



MAKE A  
**Splash**  
AT SINOQUIPE!

2018

LEADERS' GUIDE



**Sinoquipe Scout Reservation**

Nationally Accredited Boy Scout Resident Camp of the Mason-Dixon Council, BSA  
677 Boy Scout Road, Ft. Littleton, PA 17223 • Council Phone 301.739.1211 • [Sinoquipe.org](http://Sinoquipe.org)



# Mission and Goals



## The Boy Scouts of America Mission Statement

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

## The Scout Oath

On my honor, I will do my best  
To do my duty to God and my Country  
and to obey the Scout Law;  
To help other people at all times;  
To keep myself physically strong,  
mentally awake and morally straight

## The Scout Law

A Scout is Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient,  
Cheerful, Thrifty, Brave, Clean and Reverent

## Scouting: A Program for Everyone

The programs offered by the Mason-Dixon Council at Sinoquipe Scout Reservation are open to all registered Boy Scouts.

Rules for acceptance and participation are the same for everyone, without regard to race, color, age, disability, religion or national origin.

## Camp Administration Summary

Sinoquipe Scout Reservation is owned and operated by the Mason-Dixon Council, Boy Scouts of America. It is administered by a full-time Camp Ranger, and a seasonal Camp Director during the summer months, both are trained and certified by The National Camping School of the Boy Scouts of America. The camp is supervised by the Council Executive Board through the Council Camping and Outdoor Programs Committee.

The camp is inspected by the Department of Agriculture, Department of Environmental Protection, and is licensed by the Pennsylvania Department of Health.

Sinoquipe Scout Reservation is inspected annually, both internally by the Mason-Dixon Council, and through the National Camp Accreditation Program. It is consistently rated as a Nationally Accredited Camp.

## Council and Camp Contact Information

### Before Camp Opens:

Mason-Dixon Council  
18600 Crestwood Drive  
Hagerstown, MD 21742  
Telephone: 301.739.1211  
Fax: 301.739.1213  
robert.holsinger@scouting.org  
www.mdcscouting.org

### During Camp Season:

**June through July 2017**  
Sinoquipe Scout Reservation  
677 Boy Scout Road  
Ft. Littleton, PA 17223  
Emergency Contact: 717.987.3464  
sinoquipepd@gmail.com  
sinoquipe.org



# Greeting from Camp Sinoquipe!

Dear Scout Leaders,

Thank you for choosing Camp Sinoquipe for your 2018 summer camping experience. We offer this Leaders' Guide as one of the three guides — Leaders' Guide, Senior Patrol Leader Guide and Parent's Guide — to help all folks get just as excited and ready for camp as we are! This Leaders Guide is the primary resource for planning your summer. Please read this guide thoroughly, and share the Parent's Guide and SPL Guide with the appropriate parties.

Once again, we encourage each unit to take advantage of two pre-arrival procedures to expedite your check-in process upon your arrival to camp. The "Unit Swim Classification" pretest may be conducted prior to your arrival at camp. See the Appendix and Sinoquipe.org for the forms needed. Please read the Swim Classification Procedures (Option C) to complete this process at your own convenience. We will accept your completed Health Forms (Form #680-001) prior to your arrival at camp. Please ensure sections A,B and C are completed in their entirety. Please mail the appropriate documentation of the completed swim test to camp with your health forms, at least one week prior to your unit's arrival. More info on that can be found on page 17.

Camp Sinoquipe will be utilizing the merit badge pre-registration process. Troops who have ALL Scout fees paid in full by April 27, 2018 will have priority access to the pre-registration system to choose merit badge classes.

Camp is pleased to announce the Horsemanship merit badge will be offered again this year. There is a \$50.00 fee per participant. This fee will be collected at camp. Please DO NOT pay this as part of Scout fees.

The Mountain Man Program will also be offered to Scouts 15 years of age and older. If you have a Scout who thinks they have done all there is to do at summer camp, have them consider this challenging adventure.

Spirit Day will continue this summer! See page 32 for more details. Get your Troop theme and costumes together and get ready to have fun.

There will be a pre-camp leaders meeting April 7th, 2018, at 12:00 noon at the Mason-Dixon Council Scout Service Center at 18600 Crestwood Drive, Hagerstown, MD. 21742 Lunch will be provided. Please R.S.V.P to Rob Holsinger at the contact information listed below.

If you have any questions concerning your adventure to Camp Sinoquipe, please do not hesitate to contact Rob Holsinger, 2018 Camp Director or Kyle Graybill, 2018 Program Director.

## Rob

Rob Holsinger  
2018 Camp Director  
677 Boy Scout Road  
Ft. Littleton, PA 17223  
301-992-1398  
robert.holsinger@scouting.org

## Kyle

Kyle Graybill  
2018 Program Director  
321B Ringgold Street  
Waynesboro, PA 17268  
717.420.6597  
sinoquipepd@gmail.com



We're happy to announce that this year, along with the 2018 Leaders' Guide, Sinoquipe Scout Reservation is also offering a Senior Patrol Leader's Guide, and Parent's Guide. We ask that you look through the **entirety** of this guide, as well as pass on the other guides to your Senior Patrol Leaders and parents. All forms previously found in the back of the Leaders' Guide are now available in a supplement online at [mdcscouting.org](http://mdcscouting.org) or in the Council Service Center. For a hardcopy of the 2018 Leaders' Guide or to direct any feedback regarding the change of format of the guide, please email [mdcscouting@gmail.com](mailto:mdcscouting@gmail.com).

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# Unit Camping Opportunities

Sinoquipe Scout Reservation, fondly known as Camp Sinoquipe, is a beautiful 500 acre rustic Boy Scout camping facility operated by the Mason-Dixon Council, BSA. Hidden amongst the mountainous terrain of Fulton County, Pennsylvania since 1948, the camp's focal point is a 10-acre lake located in a rural area two miles from the village of Fort Littleton, Pennsylvania, just minutes from the Pennsylvania Turnpike.

The camp features 14 campsites, which vary in size to accommodate 16 to 60 campers on tent platforms. Sinoquipe also contains a technology center, waterfront area, shooting ranges, ecology lodge, Scout craft area, handicraft area, and high and low COPE (Challenging Outdoor Personal Experience) course with a climbing and rappelling tower. These program areas provide Scouts with everything they need to earn some of the over 50 merit badges offered at Camp Sinoquipe during the summer months. Many new amenities make for a comfortable camping experience, an air-conditioned and modern Mike Callas Memorial Dining Hall, new camp showers, and the Edward and Pauline Anderson Administration Building, which includes a well-stocked trading post, health lodge, a leaders' lounge with Wi-fi and administrative offices.



## The Two Types of Scout Camping...

### Traditional Camping

Campers are housed in two-man canvas tents on raised platforms with a cot and mattress furnished for each camper and leader. Meals are prepared by the food service staff and served in the camp dining hall. Each campsite is furnished with running water, washstand and latrine, and four shower houses are available for campers and leaders throughout camp.

### Provisional Camping

For Scouts who cannot attend with their own troop or wish to attend an additional week, campers are encouraged to make arrangements to stay with another troop and be listed on their roster. Registration for provisional camping can be completed at the Mason-Dixon Council's Scout Service Center. Camp Sinoquipe will be offering a provisional scout camp experience during Week 3 for those scouts wishing to attend an additional week of camp or unable to attend with their unit.

## 2018 Camp Sessions

Sinoquipe Scout Reservation will offer six one-week sessions of Boy Scout Resident Camp in 2018 (and a week-long NYLT course after the conclusion of camp).

**Week 1: June 17 - June 23, 2018**

**Week 2: June 24 - June 30, 2018**

**Week 3: July 1 - July 7, 2018**

**Week 4: July 8 - July 14, 2018**

**Week 5: July 15 - July 21, 2018**

**Week 6: July 22 - July 28, 2018**

**NYLT : July 29- August 3, 2018**

All camp sessions begin between 12:00 Noon and 2:00 p.m. on Sunday, and end after final checkout following breakfast on Saturday. **Troops should not plan to arrive before 12:00 Noon on Sunday.** Individuals or units staying more than one consecutive week should plan to return home between sessions. Requests for special arrangements will be considered, and must be made in writing, with advance notice, to the Camp Director.



# 2018 Fees and Payments

## Troop Reservations

A troop reservation fee of \$25.00 is due upon registration to camp, and is non-refundable after February 1, 2018. This fee will increase to \$100.00 for the 2019 Summer Camp season. To reserve a campsite, please mail your reservation to Mason-Dixon Council, 18600 Crestwood Drive, Hagerstown, MD 21742, fax your reservation to (301) 739.1213, or email it to [scott.paddack@scouting.org](mailto:scott.paddack@scouting.org).

Please remember when making your reservations, that per Boy Scouts of America policy, a minimum of two adult leaders (one of whom must be 21 years of age or older) are to be present at all Scouting functions, including summer camp.

## Scout Camp Fees and Suggested Payment Schedule

	In-Council		Out-of-Council	
	Youth	Adult	Youth	Adult
Deposit	\$25 Due January 15	First two adults \$120	\$25 Due January 15	First two adults \$120
1 <sup>st</sup> Reservation Fee	\$85 Due March 15		\$100 Due March 15	
2 <sup>nd</sup> Reservation Fee	\$120 Due April 15	Additional adults \$175	\$125 Due April 15	Additional adults \$175
3 <sup>rd</sup> Reservation Fee	\$120 Due May 15		\$125 Due May 15	
<b>TOTAL</b>	<b>\$350</b>		<b>\$375</b>	

\*The deposit and first reservation fee is non-refundable

***Join us for a second week! Any camper who participates in a second week of camp (including Sinoquipe Mountain Man, High Adventure) receives a \$100 discount!***

If the youth camper fee is paid after May 15, 2018 until 7 days prior to unit's arrival, cost is \$370.00 for an in-council youth and \$395.00 for an out-of-council youth. If paid within 6 days of, or upon arrival to camp, the youth camper fee is \$420.00 for an in-council youth and \$445.00 for an out-of-council youth.

**Additional fees are NOT applicable to additional leaders, new Scouts, or Webleos crossing over after January 1, 2018.** Please understand that reservations will be closed when the total number of confirmed youth reaches 225 in any week. Please help us to monitor the number of Scouts by providing us with an estimated number of youth and adult campers at your earliest convenience. Out-of-council units are required to provide proof of coverage of their Accident and Sickness insurance upon arrival to camp. All in-council units are exempt due to being covered by the council insurance plan.

## Refund Policy

If a Scout is unable to attend summer camp and cancels his reservation 15 days prior to his scheduled arrival, the Scout is entitled to a refund on fees paid to date (less the first reservation fee and youth deposit totaling to \$110.00 for in-council youth or \$125.00 for out-of-council youth). If a Scout cancels his reservation 14 days or less of his troop's scheduled arrival date, all prepaid fees are non-refundable. Scout fees are transferable to another week within the same year. In the case that an adult may not attend, they will be issued a refund for the total amount paid. Medical exceptions may apply with a physician's statement. All refunds will be processed after August 15, 2018.

## Campership Assistance

The Mason-Dixon Council believes that all Scouts should be able to attend summer resident camp, regardless of their financial situation. Limited funds are available from the council to assist local Scouts/families who may need financial assistance. Campership Application is available on [mdcscouting.org](http://mdcscouting.org) under forms. ***The deadline for Campership Applications submissions is May 13, 2018.***





# Staff Opportunities

## Sinoquipe Scout Reservation Camp Staff

We depend on a highly-skilled, dedicated and enthusiastic group of Scouts and Scouters to operate Camp Sinoquipe each summer. Serving on camp staff is truly the summer experience of a lifetime. It's a unique chance to learn, to share your knowledge, be a leader, work on a team... and to touch the lives of the 1,200+ Scouts who will pass through the camp's gates this year.

We hope that you will encourage your best Scouts to apply for staff positions so that we can truly offer the best role models and teachers to all troops who attend Camp Sinoquipe. The staff undergoes extensive training in BSA Policy, First Aid, CPR, Customer Service, Teaching Techniques, Safety, Youth Protection, and many more topics before they ever meet their first camper. Contact the Scout Service Center or visit [mdcscouting.org/campstaff/](http://mdcscouting.org/campstaff/) to fill out an application.

## Camp Staff Positions

### Counselor-In-Training (Age 14)

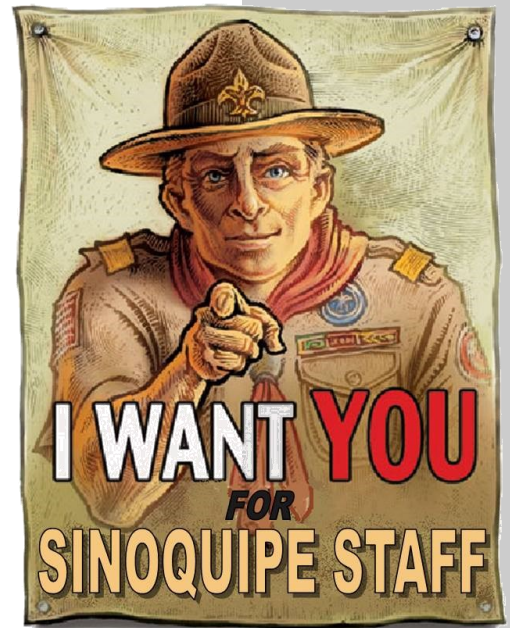
Seven weeks of hands-on training, learning to be a summer camp staffer in various areas throughout camp, plus an intensive leadership and teaching skill program. CITs also have the ability to work on merit badges and develop their own leadership skills.

### Counselor or Support Staff (Age 15+)

Teach merit badge sessions, lead special programs, work in the kitchen, camp office, or trading post.

### Senior Staff (age 18+)

Senior staff include Managers, Area and Assistant Directors, Camp Chaplains, Health Officers, and Commissioners. Area Directors (age 21+) are here to ensure the program within his or her area is carried out according to the standards of the BSA. He or she is responsible for the staff members and CITs working in their area, as well as keeping accurate records of merit badges or specialty awards completed.



# Be Prepared for Summer Camp

## Required Medical Forms & Medication

**All campers and adult leaders must have a BSA universal Annual Health & Medical Record (Form No. 680-001, revised in 2014)** which is an annual health history, signed by the Scout and parent/guardian, and supported by a medical evaluation completed by a licensed physician, within 12 months prior to attending camp. Parts A, B and C of the form must be completed **in full** and a copy of the individual's insurance card (front and back) should also be attached with any other pertinent medical information. The forms will be kept on file at the Health Office and returned to the Unit at the end of the week. Rotating adult leaders must present a completed medical form upon arrival. Unit leaders are encouraged to collect all medical forms before camp and check them for completeness. Campers and adults who arrive at camp without a properly-completed medical form will be sent home after 72 hours. **This policy is strictly enforced.**

Bring ALL medications to health check-in. Medications must clearly be marked with the Scout's name and instructions. All prescription drugs are to be kept in locked storage at all times, whether in the First Aid Station (if needing refrigeration) or in your campsite under the direction of the Health Officer in agreement with the Troop leader. The Health Officer is the key administer of the camper's medications, but the unit leader is still responsible to ensure that the camper follows the prescribed treatment schedule. If medications are administered in the campsite the unit leader must keep a log of dispensed medications which will be coordinated with the Health Officer. A standardize form is available in the Addendum of Supplement Forms provided. It is the Scoutmaster's responsibility to remind Scouts to take their medication on time. Use of any non-prescription or over-the-counter drugs must also be disclosed to the Health Officer.

## Accommodating Special Needs

The staff of Camp Sinoquipe is committed to fully including all Scouts in all aspects of the summer camp program. Often, meeting the needs of all campers and leaders requires minor adaptations of our facilities, staffing, and instructional plans. Special menus, one-on-one instruction, accessible sites, individual counseling and other provisions can be made for Scouts or leaders because of physical disabilities, learning disabilities, medical conditions, particular dietary requirements, religious practices or other special needs. Unit leaders or parents should contact the Camp Director well in advance to outline the specific needs of Scouts and leaders in their troops. Any **dietary needs** should be emailed to [robert.holsinger@scouting.org](mailto:robert.holsinger@scouting.org) within two weeks prior to your arrival.

Date	Objective To Be Met
Autumn	Select the week your troop will attend Camp Sinoquipe and send the application to the Council Office.
January	Determine the troop leadership that will accompany the boys to camp (Remember that 2 deep leadership is required); Plan a troop rally for parents to be held in February or March.
February	Secure first payment from Scouts planning to attend camp; Schedule Order of the Arrow elections with your home lodge.
March	Pay first youth registration fee due March 15; Determine the advancement needs of the Scouts attending camp.
April	Pay second youth registration fee due April 15; Start to prepare for merit badges that cannot be completed at camp (see Merit Badge Prerequisites for more information).
May	Pay final youth registration fee due May 15; Complete Medical Forms
June	Mail completed Medical Forms and Pre-Swim Checks to: (send photocopies only) Sinoquipe Scout Reservation, 677 Boy Scout Rd., Fort Littleton, PA 17223. Troop ____, Week ____ Attention Health Officer
Week Prior	Complete online Merit Badge Pre-Registration; Inform parents of emergency procedures and contacts before departing for camp; Complete final youth and adult roster; Pay any outstanding fees; <b>Complete Pre-Requisites for applicable merit badges.</b>





## Trading Post

A full-service trading post is operated at camp. It is stocked with Camp Sinoquipe custom items, including patches and T-shirts; Official Boy Scouts of America merchandise and uniform accessories; merit badge pamphlets; handicraft kits; and an assortment of beverages, candy, ice cream and healthy snacks. In addition to cash and checks, Visa and Mastercard are also accepted. Regular business hours are posted. Generally, the Trading Post is closed during dinner, camp-wide campfires and Chapel services.

Bags of ice are available for purchase at \$2.00 a bag. You may purchase vouchers at the Trading Post and redeem them at the Dining Hall. Ice is for units wishing to keep items cool in their personal coolers in their campsites.

## Contacting Scouts & Leaders by Mail

Parents may wish to send mail or packages to their son at Camp Sinoquipe. Please realize that sometimes letters may cause homesickness. Excessive letters and packages may become problematic. All outgoing mail should be placed in the outgoing box in the Office by 10:00 A.M. daily. Incoming mail should be addressed as shown above. Please be aware of standard mailing times before mailing letters and packages to camp. All mail will be marked "Return to Sender" if it arrives at camp after the troop has departed.

**Scout's Name  
Troop # , Week #  
Camp Sinoquipe  
677 Boy Scout Road  
Fort Littleton, PA 17223**

## Phones, Internet & Communications

### Phones

There is a business phone in the Camp Administration Office for business purposes and "emergencies". The phone number will be available prior to camp. If no one answers, please leave a voice mail. **If there is a true EMERGENCY, between 10:00 PM and 7:00AM call 717-987-3464 (Ranger's Home).** Incoming calls for Scouts will be accepted on the business phone. The message will be relayed to the troop leader (most likely at the next scheduled camp meal) and the Scout may return the call at a later time. The business phone cannot be used for outgoing personal calls.

**Cell Phones:** Troops are encouraged to set their own policies regarding use of cell phones by Scouts. Phone access often leads to homesickness and other problems. Availability of accessible power outlets to charge phones in camp is limited. We are happy to charge phones for *adult leaders* at the Office or Leader's Lounge. Cell coverage at camp varies by provider.

**Email & Internet:** Limited Wi-Fi internet connection is available at the Leader's Lounge in the Administration Building for leaders with wireless-capable devices.

## Boy Scout Equipment Checklist

### Recommended Personal Equipment

- ☐ Complete Boy Scout uniforms\*
- ☐ Order of the Arrow Sash, if a member
- ☐ Underwear and socks for at least 6 days
- ☐ Scout T-shirts (5)
- ☐ Long sleeve shirt (1)
- ☐ Long pants (2 pairs) and Shorts (4+ pairs)
- ☐ Jacket, sweater, sweat-shirt, ball cap
- ☐ Swimming trunks
- ☐ Hiking boots, athletic shoes, and old shoes for boating; shower shoes
- ☐ Sandals (only to be worn while participating in waterfront activities)
- ☐ Rain gear
- ☐ Sleeping bag or blankets, pillow
- ☐ Toilet kit (toothbrush, soap, shampoo, towels, washcloth, etc.)
- ☐ Notebook, pencils, pens
- ☐ Scout Handbook, merit badge booklets, prerequisite materials
- ☐ Flashlight with extra batteries
- ☐ Wrist watch (is very helpful)
- ☐ Pocketknife (if Totin' Chip earned)
- ☐ Personal first aid kit
- ☐ Water bottle or canteen
- ☐ Backpack, daypack
- ☐ Spending money for Trading Post purchases (First Year Campers will need an additional \$10 for basketry and leatherworking supplies; average per Scout spent is \$50-\$75 weekly)
- ☐ Camera
- ☐ Fishing gear
- ☐ Religious materials
- ☐ Insect repellent (non-aerosol); Sunscreen
- ☐ Medical form, prescription medication

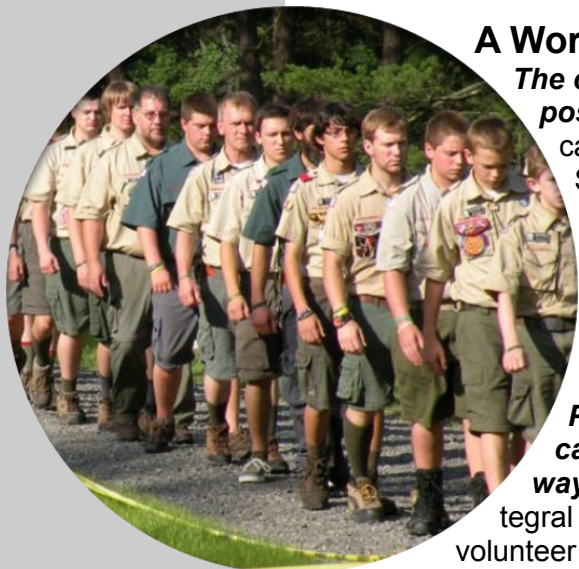
### Troop and Patrol Equipment

- ☐ American and Troop flags
- ☐ Lantern (with extra batteries)
- ☐ Patrol flags
- ☐ Cookout provisions
- ☐ Scout Axe, bow saws, extra rope, etc.
- ☐ Hand sanitizer or antibacterial soap
- ☐ Troop First Aid Kit
- ☐ Teaching aids (merit badge books, equipment, etc.)
- ☐ Merit Badge Cards (Blue Cards)

\*Daytime Camp Uniforms are a Scouting appropriate T-shirt, Scout shorts, Scout socks and close-toed shoes. The official Scout uniform is strongly recommended for ALL Evening meals, campfires, ceremonies and religious services.

For **Things to Leave at Home** see page 15

# Leadership and Conduct



## A Word About You and the Camp Staff

**The camp staff is here to assist you, the troop leaders, in making possible a truly great camping experience for your troop.** Our camp staff is comprised of highly-skilled, well-rounded Scouts and Scouters, selected based on their knowledge, level of experience, leadership, enthusiasm for Scouting, and overall maturity. We strive to hire only the best role models and teachers, and like you, they are making personal sacrifices to be part of camp for the summer. Together, you and they can make possible, a finer camp experience for your Scouts. Each of you shares this responsibility.

**Please remember one thing as you go into this big adventure of camp: the staff will help, assist, and accommodate you in every way they can, but they will not take over your troop.** You are an integral part of our extended team. Occasionally, a leader may be asked to volunteer in a program area or with a specific project or activity. But, remember first and foremost, you are the leader, you are the person your boys know and respect. You give them understanding and leadership, maintain discipline, and you give them the adult direction and counsel needed in camp. Do this, and the boys will look back many years hence and recall with fond memories their association with you in camp.

Please direct any special requests, problems or concerns directly to the Area Director, Program Director or Camp Director. As part of our camp's **Open Door Policy** any leader or camper may request an appointment with the Camp Director or Program Director to discuss any issue confidentially. If a unit leader desires to volunteer in a program area, please consult with the Program Director.

## The Adult Leader's Role at Camp

Camp Sinoquipe exists to deliver the Scouting program in the outdoors. Scouting is at its heart a "game with a purpose," a game which boys play under the leadership of their peers, with the guidance of adults. The role of an adult is one of coach, counselor, mentor, teacher, friend and guide to the youth.

In general, unit leaders are responsible for maintaining unit safety and discipline at all times, which includes the safe travel to and from camp. They are responsible for coordinating troop activities to ensure maximum benefits to participants, and be aware of each Scout's personal growth. Unit leaders are also responsible for completing and turning in camp evaluations.

In exchange, the staff will create opportunities for leaders to be actively involved in the fun as more than spectators and cheerleaders. Your participation in camp wide activities, visits to program areas, interaction with fellow leaders, staff and Scouts to provide counseling and guidance, and punctual attendance at designated meetings shows your Scouts how much you care. Remember, if they see you having fun, they will too.





## The Scoutmaster at Summer Camp

As Scoutmaster, you have a key role in your troop while at camp. Camp Sinoquipe has a staff that is eager to assist you and tend to your unit's needs. Your job...

### Before Camp

- ☐ Read *the entirety* of the 2018 Camp Leader's Guide and share it with your other adult and youth leaders.
- ☐ Meet with your troop to familiarize them with camp, its offerings and policies.
- ☐ Keep track of each Scout's payment for camp and turn in all together to the Service Center.
- ☐ Meet with each Scout, know his advancement goals, interests in programs, and help him make the right decisions to have the best time at camp. Complete a schedule with each camper and submit it to our online merit badge sign-up (see p. 21). A merit badge schedule worksheet is available on p. 29 to assist the campers.
- ☐ Fill in all requested forms and submit them to camp at least two weeks prior to arrival
- ☐ Make sure each Scout's and adult's medical form is current, completely filled out, and handed in to you.
- ☐ Make sure **ALL** adults who will be attending camp have current Youth Protection Training with proof handed in to you.
- ☐ Review check-in and check-out procedures with your Scouts and parents. Arrange for an arrival time on Sunday and a pick-up time on Saturday.

### During Camp

- ☐ Check in at the appropriate time, following the direction of the camp staff. At check in have all medical forms, medications, additional fee payments, and orders for troop photos.
- ☐ Attend the Sunday Leaders' Meeting and brief Scouts and leaders about camp policies and procedures.
- ☐ Assure that your troop complies with the guidelines in this manual and all supplementary information.
- ☐ Keep track of each Scout's advancement progress, see that they are attending sessions, activities and meals.
- ☐ Attend Scoutmaster Meetings throughout the week.
- ☐ Close your camp experience by checking out at the camp office on Saturday.
- ☐ Complete an adult leader evaluation form and return it to the camp office prior to departure.
- ☐ Thoroughly check your troop packet on Friday night for all cards and advancement records, and have a list of corrections ready for Saturday's checkout.
- ☐ Arrange for all Scouts to have appropriate transportation home.

## The Senior Patrol Leader at Summer Camp

The Senior Patrol Leader is the key youth leader in the troop and coordinates the work of all the troop's patrol leaders. Their duties before and during camp are explained in detail in the SPL Guide. This guide can be found at [Sinoquipe.org](http://Sinoquipe.org) when released.

**"The more responsibility the Scoutmaster gives his patrol leaders, the more they will respond."**

**- Sir Robert Baden-Powell,  
Founder of the Scouting Movement**



# Emergency Procedures

## General Procedures For Troops

*In case of any emergency in camp a siren with sound. All camp staff, campers (youth and adults), as quickly and safely as possible, report to the PARADE FIELD. Unit leaders will conduct a roster check (not a head count) as Scouts assemble. A report of your unit's status by the unit leader will be made to the Program Director at the flag pole. The Program Director will give instructions depending on the situation. All are to remain until an all-clear signal is given.*

- **LOST SWIMMER** - All trained staff will be directed to the waterfront and participate in the lost swimmer procedures under the direction of the Aquatics Director.
- **LOST CAMPER** - Staff will be given the name of the lost person, what the person was wearing and where the person was last seen. The Camp Director will coordinate the search in the area the person was last seen, and notify local authorities.
- **SERIOUS HEALTH EMERGENCY** - The Health Officer or Camp Director should be notified immediately. They will arrange for medical transportation if necessary, and notify the parents in a proper manner. All health related matters will be recorded in the Camp First Aid Log. REMEMBER TO REPORT ALL INJURIES TO THE HEALTH LODGE even if they are considered minor.
- **HIGH TEMPERATURE** - Two flags will be flown, one at each end of the Dining Hall, to display the current temperature conditions. Temperatures will be verified twice each day. Conditions and flag colors are as follows:

<p>Normal Conditions. Under 85° F. All activities operate as planned.</p>	<p>85 to 92° F Some restrictions on extreme physical activities are suggested. Scouts and Leaders should drink plen- ty of water.</p>	<p>92 to 100° F Restrict all physical activities to 1 hour intervals and watch for signs of heat related illnesses. Insist on water consumption.</p>	<p>Over 100° F Restrict all physical activity and instruction to well shaded areas. Insist on water consumption and watch for heat related illnesses.</p>
GREEN	YELLOW	RED	BLACK

## SEVERE WEATHER-RELATED EMERGENCIES

- ⇒ **STORM** - If weather conditions become unsafe, the alarm will sound and all campers will be directed to the Dining Hall. Leaders may bring Scouts to the Dining Hall at their discretion at any time.
- ⇒ **LIGHTNING/THUNDER** - The waterfront, high COPE course and climbing tower will evacuate all campers and those areas will remain closed until the storm has passed. Stay away from open areas and avoid touching metal objects.
- ⇒ **HURRICANE/TORNADO** - The Camp Director will initiate the evacuation of campsites to a central building, recall of outposts and take other safety measures based on his judgment of available weather data.
- ⇒ **EARTHQUAKE** - Come down from high places (trees, towers, etc.). Seek shelter free from overhead hazards.
- **FIRE** - Report fire to the first available Staff Member, Area Director, Program Director or Camp Director. Leaders will be informed of the situation, and must remain with their Scouts.





# Wildlife & Food In Camp

## General Safety Around Animals at Camp

Camp Sinoquipe offers a wide range of exciting adventures including the opportunity to observe many types of birds, fish and wildlife. Undoubtedly the opportunity to see a raccoon, turkey, deer, black bear, or even an eagle in their natural habitat will provide lifetime memories.

Seeing animals in their natural habitat is always a pleasure; but, it is wise to remember that they are the permanent residents of the camp while you are just a visitor. Treat them with respect, give them enough space so they will not feel threatened by your presence, and they will seldom present a threat to your safety. When an animal feels frightened, threatened, or trapped, it may fight for its life by attacking, scratching, or biting. In the event you are injured, seek treatment quickly. A doctor must determine whether rabies treatments will be necessary.

Young wildlife sometimes strays from their parents and appear to be lost or abandoned. In most cases however, the parents know where the youngster is. Taking in an apparently lost or abandoned animal usually does more harm than good. Wild animals are best left in the wild. If the animal is obviously sick or injured, notify the Camp Director or Ranger.

## Special Note On Bears

Each year, a black bear or two may wander through camp. Avoidance of bears, and most wildlife, can be summed up in one word—FOOD. If an animal doesn't find food, it will move on. Most conflicts between people and wildlife, especially bears, are linked to careless handling of food or garbage. Learn to live responsibly with wildlife.

To assist in keeping the campsites beautiful, and unwanted animal visitors away, there will be daily trash pickup at each of the campsites. All trash must be bagged and by the side of the road, no later than 2:00 p.m. ***Any food in campsites must be removed overnight to prevent unwanted animal visitors.***

## General Guidelines For Animal Safety

- Keep a clean campsite
- Keep food and smellables out of your tent
- At night, lock food and smellables in vehicles
- Never approach or follow wild animals
- Do not feed wild animals
- Don't mistake a passive animal as a sign of safety
- Never tease or attempt to pick up wildlife
- Leave young animals alone, a protective mother is usually nearby
- Notify Camp Ranger or Camp Director of sighting of large animals, such as bear
- Avoid aggressive behavior such as:
  - ⇒ Direct eye contact, even through a camera
  - ⇒ Walking directly toward an animal
  - ⇒ Following an animal that has chosen to leave
  - ⇒ Circling or standing around an animal

***Be Prepared, and you will have a safe and exciting adventure at camp.***



# Camp Policies



*At Sinoquipe Scout Reservation, the Scout Oath and Law are our guiding principles. Profanity and offensive actions will not be tolerated. Behavior must be appropriate to the Scouting Code of Ethics. We expect each leader to provide the guidance within the troop to follow these principles, the policies of the camp, the council and the Boy Scouts of America.*

- **Alcoholic Beverages and Illegal Drugs:** The BSA alcohol/drug policy will be strictly enforced. No alcohol or drugs are to be in camp. Use or possession of either will result in a call to the Pennsylvania State Police who will take appropriate measure. (This applies to adult Scouters and camp staff as well).
- **Discipline** of Scouts is the responsibility of all adult unit leaders. For the benefit of ALL Scouts participating in the camp program, please help the camp staff by maintaining the discipline of the Scouts in your unit.
- **Firearms / Weapons** are **PROHIBITED** at camp. Any weapons related to martial arts or personal protection will be confiscated and turned over to the Pennsylvania State Police for proper disposal. Campers are **PROHIBITED** from bringing their personal firearms, ammunition, bows and arrows and crossbows to camp.
- **Fireworks** of any type are prohibited in camp and are against the law in the Commonwealth of Pennsylvania. Items will be confiscated and turned over to the Pennsylvania State Police for proper disposal.
- **Fishing** is permitted during daylight hours. Fishing is not permitted within 50 feet of the Waterfront area. A fishing license is not required to fish. The catch and release method is preferred, unless the fish will be used for merit badge purposes.
- **Injuries** (see p.12 for additional information) must be reported to the Health Officer immediately. In case a need for emergency medical transport of a youth arises, an adult leader from the Scout's troop will transport the Scout to the hospital. Our Health Officer should remain in camp for other emergencies. Two deep leadership can be arranged in the campsite if necessary.
- **Leaving Camp Property** is not permitted without staff escort and prior approval. Adults and Scouts leaving or returning to camp property must use the sign-in/sign-out clipboard kept outside the Administration Office door.
- **Litter:** Everyone must cooperate to keep the camp free of litter. Strong leader enforcement is appreciated.
- **Personal Property:** The Mason-Dixon Council is not responsible for loss or damage of personal property at camp. Scouts are encouraged to lock their valuables in a trunk or footlocker. Report any theft immediately to the Camp Director.
- **Pets** are not permitted in camp at any time during the camping season in compliance with the Pennsylvania State Health and Safety Codes. This policy does not pertain to pets of permanent camp residents or service animals. Please share this policy with family members and other visitors prior to arriving at camp.
- **Program Areas** such as COPE/Climbing, Shooting Ranges, the Waterfront, and other designated areas, are off limits to Scouts and Scouters when not open or staffed by an authorized person.





- **Running** in camp is not permitted due to the presence of the many tripping hazards such as tree roots, rocks, and uneven ground.
- **Shoes** such as sandals, flip-flops, “aqua socks,” Crocs, and other open-toed or open-heeled shoes are only permitted in shower houses and the Waterfront area. For your own protection, sturdy closed-toe shoes (boots or sneakers) are required.
- **Shortcuts:** To respect the privacy of other campers, and to minimize the impact on the surrounding habitat, do not shortcut through other campsites.
- **Smoking:** including the use of electronic cigarettes and vapes, by adults over the age of 18 is allowed only in designated areas (adjacent to the camp parking lot). We strive to keep the use of tobacco products on camp property out of the vision of Scouts.
- **Staff Quarters** are off limits to Scouts. This includes the area around the Camp Director and the Camp Ranger’s homes, as well as the maintenance facilities.
- **Swimwear:** To ensure the level of modesty expected by members of our organization. Bikini style swimsuits are prohibited during the course of swimming activities. One piece swimsuits will be required for female campers, and trunk style swimsuits will be required of male campers.
- **Uniforms:** It is recommended that campers have and properly wear a complete Boy Scout summer field uniform while in camp. The summer uniform consists of a Scout short-sleeved shirt (khaki), Scout shorts (olive green), and Scout socks. Neckerchiefs and hats are at the individual unit's preferences. This uniform should be worn daily for the flag ceremonies and evening meal, and camp-wide campfires. At all other times, Scouts are encouraged to wear the Scouting activity uniform (Scouting T-shirts). Units are encouraged to hold uniform inspections prior to camp in order to make any necessary corrections. \*Note to leaders: Please request that Scouts leave articles of clothing at home which may advertise or promote anything that may contradict the values and ideals of Scouting.
- **Vehicles:** For the safety of all campers vehicles are not permitted in camp. A maximum of two vehicles per troop will be permitted to load and unload at campsite, but must then be parked in the parking lot. If a vehicle is needed for medical reasons, please obtain a vehicle pass from the Health Officer upon arrival. Advance arrangements may be made with the Camp Ranger to transport large items.
- **Visitors:** Except for Friday evening’s cookout and campfire, visitations are not encouraged and should be kept to a minimum. These visits, while well intentioned, can interfere with a Scout’s participation as well as his advancement. All visitors are required to sign in at the camp Administration Office and receive a security wristband.



For the safety and enjoyment of yourself and other campers, please make sure to leave the following items at home. It is extremely important that ALL Scouters, Scouts and parents are informed of this

### What NOT To Bring To Camp

- |                                    |                              |                                  |
|------------------------------------|------------------------------|----------------------------------|
| ■ Firearms                         | ■ Personal archery equipment | ■ Bicycles                       |
| ■ Sheath knives                    | ■ Electronic games           | ■ Laser pointers                 |
| ■ Any knife larger than a 4” blade | ■ Snuff                      | ■ Cigarettes and tobacco         |
| ■ Fireworks                        | ■ Loud stereo equipment      | ■ Illegal substances of any kind |
| ■ Alcohol                          |                              |                                  |



# Youth Protection at Camp

Sinoquipe Scout Reservation takes our responsibility for the welfare of the youth very seriously. In accordance with BSA policy, any adult accompanying a Boy Scout troop to a resident camp or other Scouting activity lasting longer than 72 hours must be registered as a leader, including the completion of Youth Protection training, even if they are a parent of a scout on the trip.

**If a child reports being abused or if you suspect abuse, contact the Camp Director immediately. Do not discuss the matter with other Scouts or leaders.**

## Youth Protection Procedures

The following barriers to abuse within Scouting are used at camp to ensure the safety of our youth campers. We expect adult leaders to follow these guidelines at all times:

- **Two deep leadership is required at all times.**
- **No one-on-one contact:** Personal conferences must take place in plain view of others.
- **Respect of privacy:** Separate shower facilities are provided for youth (under 18), adults (18 and older), as well as males and females. Adults may intrude on privacy only as required for emergency health and safety concerns.
- **Separate accommodations:** Youth Scouts may not share a tent with an adult unless the adult is a parent. Male and female leaders may not share a tent unless they are married. Scouts should not share tents with other Scouts who have more than a 3-year difference in age.
- **Proper preparation for high-adventure activities:** Activities with elements of risk should only be undertaken with proper equipment, clothing, supervision, and safety measures.
- **No secret organizations are recognized by the Boy Scouts of America.** All aspects of the Scouting programs are open to observation by parents and leaders.
- **Appropriate attire:** Proper clothing is always required (e.g. skinny-dipping is not appropriate). Additionally, swimwear at camp should be trunks for males and one-piece type suits for females.
- **Constructive discipline:** Discipline should be constructive and reflect Scouting's values. Corporal punishment is never permitted.
- **Hazing, Initiations and Bullying are strictly prohibited:** Physical hazing and initiations of any type are prohibited and may not be included as part of any Scouting activity.
- **Youth leader training and supervision:** Adult leaders must monitor and guide the leadership techniques used by junior leaders to ensure that Boy Scouts of America policies are followed.

## All Individuals Are Identified

For the safety of our campers, **all Scouts, adult leaders, staff and visitors will be issued color-coded wrist bands that must be worn at all times.** This identification is presented at the time of check-in at the camp office and must be on and visible at all times throughout the duration of the camp stay. All visitors and rotating leaders must report to the Administration Building to sign-in and sign-out. Anyone in camp who is not properly identified should be reported immediately to the camp office or the first available staff member.





# Check-In and Check-Out

## Sunday Check-In & Arrival

The designated arrival time for units is **between 12:00 noon and 2:00 PM on the Sunday beginning each session**. Please do not arrive any earlier than 12:00 noon. Please instruct all Scouts to arrive at one time, as a unit. Troops will be checked-in as a single unit, not by individual camper. Scouts will not be admitted in camp until their unit leadership has arrived and the troop officially checks in.

When you arrive at camp, please park all vehicles in the Parking Lot. After the entire troop has arrived, the Scoutmaster and Senior Patrol Leader will report to the OA Lodge for check-in procedures.

Please bring the following documents for registration at the OA Lodge:

- Completed Troop Roster
- Any outstanding camper fees
- Any receipt of payments
- Proof of insurance (for out-of-council troops)
- A smile and great attitude to start the week!

At this time, you will be given wristbands that must be worn at **all times** by **all campers** for the duration of the week. A Troop Guide will be assigned to your troop for the remaining check-in process.

**To expedite your check-in process**, we strongly encourage pre-swim tests in addition to your pre-submitted mandatory health forms (mailed to the address to the right). Units with this completed, will then participate in an abbreviated check-in on Sunday. For information on the pre-swim test, see the form in the appendix.

CONFIDENTIAL  
Sinoquipe Scout Reservation  
Attention: Health Director  
677 Boy Scout Road  
Ft. Littleton, PA 17223

During standard check-in, your troop will be given the option to proceed directly to the orientation tour, health check and swim test (if you're prepared by wearing a swim suit / towel) OR you may proceed to your campsite first to unload gear, change into swim suits and then complete your health check, swim test and orientation tour. When the troop has completed this process you are free to set up your campsite and enjoy the afternoon.

## Sunday Schedule

12 Noon to 2:00PM	Check-in procedures
4:45PM	Merit Badge adjustments at Hose Pavilion
5:45PM	Flag ceremony at Parade Field
6:00PM	Dinner
7:45PM	Leaders meeting at Le Bleu Pavilion
8:45PM	Assemble on Parade Field for opening campfire

## Saturday Check-Out & Departure

After breakfast on Saturday morning, Scouts and leaders will report to the Parade Field for awards and recognition. Troop reservations for next year can be made prior to departure. Before you depart from camp, your Troop Guide will inspect your campsite for cleanliness and evaluate the condition of camp-issued equipment. If there is any damaged or missing equipment, you are responsible for reimbursement before departing. Once your Troop Guide is finished inspecting your site, you are free to depart.



# Reservation Facilities

## Good Stewardship

Sinoquipe Scout Reservation is a year-round camping facility maintained by the Mason-Dixon Council. The Camp Ranger, Council Camping and Outdoor Programs Committee and Guneukitschik Lodge work hard to maintain and improve the facilities. The continued improvement of our summer camp program is dependent on the care of our facilities. Scouts and Leaders must be good stewards of the Sinoquipe facilities, equipment and environment so that they may remain for others to enjoy in future years.

## Campsite Equipment

Each site is equipped with canvas tents, platforms, cots and mattresses based on the recommended capacity for your site. All sites have a latrine, wash facilities, flagpole, picnic tables and bulletin board. Equipment such as bow-saws, rakes and shovels may be signed-out from the Quartermaster and must be returned prior to departure. Unit leaders are responsible for proper use and care of all equipment in your site. Your site will be inspected at the beginning and end of the week. Units will be charged for repair or replacement of property and equipment damaged due to misuse. Please inform the Camp Office of accidental damage as soon as it occurs.

## Campsite Inspections

Campsites will be inspected daily for cleanliness, safety and camp craft projects. Troops are responsible for all trails leading from the main road to their campsite. They are also responsible for the main road in front of their campsite. Campsite inspection procedures will be discussed further at the Sunday evening Scoutmaster meeting.

## Campsite Policies

*Please make sure your Scouts understand the importance of these policies.*

- **Camp Tents:** In order to maintain the quality and durability of our tents, we ask that you not tack, pin or nail anything to the tents, their poles, or platforms. No open flames or insect spray is allowed in tents. Any damages incurred will be the troop's financial responsibility.
- **Campfires** are a potential hazard in camp, particularly if drought conditions exist. Campers must be cautious with fire following the guidelines of the Camp Fire Guard Plan and Outdoor Code. During times of extreme drought or high heat, a ban on open fires may be imposed. You will be notified if those conditions are in effect.
- **Knives, Saws & Axes** may be used only in campsites and program areas (axes will not be provided through the Quartermaster). Proper axe-yards and Totin' Chip rules must be followed. It is the responsibility of the Unit leadership to insure safety precautions are followed. Sheath knives or knives with blades longer than 4" are NOT permitted at camp.
- **Quartermaster:** Items checked out from the Quartermaster that are damaged, lost or stolen, must be replaced, fixed, or paid for by the unit before leaving camp.
- **Quiet Time:** Scouts need approximately 8 hours of rest daily. Leaders are expected to set the example by respecting quiet times for the benefit of neighboring campers. Please keep activities to a minimum between the hours of 10:00 p.m. and 6:30 a.m. During those hours, campers may not be out of their site without adult supervision. Scouts should be out of the shower area by 9:30 p.m. and back to their campsite by 10:00 p.m.
- **Tree cutting** is to be done only with permission of the Camp Ranger. Cutting of live or standing timber is prohibited.





## Patrol Cooking/Cookout

Campsite cooking is done camp-wide on **Friday** evening. This time could also be used by the troop to provide additional opportunities for Scouts to complete rank advancements. Your meal (hamburgers, hotdogs, baked beans, chips, cookies and bug juice) will be delivered to your site between 4:00 and 5:00PM. Additional food can be acquired for visitors, for a fee of \$6.00 per person. You may also supply your own food for visitors. Please purchase additional meals for Friday evening visitors on Thursday evening. Though only one cookout is scheduled per week, additional cookout times are available. If you wish to have additional cookouts, please advise camp management at least 1 week in advance of your arrival at camp.



## Public Areas of Responsibility

Campers are expected to cooperate and take their turn cleaning the showers. Shower cleaning must be completed by 2:00 PM each day. Shower cleaning will be considered as part of your campsite inspection score. Unit shower cleaning duties will be reviewed at the Monday Morning SPL meeting.

## Trash Pick-up

Trash pick-up will be done on a daily basis. Please have your full bags of trash securely tied and placed along the road near your campsite by 2:00 PM. **Ensure any food is properly stored or disposed of prior to lights out.**

## Mike Callas Memorial Dining Hall

Unless otherwise arranged, all meals are prepared by the Dining Hall staff and are served cafeteria style. Scouts sit by patrols at tables assigned to their troop. The morning and evening meals will be preceded by a flag ceremony at the parade field. For the midday meal, Scouts will report to the Dining Hall. In the case of inclement weather there will be no flag ceremony and units should report directly to the Dining Hall porch.

**Please Note: At ALL times throughout the day, Scouts must wear shoes and a shirt while in the Dining Hall. A full field uniform is the dress for all evening meals. No food is to be carried out of the Dining Hall, with the exception of fresh fruit which is available all day.**

## Table Waiter Duty

At each meal, one Scout from each table is assigned as the table waiter. The waiter reports to the Dining Hall fifteen minutes prior to each meal to set the table. The waiter remains after the meal to clean up his table by stacking and removing all dishes, only after the units have been dismissed. This will prevent excess noise and mess during the eating period. The Dining Hall Steward will dismiss table waiters when their responsibilities are completed.

## The Outdoor Code

As an American, I will do my best to:

- Be clean in my outdoor manners; Be careful with fire;
- Be considerate in the outdoors; Be conservation minded



# Daily Schedule

<b>MORNING</b>	6:15	Run For Life
	6:30	Polar Bear
	7:45	Flag Ceremony
	8:00	Breakfast
	9:00—12 Noon	Program Time
<b>AFTERNOON</b>	12 Noon	Lunch
	1:00	Turtle Time
	2:00—5:00	Program Time
<b>EVENING</b>	5:45	Flag Ceremony (Field Uniform)
	6:00	Dinner (Field Uniform)
	7:00—10:00	Evening Program

**Program Time** is not just for Scouts to work on merit badges. Scoutmasters have the opportunity for fun and advancements during this time as well. More information about specialty programs and trainings can be found on pages 32-33.

**Turtle Time:** A one-hour timeslot from 1:00-2:00 p.m. to maintain your campsite, work on campsite improvement projects, complete shower duty when assigned, and to prepare your Scouts for the remainder of the day.

**Evening Programs:** Camp Sinoquipe offers a variety of evening activities, which are listed on the Evening Activity Schedule that is available in the Scoutmaster's Packet. The Scoutmaster's Packet will be made available online at a later date.

Each night camp-wide programs are offered to allow Scouts and Leaders in camp to come together for great trainings and activities. This includes opening and closing campfire, Chapel service, volleyball tournament (a suggested team size of five individuals), and other activities. Some of the specialty programs and trainings also take place at this time and can be found on pages 32-33.

**Inter-Troop Activities:** Troops are encouraged to get together with another unit for cracker barrels, campfires, or to participate in camp activities. Need ideas for evenings around the campfire? Activities and campfire food suggestions can be found on the **Mason-Dixon Council, BSA "Camping"** board on Pinterest.





# The Advancement Program

Camp Sinoquipe offers advancement programs for Scouts of all levels including Lakusin (first year camper), High Adventure programs like Project COPE, and Sinoquipe Mountain Man for older campers, and merit badges for all skill levels.

## Planning Your Troop's Program at Camp

To get the most out of your summer camping experience, time should be dedicated to planning your Troop's program prior to arriving at camp. We encourage the Scouts to take a front seat in planning their own experience at camp. Regardless of their rank, Scouts will be able to plan a schedule that allows them to get the most out of camp and the Scouting program. First year campers can find details about an exciting summer camp experience in the Lakusin Program on page 22. Older boys may want to sign up for High Adventure programs geared toward them on page 29, while all Scouts can discover more about the merit badges offered at Camp Sinoquipe beginning on page 24. Please keep in mind that a troop's overall program should be aimed at meeting the needs of the troop, the patrol, and the individual Scout.

## Merit Badge Registration

Camp Sinoquipe offers Merit Badge preregistration. Registering for merit badges before arrival will allow Scouts, leaders and camp staff to better prepare for the Scout's week at camp.

Merit badge preregistration will be completed online and checked for accuracy. The Troop liaison will receive a link to the online registration beginning when the council **receives final payment and troop rosters. Early merit badge preregistration will begin on April 27, 2018, for troops with all fees paid.**

This year Camp is offering 'synergy' merit badge sessions. These are multiple badges that feed off each other and lead to a deeper understanding of the material being covered. Scouts will need to bring two blue cards for these sessions as they are two different merit badges.

While we try to keep all merit badge classes open, safety and materials sometimes dictate that certain classes be limited in size. Aquatics, Horsemanship, Shooting Sports, and COPE & Climbing are the most likely to be affected. Any Scout who did not get to preregister or needs to amend their schedule will have the opportunity to do so at the Hose Pavilion on Sunday evening before retreat.

The **Merit Badge Schedule** is found on page 31. This worksheet allows Scouts to better schedule their merit badges.





# LAKUSIN (First Year Camper)



Lakusin translated means ‘to climb higher.’ This program is designed to take the First Year Camper experience to the next level. Lakusin is designed for new Scouts and those attending a summer camp for the first time. In addition to rank skills and merit badge work, Lakusin Scouts will be exposed to a variety of program areas including shooting sports, handicraft, and ecology. All Lakusin Scouts will be working on the same core Scout skills. Totin’ Chip, rope work, orienteering skills, Firem’n Chit, and more. These groups will be lead by a staff member of the Lakusin area who will serve not just as an instructor but as a great friend and positive role model.

In addition to rank skills, Lakusin Scouts will have the opportunity to work on a selection of merit badges during their week in the program. Their merit badge work will be built into their daily schedule and they will not have to sign up for the merit badges separately.

Lakusin Scouts will have the opportunity to work on Mammal Study merit badge, Swimming merit badge (required for Eagle), and a Handicraft merit badge. Handicraft merit badges include Basketry, Leatherworking, Fingerprinting, and Art. Please note: Leatherworking and Basketry each require a kit purchasable from the Trading Post (approximate cost \$5-12). Additional time outside of program hours may be needed to complete these kits. Scouts are encouraged to take only one Handicraft merit badge. If completed early, a Scout may begin to work on another Handicraft merit badge as time permits. For the Swimming merit badge the Scout will need to be a swimmer classification to complete the badge. Every effort will be made to work with the Scout to improve swimming skills if needed.

Unlike merit badges offered to older Scouts, the Lakusin staff will not be “signing off” on requirements. It is up to each unit leader to review the rank skills completed during the week and ensure they are met to his or her satisfaction. At the conclusion of the week, a progress report will be presented to the Scoutmaster for each Scout in the program outlining the rank skills covered.

Below are the tentative requirements that Lakusin Scouts will work on during their week at Sinoquipe.

Rank	Tentative Requirements
Tenderfoot	Req. 3d, 4abc, 5bc, 8
Second Class	Req. 2abcd, 3abcd, 6abcde
First Class	Req. 3abcd



# Merit Badges Offered

This year Camp Sinoquipe is offering some new merit badges for 2018.

Available merit badges are organized into categories — Cultural Center, Health, Trade Skills, Aquatics, Ecology, Horses, Handicraft, Shooting Sports, Scoutcraft, Tech Center and the Older Boy Program — to allow your scouts to better understand our offerings. Difficulties of the merit badges range from basic to advanced. The merit badge schedule can be found on p. 28. There is a map on page 39 you can use to help plan your day.

All merit badges offered at Camp Sinoquipe will follow the most up-to-date requirements found on [scouting.org](http://scouting.org). If a Scout is completing a partial, please speak with staff about what requirements are most appropriate.

## Cultural Center (Meets at OA Lodge)

Diversify your understanding of our nation's past and present with merit badges in the Cultural Center.

Merit Badge	Difficulty	Prerequisites & Comments
<b>NEW</b> American Culture/Indian Lore	Average	None.
Chess	Average	None.
<b>NEW</b> Citizenship in the World	Advanced	Recommended for age 14+ First Class. This eagle required merit badge is offered alternating years with Citizenship in the Nation. May require going to Tech Center during Open Area times.
Communication	Advanced	<b>Req. 5, 7, 8.</b> Recommended for age 14+ First Class
Music	Average	Scouts who play an instrument may wish to bring the instrument to camp.
Public Speaking	Advanced	None, though strong verbal communication skills, or the desire to improve them, are needed.



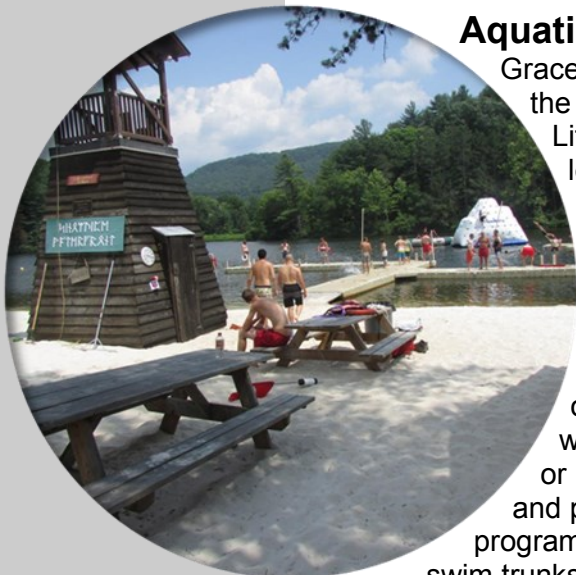
## Health (Meets at Le Bleu Pavilion)

Taught by trained professionals in the emergency field, health merit badges take the Boy Scout's philosophy of "Be Prepared." to the next level by preparing you for emergency

Merit Badge	Difficulty	Prerequisites & Comments
<b>NEW</b> Emergency Preparedness	Advanced	<b>Req. 1, 2, 6c, 8c and 9 need to be completed prior to camp.</b>
Fire Safety	Average	<b>Req. 6a and 11 need to be completed prior to camp.</b> Recommended for older Scouts.
First Aid	Average	<b>Req. 1 and 2d.</b> Bring materials or detailed photographs of your personal first aid kit.

situations you may encounter throughout life.





## Aquatics

Graced with a beautiful 10-acre lake, Camp Sinoquipe's waterfront is under the supervision of a qualified BSA Aquatics Instructor and BSA Lifeguards at all times. During your camp orientation on Sunday each leader and Scout who wishes to participate in any waterfront activity during the week must participate in a swimming ability check. Camp Sinoquipe is accepting pre-camp Swim Classification certificates. (See appendix for form.) Through this check each person will be given a buddy tag assigning that person to the swimming areas in which they may participate. All tags will be kept on a campsite buddy board located outside the waterfront area. You must check in and out of the area each time you enter or leave. You must have a buddy with you and a buddy tag placed in the appropriate area for swimming or boating. Buddy tags must be removed upon departure from the area and placed back on the campsite board. Participants of waterfront programs should bring proper clothing that can get wet such as shoes and swim trunks.

**Open Waterfront:** The waterfront area is open daily at 11:00 AM and 4:00 PM for a variety of activities. Come down and swim, boat or play on the blob. There are also open waterfront times in the evening throughout the week. See the evening activities schedule upon arrival. (Note: there is no 4:00 PM open waterfront on Friday)

**Instructional Swim:** Anyone who needs help honing their swimming skills, we offer an instructional swim daily at 9 a.m. at the Waterfront. Other opportunities for instructional swim may be available if needed. There is no need to sign up, just talk to a member of the Aquatics staff.

**Special Programs & Training** see page 32 for more information on Aquatics Supervisor (BSA Swimming and Water Rescue and BSA Paddle Craft Safety), Polar Bear Swim, Safe Swim Defense/Safety Afloat, which are also offered.

Merit Badge	Difficulty	Prerequisites & Comments
Canoeing	Average	Be a swimmer, bring old shoes that can get wet
Kayaking	Average	Be a swimmer, bring old shoes that can get wet
Lifesaving	Advanced	Be a swimmer and have Swimming MB; Recommended for Scouts I4+ (First Class); <b>Bring clothes suitable for Req. 9.</b>
<b>NEW</b> Rowing	Advanced	Be a swimmer, bring old shoes that can get wet.
Swimming	Average	None.



## Ecology

Nestled on Camp Sinoquipe's northern end, the Ecology Lodge and its surrounding educational area allow scouts an opportunity to discover the environment around them. A water feature graces the middle of the education area, which also includes a pavilion, lodge and nature trail. The Ecology Lodge has a large selection of books, displays and animals for your education and enjoyment.

This year, we are offering Nature and Insect Study as independent study merit badges. Speak to an Ecology staff member to begin work on these merit badges.

There are a variety of additional opportunities to learn about and explore the environment around us. A nature trail is located in the north end of camp near the Ecology Lodge; a listing of plants on the trail can be obtained from a member of the Ecology staff.



Merit Badge	Difficulty	Prerequisites & Comments
Environmental Science	Advanced	Recommended for older Scouts. Some independent project work required.
Fishing	Average	Will clean, cook and eat fish in the program area. Bring your own fishing equipment if able. <b>Bring regulations for Req. 7 or complete this at the tech center during open area hours.</b> A fishing license is not required regardless of age.
<b>NEW</b> Geology	Average	None.
Insect Study	Average	<b>Req. 7 needs done prior to camp.</b> Bring a digital device capable of taking a photograph.
Nature	Average	Bring a digital device capable of taking a photograph.
<b>NEW</b> Reptile & Amphibian Study	Average	<b>Req. 8 needs done prior to camp.</b>
Soil & Water Conservation	Average	Some time may be needed outside of class to work on a conservation project.

## Horses

Horses are returning again this year at Camp, offering an opportunity for both Scouts and Scouters to work with the animals during the morning merit badge sessions. Each scout will need a waiver signed by their parents that will be available in the appendix.

Merit Badge	Difficulty	Prerequisites & Comments
Horsemanship	Advanced	Must wear long pants and boots with heels for trail rides. <b>There is a \$50 fee for this merit badge.</b>



## Handicraft

Whether you are taking a merit badge or interested in learning a new skill, the Handicraft Lodge gives you plenty of opportunities to be creative. The staff is dedicated to helping Scouts create projects with quality workmanship as well as instilling safe work practices. Unlike other program areas all merit badges offered at the Handicraft Lodge can be completed on an independent basis.



Merit Badge	Difficulty	Prerequisites & Comments
Art	Basic	<b>Req. 6;</b> Good beginner merit badge.
Basketry	Basic	Must purchase kits from Trading Post. Good beginner merit badge.
Fingerprinting	Basic	None. Good beginner merit badge.
Leatherwork	Average	Various kits are available for purchase in the Trading Post.
<b>NEW</b> Pottery	Average	<b>Req. 7.</b>
Wood Carving	Average	<b>Req. 2a.</b> Must have Totin' Chip Card. Various projects for sale in the Trading Post. Not recommended for First Year Campers.

## Shooting Sports

Thanks to our "Building For The Future" Capital Campaign, camp boasts a new rifle range. With the new addition, our shooting sports area remains one of the most popular areas in camp. Safety is our number one priority, and all rules must be strictly followed when at the ranges. The Range Officer has ultimate authority and will not hesitate to remove those who do not obey the rules. Unit leaders who are willing to provide assistance in the form of extra eyes and ears are welcome in the area.

**Open Shoots** are now available at 4 p.m. daily.

***No one is allowed to bring their own firearms, ammunition or archery equipment to camp.***



Merit Badge	Difficulty	Prerequisites & Comments
Archery	Average	<b>Req. 1c</b> needs to be completed prior to camp, or can be done by visiting the tech center during open area hours.
Rifle Shooting	Average	<b>Req. 1f</b> needs to be completed prior to camp, or can be done by visiting the tech center during open area hours. Recommended for older Scouts. Maturity and ability to follow directions is needed.
Shotgun Shooting	Advanced	<b>Req. 1f</b> needs to be completed prior to camp, or can be done by visiting the tech center during open area hours. Recommended for older Scouts. Maturity and ability to follow directions is needed. <b>There is an ammunition and clay target fee of \$15.</b>

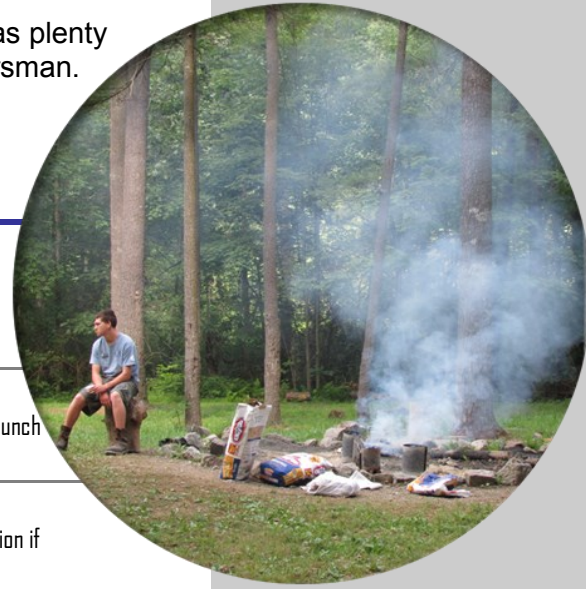




## Scoutcraft

Whether you are a veteran Scouter or a new camper, the Scoutcraft area has plenty of opportunities to learn the necessary skills to become a seasoned outdoorsman. More information can be obtained from Scoutcraft.

Merit Badge	Difficulty	Prerequisites & Comments
Camping	Average	<b>Req. 4b, 5e, 7, 8cd and 9abc.</b> A note from a Scoutmaster for pre-reqs as well as a copy of menu for 8cd will suffice. <b>Bring a fully packed pack for Req. 7.</b>
Cooking	Average	<b>Req. 4abcd and 6de.</b> For scouts 13 years and older. Class is extended thru lunch. Scouts will not attend lunch in the Dining Hall.
Geocaching	Average	<b>Req. 7.</b> Some time out of class may be needed to complete Req. 9. Please let us know at preregistration if the Scout will be bringing his own GPS.
Orienteering	Average	Good map & compass skills are recommended. Compasses are available through Scoutcraft.
Pioneering	Average	A good working knowledge of knots, lashings and rope splicing are strongly recommended.
Wilderness Survival	Average	<b>Req. 5;</b> A survival kit should be made ahead of time and brought along to camp (or detailed photos of kit). Scouts will build and sleep in a shelter at camp.



## Tech Center

The tech center offers Scouts the ability to leap into S.T.E.M. and technology-based merit badges. Offering computers with internet access and helpful staff, Scouts can work on electronic based merit badges, or complete requirements for other merit badges during our open area time. This access is for merit badge use only.

Merit Badge	Difficulty	Prerequisites & Comments
Electronics	Advanced	None.
Digital Technology / Programming	Average	<b>Digital Programming: Req. 1;</b> Bring a note from parents to use the internet for merit badge purposes. You cannot earn Digital Technology if you have already earned the Computers merit badge.
Personal Management	Advanced	<b>Req. 1b2, 2a, 8abc</b>
Photography	Average	<b>Req. 1b or earn Cyber Chip.</b> Must bring a digital device capable of taking a picture.
Radio	Average	An opportunity to participate in radio merit badge instruction will be made available during evening program and "Spirit Day" activities.
Robotics	Advanced	None.
Space Exploration	Average	None.

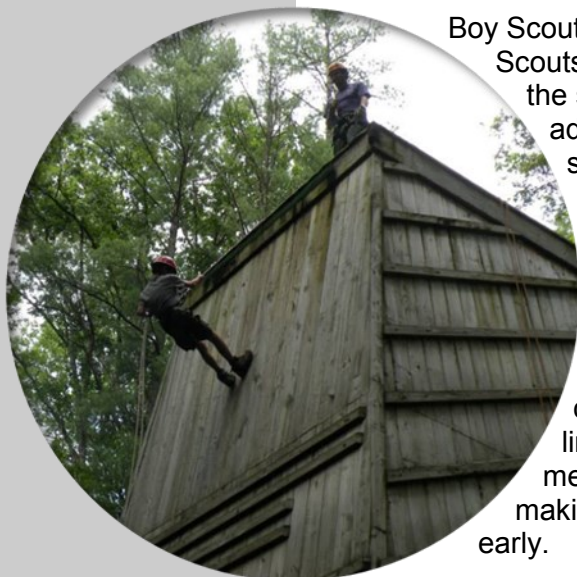


## Trade Skills

These merit badges focus on trade skills and are recommended for older scouts.

Merit Badge	Difficulty	Prerequisites & Comments
Electricity	Average	Req. 2, 8, 9a. Recommended for older scouts.
Plumbing	Advanced	Recommended for older scouts. Maturity and the ability to follow directions is needed.

## Older Boy Programs



Boy Scouting is designed to take place outdoors. It is in the outdoors that Scouts share responsibilities and learn to live with each other. It is here that the skills and learning come alive with purpose. Scouting is packed with adventures, especially for older Scouts from advanced merit badges to special programs.

### COPE — Ages 14+

The Boy Scouts of America's Challenging Outdoor Personal Experience comprises initiative games, low course challenges, and high ropes elements. Some activities involve group tasks while others involve more individual challenges. Participants can walk on wires, climb and rappel a tower, and take a ride on the zip line. Throughout the week, Scouts will focus on leadership development, problem-solving, communication, self-esteem, trust, decision-making and teamwork. Space is limited in COPE so be sure to sign up early.

Merit Badge	Difficulty	Prerequisites & Comments
Climbing	Average	Recommended for 2nd year and older campers; Must be 13+
Project COPE	Advanced	Age 14+

**Open Climb:** An open climb will be available one night during camp. Open climb is only available to scouts age 14 and older. See the evening activities schedule upon arrival.

### Personal Fitness and Athletics/Sports

Taking place of Wikhetchik, Lenape for "Builder", this offering is designed for older Scouts aged 15+ that may already have most of the merit badges offered at camp. These merit badges focus on the Scout himself, and putting the Scouting principles he learned throughout his time as a Scout to the test.

Merit Badge	Difficulty	Prerequisites & Comments
<b>NEW</b> Athletics / Sports	Advanced	Athletics: Req. 5. (Look for 2018 VERSION) Sports: Req. 4, 5.
<b>NEW</b> Personal Fitness	Advanced	Req. 1, 6, 7, 8. (Look for 2018 VERSION)







# Sinoquipe Mountain Man

— A HIGH-ADVENTURE PROGRAM —

**Ages  
15+**

*Could you survive in the wilderness?  
Hone your survival skills at a camp outpost for an entire week, while learning the trades of American mountain men throughout the eras.*

## Discover A Legacy

Mountain men lived off the land, often as trappers and explorers, shaping the American frontier from coast to coast. These men were instrumental in opening overland routes for the fur trade, and discovering and mapping new territories for future settlers to lay down their roots. Their lifestyle, regardless of the time period, was physically demanding as they fought to survive, but the mountain man's economic and spiritual growth was none-the-less rewarding.

Although mountain men are stereotyped in Hollywood today, in reality they were ethnically, socially and religiously diverse. Separated by a common language in some cases, mountain men would trade furs, goods and news with other mountain men and friendly Native Americans they met while often working for large fur trading companies that dominated the early American landscape from the country's first settlement until around the time of the American Civil War. Aside from trapping, mountain men would be skilled in a variety of trades including cooking, food preservation, blacksmithing, and black powder shooting to allow them to successfully survive off the land.

## Live As A Mountain Man

Live in a wilderness outpost on part of Camp Sinoquipe. Using the principles of team work and the skills Scouts bring to the experience, the Mountain Man program will teach Scouts new skills, develop leadership skills, and a sense of self-reliance and discipline. With a motivated staff and unique events, the Scout will recognize the program as different from any program they've participated in before.







During the Scout's week of high adventure, they will sleep at outpost in primitive shelters like those used by mountain men across America and prepare meals over a campfire or in Dutch ovens. Scouts expand upon skills provided in a traditional summer camp experience, while having an opportunity to fulfill various lifestyle-based merit badges independently at outpost. (See the SPL Guide for a complete listing of pre-requisites for these merit badges.) Other opportunities for the Scouts in the Sinoquipe Mountain Man Program include:

- ✓ *Learn wilderness survival skills*
- ✓ *Dutch oven cooking*
- ✓ *Make a survival knife*
- ✓ *Use blacksmith tools*
- ✓ *Learn fire-by-friction skills*
- ✓ *Tomahawk throw*
- ✓ *Black powder shooting*
- ✓ *Wildlife tracking*
- ✓ *Learn about animal trapping*
- ✓ *Identify edible plants*

Sign up early as space is limited to only 12 Scouts per week. There is NO additional cost for Mountain Man! Please note that Scouts that participate in Mountain Man will not be able to participate in the traditional summer camp programs.



# Tentative Merit Badge Schedule

	9:00AM	9:30AM	10:00AM	10:30AM	11:00AM	11:30AM	2:00PM	2:30PM	3:00PM	3:30PM	4:00PM	4:30PM
Cultural Center	American Culture/ Indian Lore			Citizenship In The World			Citizenship In The World			Public Speaking		
	Communication		Chess		Communication		Chess				Music	
Health	Emergency Preparedness		First Aid				First Aid		Fire Safety			
Trade Skills			Electricity		Plumbing				Plumbing			
Aquatics	Instructional Swim		Swimming		Open Waterfront				Swimming		Open Waterfront	
	Kayaking		Rowing				Kayaking		Canoeing			
	Mile Swim			Lifesaving								
	Aquatics Supervisor						BSA Guard					
Ecology	Reptile & Amphibian Study		Soil & Water Conservation				Fishing		Geology		Open Area	
				Environmental Science			Environmental Science					
	Independent Badges: Nature and Insect Study											
Handicraft	Independent Badges: Art, Basketry, Fingerprinting, Leatherworking, Pottery, and Woodcarving											
Horses	Horsemanship			Horsemanship								
Shooting Sports	Archery			Archery			Archery				Open Ranges	
	Rifle Shooting			Rifle Shooting			Rifle Shooting					
	Shotgun			Shotgun			Shotgun					
Scoutcraft	Geocaching		Cooking				Orienteering		Geocaching		Wilderness Survival	
	Camping						Camping		Pioneering			
Tech Center	Digital Technology / Programming				Open Tech Center		Robotics			Digital Technology / Programming		
	Personal Management		Photography		Space Exploration		Personal Management		Electronics		Robotics	
Older Boy			Climbing				COPE					
	Personal Fitness						Personal Fitness				Athletics/Sports	
	9:00AM	9:30AM	10:00AM	10:30AM	11:00AM	11:30AM	2:00PM	2:30PM	3:00PM	3:30PM	4:00PM	4:30PM

Lakusin (First Year Camper) will fill ALL morning and afternoon timeslots.

More information on all older boy programs, including COPE, on previous pages.

Older Boys can also participate in Sinoquipe Mountain Man (see page 30 for details.)

Want a simple format to hand to your Scouts to help them plan their schedule at camp?

Check out the SPL Guide on Sinoquipe.org when it's released.





# Spirit Day

## SAMPLE SCHEDULE From Last Year.

EVENT	AREA	TIME
2018 Patch Designing	Handicraft	All Day
Fishing Contest (Bring a Rod)	Near Quartermaster	All Day
Open Volleyball	Volleyball Court	All Morning
Open Ga-Ga Ball	Ga-Ga Ball Pits	All Morning
Soccer	Patterson Field	9:00-10:00
Chess	OA Lodge	9:00-10:00
Trading Card Games on Picnic Tables!	Hose Pavilion	9:00-10:00
Open Horseshoes	Quartermaster	9:00-noon
Show Off Your Shooting Skills! (4 Man Teams)	Rifle Range	9:00-10:00
Open Waterfront	Waterfront	10:00-noon
Kickball	Patterson Field	10:00-11:00
How many games can we play with a deck of cards?	Hose Pavilion	11:00-noon
Very Hungry Games	Kinzer Field	11:00-noon
Kim's Wilderness Survival Game	Scoutcraft Area	11:00-noon
Knockout	Kinzer Court (Kinzer Lodge)	11:00-noon
Ga-Ga Ball Tournament	Ga-Ga Ball Pits	2:00-Finish
Cameron's Cardio	Wherret Steps	2:00-3:00
Chariot Race	Waterfront	2:00-4:00
Scoutmaster Horseshoes	Quartermaster	2:00-Finish
Dodge Ball	Volleyball Court	3:00-5:00
Speed Games	Hose Pavilion	3:00-4:00
Ultimate Frisbee	Kinzer Field	3:00-4:00
Highland Lumber Jack Games	Chapel	3:00-5:00
Basketball Games	Kinzer Court (Kinzer Lodge)	4:00-5:00

Once again Camp Sinoquipe is taking that wonderful mid-week break from badges to offer our Spirit Day funtivities! (that's a portmanteau of fun and activities) On Wednesday you will not be attending badges, or sessions of any kind. Instead it will be a day of nothing but fun! These funtivities range from field sports, waterfront activities, open ranges, Troop/Patrol competitions and many more. A copy of last year's schedule has been included to the left to give you an idea of how the day will work. Basically you show up to an event, with a buddy of course, have fun and you get points. More on points later. After dinner we will have the 4th annual Metschitshank Shenanigans. This will be a time to get last minute big points for your troop in the way of a skit, song, or cheer. Larger troops will have the opportunity to put on a few extra performances so have plenty of ideas in your head.

**THEME:** Troops should come prepared to dress for Spirit Day in a theme. Your theme is chosen by your Troop. Just about any theme is a valid theme, (tv show, movie, book, color, sports team, etc.) however please avoid inappropriate or questionable concepts. The theme doesn't have to be scouting, but it does need to be scouting appropriate. Your theme wear will also be worn during the evening colors on spirit day in place of the traditional field uniform that we wear at dinner. Sample themes from prior years have included: superheroes, Hawaii, pirates, budget superheroes, food, red, injured people, search and rescue, the Jersey Shore (beach apparel, *not* the reality show), etc. The staff will be in a theme as well so try and out spirit the staff!

**POINTS:** As scouts and leaders go about on Spirit Day having fun and participating in the events they will earn points for their troop. Some events, the kickball game for example, will award more points for the winning team, but don't worry, even the guys who lost still earn points. The size of your troop won't matter as we have adjusted the complex mathematical formula that determines the winner of the day. Just keep in mind this simple Q&A "Are you having fun? Then you get points". The Spirit Award will be given to the troop who gains the most points during Spirit Day throughout the various contests and events. The winner of the Spirit Award not only gets bragging rights, like you need more than that, but will get their troop number added to the spirit trophy and a secret prize. Yes it's the same secret prize as last year, but keep that to yourself.



# Special Programs & Training

Camp Sinoquipe offers a host of other programs and opportunities to earn Scouting awards as well as leader supplemental trainings.

- **Aquatics Supervisor** : Please note this training combines BSA Swimming and Water Rescue and BSA Paddle Craft Safety. The programs are designed to fill the gap between Safe Swim Defense/Safety Afloat and the BSA Lifeguard certification. These encompass standard skill-based training for supervision of unit swimming or boating activities. Previous canoeing and kayaking experience is recommended, but not required. You must be a Scout 16 years of age or older, or a registered adult leader, and pass a BSA Swimmer Test before starting the course. **Please remember to purchase a BSA Aquatics Supervision Guide before coming to camp.** There is a small fee for course material if you have not purchased the Aquatic Supervision Guide before camp. See the merit badge schedule for times offered.
- **Climb on Safely**: Training about how to conduct a safe climbing program for your Unit. Climb on Safely training must be renewed every two years. Youth and adults. See the evening activities schedule for times offered.
- **IOLS (Introduction to Outdoor Leadership Skills)**: This training will be offered again at camp. If interested please speak to the Scoutcraft Director on Sunday to get further details. Paperwork will be available in the Leaders' Lounge.
- **Leave No Trace**: training on how to follow the principals of leave no trace during all camping and outdoor activities. See the evening activities schedule for times offered.
- **Pioneering College**: Stop by Scoutcraft during program hours to enroll. Students can earn a Bachelor's, Master's or Doctorate Degree by showing their knot tying and lashing expertise. This program is for youth and adults.
- **Polar Bear Swim**: Join the aquatics staff each morning at 6:30 a.m. for Polar Bear Swim. Those brave enough to take the plunge all five days will receive a patch. Youth and adults.
- **Safe Swim Defense / Safety Afloat**: This is an orientation for conducting safe aquatic activities for your unit, which qualifies your unit to participate in aquatic activities. Safe Swim Defense and Safety Afloat trainings are valid for two years. See the evening activities schedule upon arrival for times the trainings are offered. Youth and adults.
- **Scoutmaster Golf**: All adult leaders are encouraged to enter the Scoutmaster Putt Putt/Golf competition. Each entrant will craft a putter/golf club out of natural materials and compete in a prestigious tournament for camp bragging rights.
- **Scoutmaster's Merit Badge**: A merit badge just for the adult leaders, and you won't believe what some of the requirements are!
- **Run For Life**: Join us at the Parade Field at 6:15 a.m. for a one-mile run. Show up for all five days for a patch.
- **Camp Honor Unit Award**: Units are able to earn the Honor Unit Award by passing campsite inspections, participating in a variety of camp wide activities.
- **Sinoquipe Honor Scout Award**: Camp Sinoquipe offers a unique honor program. It is not required, but is offered as part of the overall Summer Camp program to be utilized by the Scout if he so desires.



- **Trek Safely:** This is an orientation in the skills of safe trekking and is a great training if your unit does any extended, long term or high adventure camping. Trek safely training is valid for two years. See the evening activities schedule for times offered.



## Visitors, Fellowship and The Order of the Arrow

**Camp Visitors:** All visitors MUST check in at the Administrative Office upon arrival at camp. For security purposes all visitors will be issued an identified bracelet and wear it during their entire visit to camp.

**Guest Meals:** Occasionally units may have a guest or leader visiting over mealtime. If the guest is taking the place of a leader who is not in camp, there is no charge for the meal(s). Otherwise, he or she should pay for the meal at the Camp Trading Post. The cost is \$6.00 per meal for breakfast and lunch and \$8.00 per meal for dinner.

**Family Night:** Friday night is family night at Sinoquipe and all visitors are welcome after 5pm. The troops will be cooking in their campsite and if you wish to eat with your troop please make prior arrangements prior to arriving at camp. All visitors are invited to attend the closing Campfire which includes a performance from Venture Crew 2 the Potamac Dancers and a Call-Out Ceremony by Guneukitschik Lodge 317.

**Order of the Arrow:** Thursday is Order of the Arrow Day in camp, and Arrowmen are encouraged to wear their sash with their uniform. On Thursday night, following the Chapel service, a social is held for any OA member from any Lodge. Guneukitschik Lodge offers an impressive call out ceremony to recognize those Scouts who have been selected by their peers to become a member of the Order of the Arrow. This ceremony is part of the Friday evening campfire. All unit elections *must* be completed prior to attending camp. During the week, each unit leader should verify which Scouts and Scouters in camp have been elected to be called out. Out-of-council units are reminded that they must provide a letter from their home lodge authorizing call-outs to be done in our camp.





# Religious Life

## Camp Sinoquipe Duty to God Program

As Scout leaders it is our responsibility to ensure Scouts have a great camping experience. At Sinoquipe we strive to ensure this camping experience meets the physical and spiritual needs of Scouts and unit leaders.

While at Sinoquipe you will encounter God's handiwork on many occasions. The Duty to God program offers an opportunity to earn the Duty to God patch. Scoutmasters should discuss this program with their Troop Chaplain Aide. The Chaplain Aide will certify the completion of the program requirements. Units without a Chaplain Aide will need to have a Scout appointed by the Scoutmaster as a summer camp Chaplain Aide.

The bulletin boards in main camp will have an information sheet on the Duty to God program posted. Duty to God requirement sheets will be available at the Trading Post. Upon completion of the requirements the completed forms will be collected at the Trading Post and the participant will be able to purchase the Duty to God patch.

Scouts and leaders who have completed the program in previous years may complete the program again and are eligible to purchase a rocker which is to be added to the Duty to God patch.

The Religious Relationship Committee is seeking Scouts and Scout Leaders with musical talents who will be at Camp Sinoquipe in 2018, and are willing to participate in our Thursday night Chapel Service during their stay. Please contact the Program Director.

## Chapel Service

Non-Denominational services are held Thursday night at 7:00 PM in the camp chapel. Scouts and Scouters are encouraged to participate in the camp chapel service by bringing your musical instrument to camp, leading prayers or songs or helping with the chapel service. A collection will be taken at the service and it will be donated to the World Friendship Fund. If this service doesn't meet the needs of your Troop please contact the Program Director who will try to help you fulfill the religious needs of your unit. The Chaplain will be conducting informal discussions on the Boy Scout Religious Emblems programs for youth and adult Scouters, and Chaplain Aid Training for Scouts. Please see the Chaplain for times and locations of these programs.



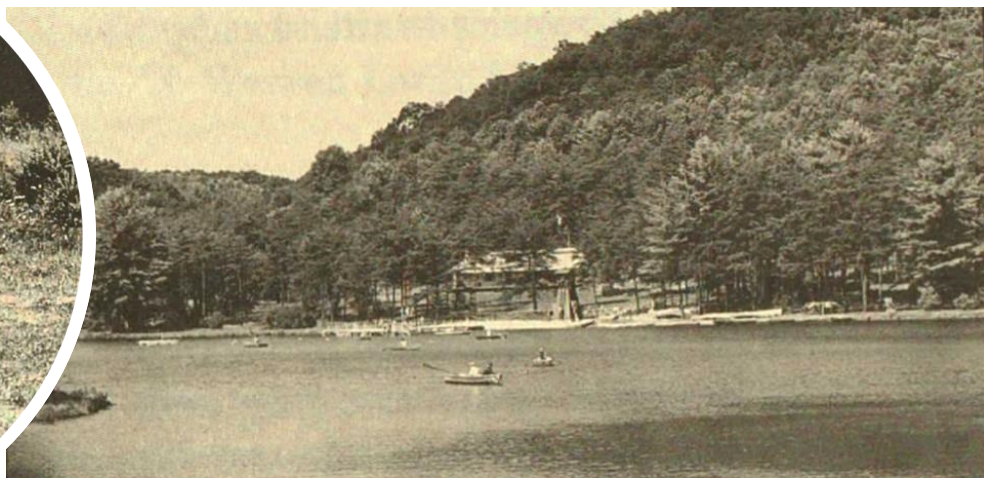
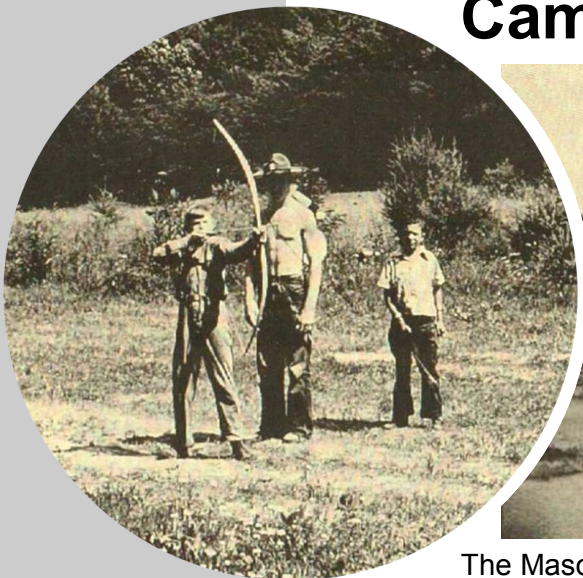
*"The spirit is there in every boy;  
it has to be discovered and  
brought to light."*

**- Sir Robert Baden-Powell,  
Founder of the Scouting Movement**





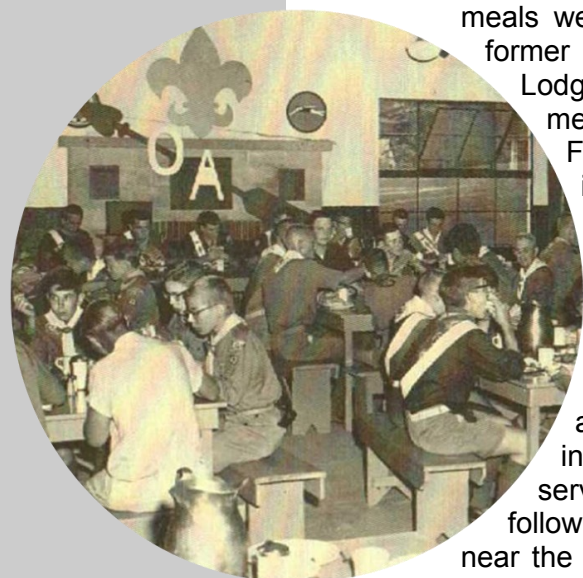
## Camp Sinoquipe: Builder of Men



The Mason-Dixon Council was formed, in part, in 1927, seventeen years after the chartering of the Boy Scouts of America. Originally called the Washington County Council as it served only Washington County, Maryland, the council would encompass Tuscarora and Great Cove Districts in Pennsylvania as well as Washington County, Maryland by 1937, when they renamed the council the Washington Area Council. The Washington Area Council was officially renamed the Mason-Dixon Council in January 1956.



The council made camp at numerous sites throughout these years including Maryland National Guard's Camp Ritchie near Highfield, Maryland (1927), Sidling Hill Creek near Pearre, Maryland (1928-1944) and Cowans Gap State Park (1943-1947) before eventually finding its present location. In 1946, the council purchased a 126 acre farm nestled along Plum Run, a tributary of the Little Augwick Creek, in the mountains near Fort Littleton, Fulton County, Pennsylvania for Camp Sinoquipe's present home, and work on the campsite would continue for the next two years to prepare it for the 1948 opening season.



Four campsites were cleared and an eleven acre lake, the focal point of present-day Camp Sinoquipe, was constructed in 1946-47. During 1948, meals were taken in an army surplus tent used as a dining hall near the former Ranger's home, an old farmhouse. The dedication of Altenderfer Lodge, the first permanent structure in camp, occurred during 1948 in memory of Eagle Scout W. L. "Bill" Altenderfer Jr., who was killed in France during World War II. The Benedict Lodge, dedicated in 1949 in memory of John Downey Benedict who died in Italy during World War II, served as Camp Sinoquipe's first permanent dining hall. A wooden dock was installed on the waterfront the same year.

Improvements continued at Camp Sinoquipe during the succeeding decade with the construction of a concrete bridge over the Little Augwick Creek, improvement of camp roads, and the completion of a recreation area. Several buildings were also added in camp, including the Harry S. Wherrett Lodge, dedicated in 1951, which served as the craft lodge, administrative building and trading post. The following year saw the construction of the first camp gateway, a lean-to near the present rifle range, and the Sagmore Lodge, which would become the director's residence. A waterfront lifeguard tower and three colorful totem



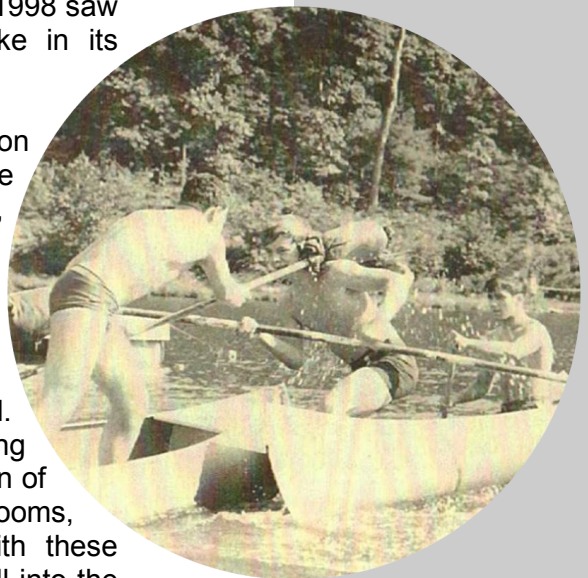
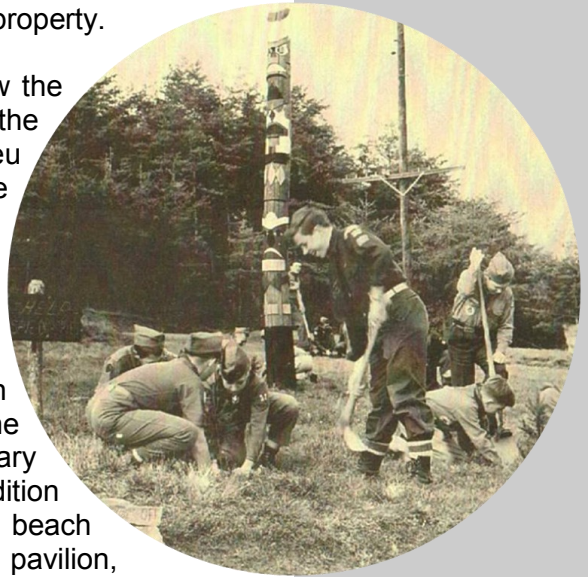
poles, carved by Scouts and Camp Director Bob Bruce, were erected in 1953, the same year the "Sinoquipe Rouzer," penned by J. Warren Large, became the official camp song. The campfire ceremonial area, still used during evening campfires today, was constructed in 1954. Several rowboats joined the fleet at the waterfront the same year, and improvements on the lake and swimming areas continued into the next. The year 1957 saw the addition of various structures to Camp Sinoquipe including a winter lodge log cabin, a cook's cabin, an equipment building, an addition to the Administrative Building, two waterfront lean-tos, and a new trading post.

By the end of the decade, Camp Sinoquipe was beginning to look the way Scouts know it today as 1959 saw seven campsites and its very first hot showers. The new gateway boasted a large painted Sinoquipe emblem, welcoming all who entered the camp. The Wells Valley Lodge, a new Health Lodge and a waterfront cabin were all erected as a new decade began. By 1962, the Order of the Arrow completed the non-denominational open air chapel by the lake, which had seen an upgrade to its fleet with canoes and a dory skiff. Two more campsites were completed, and by the mid-1960s an additional 169 acres were added to the camp's property.

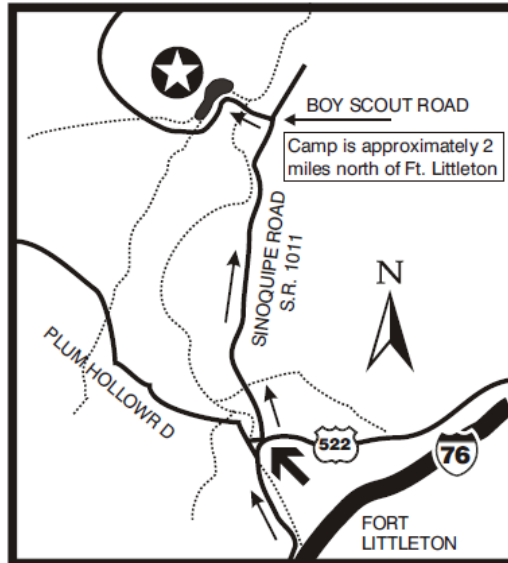
Five new campsites were added in the 1970s, a decade which saw the very first visitors' latrine, the enlargement of the Trading Post, the dedication of the Robert F. Hoover Handicraft Lodge and Le Bleu Pavilion, the opening of the J. Warren Large Ecology Center, the relocation of the rifle range, and erection of a new service building. With these improvements, camp started specialty weeks in Aquatics and Ecology.

The building boom of the previous decades stalled by the 1980s with only the addition of the E. K. "Doc" Mowen Pavilion, the North shower house and the Order of the Arrow Wishalaw Lodge. Yet the 1990s breathed new life into camp topping off with the 50th anniversary of its present home. Multiple improvements were made with the addition of a new maintenance facility, a repelling tower (Oliver Tower), beach volleyball court, five handicap accessible latrines, new waterfront pavilion, Shotgun Range, the Henson Lodge (Ranger's House) and upgrades to both campsites and the administration building. The 50th Anniversary in 1998 saw Camp Sinoquipe yielding 13 campsites and an eleven acre lake in its approximately 485 acres.

Since the 50th Anniversary, Camp Sinoquipe has seen construction and upgrades to propel it into the next fifty years. These include the construction of a High Ropes course and zipline in the COPE area, Kerstein Lodge, four program pavilions throughout camp, Patterson Field with baseball diamond and soccer field, new latrines at six campsites, replacement of central and northern showers, as well as the addition of camp's 14th campsite. Additionally, the outdoor chapel has been renovated, along with the renovation and expansion of the old dining hall into the present Mike Callas Dining Hall. Recently the former health lodge became a technology center, allowing technology-based badges to be offered at camp, with the construction of a new administration building which houses the Trading Post, restrooms, conference center, health office and administrative offices. With these improvements, Camp Sinoquipe looks forward to serving Scouts well into the new millennium.



# Directions to Camp Sinoquipe



## From Waynesboro, Greencastle & Mercersburg, PA:

Travel Route 16 west to McConnellsburg; Take Route 522 north to Fort Littleton, PA. Follow camp signs from Route 522, beginning approximately 1 mile past the Pennsylvania Turnpike Toll Exit.

## From Hancock, MD:

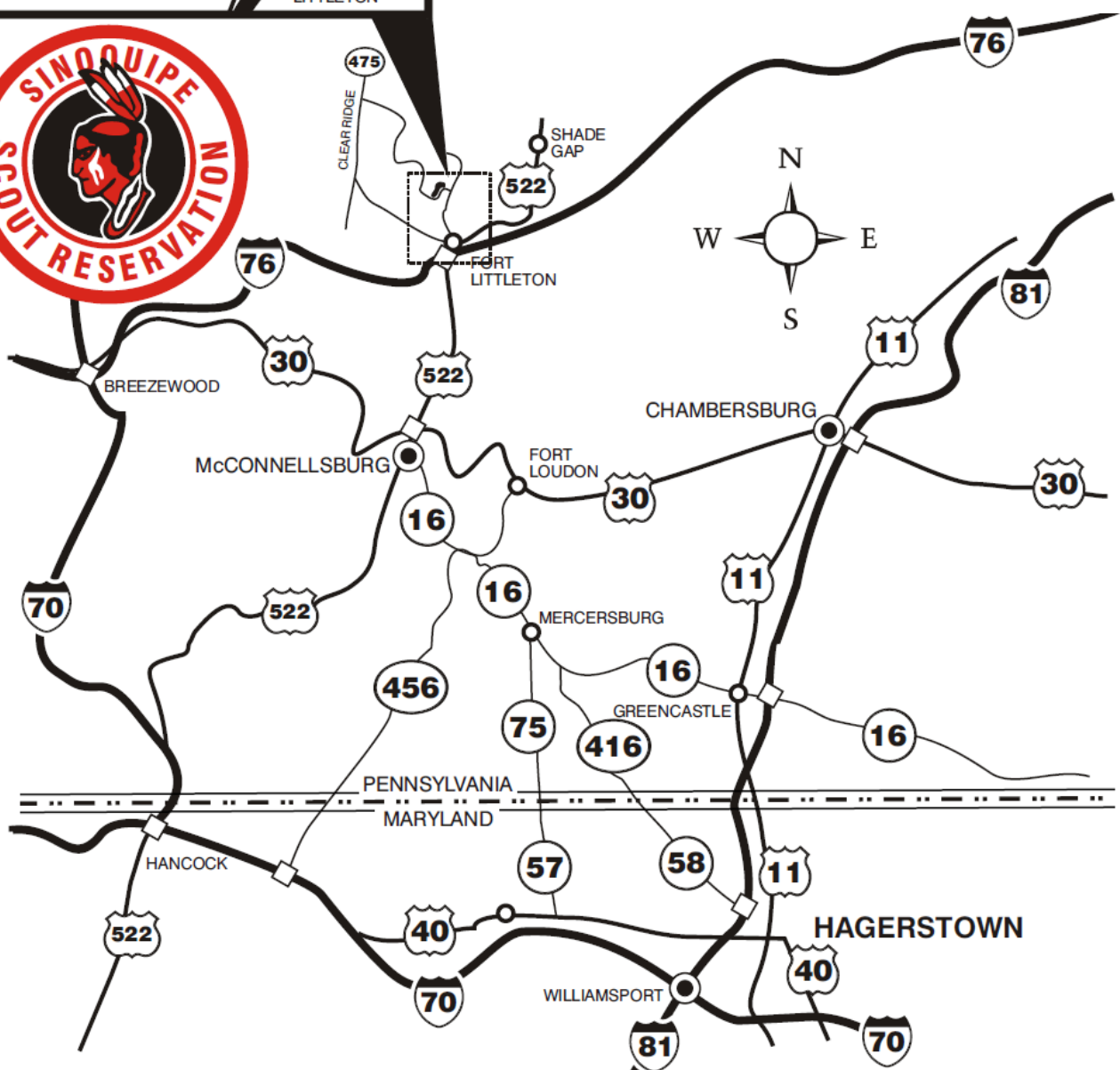
Travel Route 522 to McConnellsburg, then Fort Littleton, PA; Follow first set of directions

## From Hagerstown, MD:

Travel Interstate 81 north to Exit 5 (former Exit 3) at Greencastle, PA; Travel Route 16 west to McConnellsburg; Take Route 522 north to Fort Littleton; Follow first set of Directions

## From Baltimore, MD & Washington DC Areas:

Travel Interstate 70 or 270 west to Frederick, MD; then continue I-70 west to Hagerstown, MD; then travel Interstate 81 north to Exit 5 (former Exit 3) at Greencastle, PA; travel Route 16 west to McConnellsburg; take Route 522 north to Fort Littleton; Follow first set of Directions.



**FOR GPS USE INTERSECTION OF BOY SCOUT RD & SINOQUIPE RD**



# Camp Map



NOTES



Prefer black and white to color? The traditional black and white Camp Sinoiquipe map is available for download on [mdcscouting.org](http://mdcscouting.org). The above to-scale color map was recently updated in 2017, showing the location of new buildings and program areas.







[www.MDCSCOUTING.org](http://www.MDCSCOUTING.org)

Don't miss these great opportunities to have fun and experience all that Scouting has to offer throughout the year in the Mason-Dixon Council, BSA. Find out more about some of our upcoming events for all age groups at the links below:

Mark your calendar!



## THE KODIAK CHALLENGE

**July 16 - 21, 2018**

Course starts at the Mason-Dixon Council, Scout Service Center

Training through a high adventure trip for Venturers and older Boy Scouts

Register now for just \$285

[mdcscouting.org/kodiak2018](http://mdcscouting.org/kodiak2018)



Day Camps:

Cub Scouts' Got Talent  
Weird and Wacky Science (STEM)  
Cub Scout Olympics

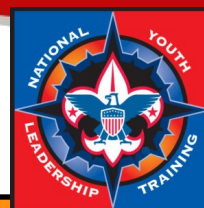
Camp Akela: Pirates Are Coming!  
To Sinoquipe Scout Reservation  
(Resident Camp, 2 Sessions)

Camps are just \$125 each per Scout!

[mdcscouting.org/cubscoutcamps](http://mdcscouting.org/cubscoutcamps)

**NYLT**

National Youth  
Leadership Training



**July 29-August 3, 2018**

At Sinoquipe Scout Reservation

Six-day outdoor leadership experience for Boy Scouts and Venturers. It's a great course to excite the future leaders of your unit.

Register by July 6th for just \$250!

[mdcscouting.org/events/nylt2018](http://mdcscouting.org/events/nylt2018)



**August 24-26 and  
September 28-30, 2018**

At Sinoquipe Scout Reservation

Advanced Adult Leadership Training

Register by July 1st for the discounted rate of \$285!

[mdcscouting.org/event/woodbadge2018](http://mdcscouting.org/event/woodbadge2018)

Earn your beads.



## 9th Annual Sinoquipe Bluegrass Jamboree

**Saturday, September 15, 2018**

At Sinoquipe Scout Reservation  
12 Noon to 5 PM

Support Sinoquipe with great food, music, fun for the whole family, and a silent auction.

[mdcscouting.org/bluegrassjamboree](http://mdcscouting.org/bluegrassjamboree)



Can you survive a Sinoquipe winter?

Test your survival skills — black powder shooting, blacksmithing, tomahawk throwing, cast iron cooking, etc.— at:



## WINTER CAMP

**January 19-21, 2019  
(MLK Weekend)**

At Sinoquipe Scout Reservation

[mdcscouting.org/mtmanwintercamp2019](http://mdcscouting.org/mtmanwintercamp2019)

