Camp for all your online resources.

WHAT TO BRING

What Campers Should Bring

Sneakers/Hiking Shoes
Extra Pair of Shoes
T-Shirts
Underwear & Socks
Jeans or pants
Shorts
Long-Sleeve Shirts
Pajamas

Sweatshirt and/or Jacket
Official Scout Uniform
Swimsuit
Rain Gear
Towel
Personal Hygiene items
Sleeping Bag/Blankets
Small Pillow

Backpack
Hat
Pocket Knife
Sunglasses / Sunscreen
Insect Repellent (non-aerosol)
Flashlight
Spending Money

What Not to Bring

Shooting Equipment
Fireworks
Alcohol, Drugs, Tobacco

Other Valuables
Inappropriate T-Shirts
Knives larger than 3.5"

Aerosol cans
Laser pointers
Firewood

Materials We Provide in Your Village

Picnic Shelter & Tables
Garbage Bags

Running Water
Flush Toilets

Shower Facilities
Fire Ring

CUSTOM T-SHIRTS

Pre-order custom t-shirts for everyone in your unit to wear at camp. Shirts cost \$20 and can be customized with your unit number. Shirts are a 50/50 Poly-Cotton blend. T-shirt orders will be waiting for you at the camp Trading Post upon arrival.

Imagine your entire Troop wearing a camp t-shirt. Now imagine the t-shirt customized with a Troop number! Think of the benefits:

- Helps the Scouts look sharp
- Builds group spirit
- Is a quality garment that takes a beating

Orders Due May 15, 2026



REGISTRATION & FEES

Reserve Unit Space

- A non-refundable fee of \$200 per unit is due with your reservation. These fees will be applied toward your camp fees.

Scout/Leader Deposits

- The first \$75 (due May 1) for each Scout/Leader is his/her reservation deposit and is non-refundable, but transferable to another Scout/Leader in the same unit as a new reservation. This fee is paid upon registering a Scout or Leader to attend.
- Remaining fees are due June 1.

How to Register & Pay

- Select the session you or your pack wants to attend. Registrations will be limited to 150 campers per session and are taken on a first-come, first-serve basis. Therefore, we encourage you to register early.
- Please register all Scouts and Adults online through the MyCouncil portal. If you need help accessing this portal, please contact our Camp Office at 715-365-3111.
- Please note there is no fee for processing an electronic check but there is a 3% fee for using a credit card.

Camp Scholarships

- Camp scholarships are available for those in need. Please use the campership request form on our website to request help. (Samoset.org/aid).
- Requests must be made using the campership application for each person by April 15.
- Each first time Scout to Akela's World is eligible for a \$85 scholarship.

Attending Akela's World with another Unit

- If a Scout is unable to attend with your unit, don't let them miss the summer camp experience. Contact Samoset Camping (camp@samoset.org or 715-365-3111) to connect them with another unit.

Refunds

- Camp fees are non-refundable as we encourage units to transfer fees to another Scout from the unit who is attending camp. However, the Samoset Council will consider each situation and endeavor to be as fair as possible. All refunds are calculated after the \$75 non-refundable deposit.
- Refunds must be submitted using the refund request form available online. Refunds will be credited to the unit's camp bill and the unit will be responsible for refunding fees to the individual.

POLICIES AND PROCEDURES

Medical Policies

- Every participant must provide a copy of their health form to be kept on file after they leave. **Parts A & B are required for all Scouts and Adults.**
- Parents can keep medication in a secure location if they would like to administer it to their child. For this distribution, a medication log sheet will be fill out and turned in at the end of the weekend. Units are welcome to turn their medications into the health office for the camp to distribute.
- Please ask your Scouts not to bring over-the-counter medications such as Tylenol or cough syrup. The camp stocks these medications.
- Bee sting medication, inhalers, an insulin syringe, or other medication or device used in the event of life-threatening situations may be carried by a camper but should be brought to medical checks.

Insurance

- When surgical treatment or hospital care is needed for Samoset Council Scouts/Scouters, benefits in excess of \$300.00 will be paid only if they are unrecoverable from any other insurance policy or service contract (i.e. family insurance policy). Therefore, it is imperative that you come prepared with the pertinent insurance policy information for every Scout/Adult.
- Non-Samoset Council Units must provide insurance information or proof of Council insurance.

Inherent Dangers

Campers should be prepared for conditions beyond the camp's control. Natural hazards such as rocks, roots, and branches require caution. To prevent animal visits, do not keep food, drinks, or scented items in or near tents. To avoid loss or theft, leave valuables at home or store them securely in vehicles.

Safeguarding Youth Policies

The safety of our youth is our top priority. Any form of child abuse is unacceptable. Scouting America is committed to providing a safe and secure environment for all and works every day to protect youth through required safety policies.

- One-on-one contact between adults and youth is prohibited.
- Youth privacy must be respected, especially in changing and shower areas.
- Cameras, drones, or recording devices are prohibited where privacy is expected.
- Separate tenting is required for male and female adults and youth. Youth sharing tents must be within two years of age. Spouses may share tents.
- The buddy system must be used at all times. Buddies should choose each other, be comfortable together, and be within two years of age with similar maturity.
- Hazing and initiations are prohibited.
- Bullying of any kind—verbal, physical, or cyber—is prohibited.
- All sexual activity and public displays of affection are prohibited.
- Appropriate attire is required for all activities.



Scouts First Reporting

Scouting America has established a 24-hour helpline to receive reports of known or suspected abuse or behavior. **1-844-SCOUTS1 (1-844-726-8871)**

Dining Hall Procedures

- Members of each Super Den will rotate as “waiters” to clean up tables after each meal.
- Meals are served cafeteria style and will conclude with necessary announcements and a song.
- All meals have main entrées, sides, cereal at breakfast, fruit or vegetables, and pb&j and a salad bar at dinner.
- Everyone in camp will gather in front of the dining hall behind their Village flag before entering the Dining Hall. Please remain off of the porch at that time. The camp staff will greet you there and grace will be said.

Please notify us of any special dietary needs or restrictions two weeks before your arrival using the “Special Diet Request” form available online.

Trading Post

- The Trading Post will be open at various times throughout the day (specific hours will be posted). It will be closed for all meals, flag ceremonies, and during chapel.
- Here you will find all the merchandise you need including everything from hats and shirts to collectibles. You will be able to purchase candy, soda, slushies, and many other food items.

Program Center

- All visitors must check in and out at the Program Center (camp office) upon arrival.
- The Program Center houses the camp office, health office, leader lounge, bathrooms & showers. This building is open to all Leaders 24 hours a day.
- Wireless internet is available for Leader use

Health Office

- Available 24 hours a day in the lower level of the Mark Program Center.
- For medication disbursement, please schedule appointments with the Health Officer while at camp.
- If the Health Officer is not in the Health Office, ring the doorbell for assistance during the day or the evening assistance room down the hall at night.

Showers

- A shower house is located in the campsite area. There are separate facilities for men, women, and youth. Additional showers for adults are available in the Program Center.
- You need to bring all your own toiletries. All of the campers will be responsible for maintaining the cleanliness of these facilities during their stay at camp.

Cell Phone Coverage

- Cell phone coverage around camp is good for those with Verizon or AT&T service. Other providers may work in certain areas of camp.

Smoking

- Smoking is only allowed away from Scouts and other Leaders in the maintenance yard.
- This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems that simulate tobacco smoking.

Pets

- No animals are allowed on camp properties except for guide dogs for the visually impaired or animals which are for a program/demonstration with the approval of the Camp Director.
- Pets will be allowed in designated Family Camp areas but must be leashed at all times and the owner is responsible to clean up after the animal.

Emergencies

- In the event of a camp-wide emergency, the camp siren may sound. At which time, all campers should report immediately to the Dining Hall and await further instruction from the camp staff. The camp staff undergoes training in handling common types of emergencies.
- A camp-wide emergency situation may consist of any severe weather, wildfire, missing campers, missing swimmers, and any possible severe medical emergency. Anyone who becomes aware of an emergency situation or danger should notify a staff member who will contact the camp leadership.
- Information in regards to a bomb threat or unauthorized visitor should be reported to the Program Center immediately.

Shoes

- Closed-toe footwear is required everywhere at camp, especially Climbing and Crocket's Glenn. While at the waterfront, Scouts may use sandals, barefoot, or water shoes.

Firewood

- Units are prohibited from bringing firewood into camp because it can harbor many different kinds of invasive pests and diseases harmful to our trees. Pests like the gypsy moth and diseases like oak wilt are easily spread through infested firewood. • Each campsite is provided a crate of firewood, additional firewood is available for purchase. Packs can also gather downed wood.

Privacy

By participating in Samoset Council activities, you agree to allow Samoset Council to use your image in camp and council promotional materials.

WHILE AT AKELA'S WORLD

Check-In Process

1. **Arrive at 10:00 AM with your entire group.** A staff member will greet you in the parking lot and guide you through the check-in process. You will receive a packet including a roster listing everyone we expected. Review and make any necessary changes.
2. Your group will be assigned a village; move items into camp and setup tents. Please turn in your health forms to the staff member in your village.
3. Each village will have a meeting to go over important information for the day (about 10:45 AM).
4. Each village will get a tour of camp at 11:00 AM. The tour will visit the shower house, trading post, health office, and Dining Hall. It will end at the flag pole.
5. Be ready for your first program at 11:30; adult leader meeting at 12:00 PM; and Lunch at 12:30 PM.

Scouts leaving prior to checkout must have a Scout release form on file (requires a parent's signature). This form is available online or in the camp office.

Daily Program Schedule

Scouts are split up by their rank into an Activity Den where they spend their time being lead by a staff member (Super Den Chief) to different program areas, each with a unique program for that rank. Each Activity Den follows a unique schedule rotating through program areas.

A detailed program schedule will be made available at camp. Scouts will divide into super dens for daily activities based on their current rank and age.

Program Highlights

- **Crocketts Glen:** Experience the fun of our 3 ranges: BB Gun, Slingshot, & Archery!
- **Huck Finn's Waterfront:** Go swimming in the beautiful Crystal Lake, go down the slide or go boating!
- **Webelos Choose Your Own Adventure:** On Saturday afternoon, Webelos and Arrow of Light scouts get to choose from a variety of different programs and participate in the activity they are most excited about. A full schedule will be published at camp.
- **The Lost Ship:** A Classic area at Akela's World, work as a team to launch 3-person slingshots and explore the ship. On Saturday evening the Ship provides the perfect backdrop to the campfire!
- **Khan's Kabin:** The perfect place for scouts to show their creativity! Khan's Kabin turns into a makerspace for cub scouts who get to work on art and craft projects! New this year, all Bear, Webelos, and Arrow of Light scouts will earn their corresponding pocket knife adventure.
- **Climbing:** Webelos get to experience climbing at Hanna Venture Base.
- **The Treehouses:** Learn about the world of science in fun experiments and challenges.
- **And so much more:** These are only just a few of our fun events. Scouts and Parents are set for a fun-filled weekend!

Evening Programs

- **Friday Evening Event:** Scouts will participate in campwide games, split by age level. Tiger, Wolf, and Bear Scouts will have multiple games led by staff for them to complete and solve the riddle. Webelos and Arrow of Light Scouts will play a camp-wide game of capture the flag.
- **Saturday Evening Campfire:** Sit back and enjoy a show put on by the staff. Campfires at Akela's World are fun and engaging with several skits and songs. At the end of the campfire, Chief Akela arrives to deliver an important message to Arrow of Light Scouts and their parents.
- **Sunday Afternoon Event:** One last camp-wide event for all the scouts to participate in. This is followed by our closing skit, sessions awards, and session slideshow.

Adult Leader Programs

- **Bocce Ball:** While your Scouts are working on advancements, have some fun and play a game of Bocce Ball with the camp staff.
- **Adult Leader Challenge:** Complete a series of challenges designed to help camp, your scout, and have a fun weekend! Turn in a completed challenge and earn a cool prize! (All weekend program).

ARROW OF LIGHT PROGRAM

Arrow of Light Outpost (AOL) is an exciting new program that seeks to differentiate Arrow of Light Scouts from other ranks, allowing them to experience what it is like to be a camper at Tesomas Scout Camp! Scouts participate in new activities, exclusive areas, and have the chance to revisit favorites from previous years at Akela's World.

Campsite

All AOL Scouts will camp together at Hanna Venture Base, a 5-minute drive from Akela's World. Parents/adults are welcome to join them, or stay with the rest of their pack at Akela's World village. We will provide adult staff members to camp with the AOL participants. Certain activities, such as cooking and flag raising/lowering, will occur in the campsite.

Hanna Venture Base Experience

Friday night, will include time to climb on the Hanna Venture Base indoor climbing wall, swimming and boating at Huck Finn's Waterfront, and cooking foil-packet dinners.

Target Sports

Saturday morning, Scouts will have the opportunity to use pellet guns, compound bows, and slingshots.

Traditional Akela's World Activities

The classic Akela's World favorite activities are not forgotten! AOL Scouts will spend parts of Friday, Saturday, and Sunday at Akela's World, and have the opportunity to explore Akela's World program areas like the Fort, BMX, and the ship. Scouts will also join the rest of the Akela's World campers for the Saturday night picnic dinner and campfire.

Meals

All lunches will be provided at Akela's World as usual. Friday dinner will be cooked by the participants and staff at Huck Finn's. Saturday breakfast will be provided at Tesomas Scout Camp. Saturday Dinner will be the traditional picnic at Akela's World. Sunday breakfast will be cooked in the outpost campsite.

ADVENTURES

Adventures are collections of themed, multidisciplinary activities. All adventure time blocks start in front of the Dining Hall. At that time Scouts will choose the adventure(s) they wish to complete. There is no need to sign-up ahead of time. Each pack will receive a list of completed adventures upon check-out.

Tiger (1st Grade)

- **Designed by Tiger:** Tigers will discover the fundamentals of the engineering process of designing, building, and improving.
- **Tigeriffic!:** Play fun games while learning to take turns and follow the rules.
- **Floats and Boats:** Discover what floats and build a model boat in this fun Adventure.
- **Good Knights:** Tigers will have fun making their own shield or coat of arms and even a castle.

Sat 9:30 (pick one)	Tigeriffic!	Designed by Tiger
Sat 10:30 (pick one)	Floats and Boats	Good Knights

Wolf (2nd Grade)

- **Air of the Wolf:** Learn about the Scout Law and being a chivalrous knight.
- **Champions of Nature:** Learn about recyclables, nature, water conservation, and pollution.
- **Finding your Way:** Learn how to read a map and use a compass on a scavenger hunt.
- **Germs Alive:** Learn about how germs work and spread through a series of fun games.
- **Paws for Water:** Get wet while you learn the rules to swimming safely.

Sat 9:30 (pick one)	Champions for Nature	Air of the Wolf	Paws for Water (Tesomas Waterfront)
Sat 10:30 (pick one)	Finding your Way	Germs Alive	

Bear (3rd Grade)

- **Balancing Bears:** Make trail mix while learning math and discover how symmetry keeps things balanced in nature.
- **Champions for Nature:** Learn about water, soil, and air, and help protect nature with a conservation project.
- **Forensics:** Think like a detective by studying fingerprints, footprints, ink, and mystery powders.
- **Salmon Run:** Learn basic swimming and boating skills and how to stay safe around water.
- **Super Science:** Explore fun science questions like why the sky is blue, how gravity works, and what makes a rainbow.

Sat 9:30 (pick one)	Super Science	Balancing Bears	Salmon Run (Tesomas Waterfront)
Sat 10:30 (pick one)	Champions for Nature	Forensics	

Webelos (4th Grade)

- **Aquanaut:** Learn how to swim safely and what to do in water emergencies.
- **Champions for Nature:** Discover the wildlife around us and complete a conservation project.
- **Earth Rocks:** Explore rocks and minerals and learn how the Earth is always changing.
- **Math on the Trail & Webelos Walkabout:** Learn how to plan for a 2-mile hike, estimate walking time, pack the right gear, and stay safe on the trail.
- **Modular Design:** Learn about modular design, build with modular materials, and practice writing directions for others to follow.

Sun 9:00 (pick one)	Champions for Nature	Earth Rocks	Math on the Trail & Webelos Walkabout	Aquanaut (Huck Finn's Waterfront)
Sun 10:00 (pick one)	Modular Design	Earth Rocks		

Arrow of Light (5th Grade)

- **Champions for Nature:** Learn about food, how it is produced, and ways to conserve it.
- **Engineer:** Discover what engineers do and try some simple engineering projects.
- **Into the Wild:** Learn about mammals, birds, reptiles, amphibians, and insects that live around us.
- **Into the Woods:** Explore local plants and trees during a walk in nature.
- **Swimming:** Learn safe swim defense and some lifeguarding skills. (Takes 2 sessions)

Sun 9:00 (pick one)	Engineer	Into the Wild	Swimming (Huck Finn's Waterfront)
Sun 10:00 (pick one)	Into the Woods	Champions for Nature	



Scouts will have a chance to complete BB Gun, Archery, and Slingshot adventures when they go to Crocketts Glenn. Bears, Webelos, and AOL Scouts will earn knife safety at Kahn's Kabin. Other advancements are mixed into the program.

Scouting America™

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Samoset Council

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A Nationally Accredited Program

The Samoset Council Camping Committee is committed to camps that meet high standards for health and safety, food service, program, maintenance, conservation, staffing, and administration. All of our camps are inspected and accredited on an annual basis. This Emblem is one of your assurances of a quality camp!