

2013 Camp Sinoquipe Leader's Guide



Mason-Dixon Council, BSA
18600 Crestwood Drive
Hagerstown, MD 21742
Phone: (301) 739-1211 Fax: (301) 739-1213
www.mason-dixon-bsa.org
www.sinoquipe.org



MISSION

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 | Obedient |
| Loyal | Cheerful |
| Helpful | Thrifty |
| Friendly | Brave |
| Courteous | Clean |
| Kind | Reverent |

The Scouting program has three specific objectives, commonly referred to as the "Aims of Scouting." They are character development, citizenship training and personal fitness.

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INTRODUCTIONS

Greetings from Sinoquipe,

2013 promises to be a year of new beginnings at Sinoquipe Scout Reservation. We are presently constructing a new administration complex, two new shower houses and six new latrines. The old health lodge is being renovated into our communications center. There are changes to the merit badge program as well. I believe with the new facilities and enhanced program features, Scouts attending summer camp at Sinoquipe Scout Reservation will treasure their life long memories. Several older Scout programs are being developed. We will keep you posted on the status of these programs. The entire staff is looking forward to greeting each and every one of you at Sinoquipe this summer. Start preparing now, summer camp will be here before you know it!

Yours in Scouting,

Jack Rhodes
2013 Camp Director
717-987-3464
ranger_rhodes@yahoo.com

Dear Scouts,

Change is always upon us and this year is no exception. This year at Camp Sinoquipe, we aim to provide the same structured program with the refreshing addition of 5 new Merit Badges. Though I have served in this Council in many facets over the years, I am truly honored to be the 2013 Program Director. I will be available with any Program related questions or concerns and look forward to what is sure to be another great year!

Yours in Service,

Tim Bair
2013 Program Director
timothybair@hotmail.com
717-658-0894

Sinoquipe Fact Sheet

Thank you for your interest in our Summer Camp program. This section should give you basic information about camp.

Where: Sinoquipe Scout Reservation is located in Fort Littleton, Pennsylvania. For GPS directions, use the intersection of Sinoquipe Rd. and Boy Scout Rd, Fort Littleton, PA 17223

When: Sinoquipe Scout Reservation will operate the following weeks in 2013:
Week 1: June 23 - June 29, 2013
Week 2: June 30 - July 6, 2013
Week 3: July 7 - July 13, 2013
Week 4: July 14 - July 20, 2013
Week 5: July 21 - July 27, 2013
Week 6: July 28 - August 3, 2013 (Cub Scout Resident Camps - National Youth Leadership Training)

Reservations: To reserve a campsite for 2013 week, please mail your reservation to:

Mason-Dixon Council
18600 Crestwood Drive
Hagerstown, Maryland, 21742
You may fax your reservation to (301) 739-1213
OR Email to: scott.paddack@scouting.org

Cost: Scout Fees – \$275.00 for Mason-Dixon Council Scouts
\$300.00 for Out of Council Scouts

Adult Fees – Each adult leader will pay \$75.00 (no additional fees)

Campership: Please contact the Mason-Dixon Council for information concerning the campership program.

*** It is the policy of the Boy Scouts of America that a minimum of two adult leaders (one of which must be twenty one years of age or older) are present at all Scouting functions.**

Refund policy: If a Scout is unable to attend summer camp and cancels his reservation 15 days or more prior to his scheduled arrival, the Scout is entitled to a refund of fees paid to date, less the first reservation fee of \$95.00(in council) or \$100.00 (out of council). If a Scout cancels his reservation 14 days or less of his Troops schedule arrival date all prepaid fees are non-refundable. Scout fees are transferable to another week within the same year.

Fee Schedule: Please plan on the following payment schedule:

Troop Reservation Fee \$25.00 - Due upon registration for camp.
Please note that this fee is non-refundable after February 1, 2013.

1st Youth Reservation Fee - \$95.00 per Scout (\$100.00 out of Council)
Due March 15 - Non-refundable after May 1, 2013

2nd Youth Reservation Fee - \$90.00 per Scout (\$100.00 out of Council)
Due April 15

Final Youth Reservation Fee- \$90.00 per Scout (\$100.00 out of Council)
Due May 15

Adult Leader Fee - \$75.00 per leader due May 15, 2013

Youth camper fee: if paid after May 15, 2013 until the first day of camp.
\$300.00 (in Council) \$325.00 (out of Council).

Youth camper fee: if paid the first day of camp.
\$345.00(in Council), \$370.00 (out of Council)

Additional fees are NOT applicable to Webelos crossing over after January 1, 2013

Please understand that reservations will be closed when the number of confirmed youth for all units 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 convince.

Additional fees for Accident and Sickness insurance will be assessed if your unit is not able to provide proof of coverage upon arrival to camp. All Mason-Dixon Council Units are exempt due to being covered by the Council insurance plan.

Questions:

Camp Director

Jack Rhodes
677 Boy Scout Rd.
Fort Littleton, PA 17223
717-987-3464
ranger_rhodes@yahoo.com

Program Director

Timothy Bair
420 Strafford Ave. Apt3d
Wayne, PA 19087
717-658-0894
timothybair@hotmail.com

General Contact Information

Mail

Incoming mail will be placed in campsite mailboxes located inside the Camp Administration Office. Outgoing mail should be placed in the outgoing box by 10:00 AM daily. Incoming mail should be addressed as follows:

**Camper's Name
Troop____ - Week ____
Camp Sinoquipe
677 Boy Scout Road
Fort Littleton, PA 17223**

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.

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 message on the answering machine. **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. Please note that this process can take up to 12 hours. The business phone cannot be tied up for outgoing personal calls.

Sunday Check-In Procedures

When you arrive at camp, please park all vehicles in the parking lot. After the entire Troop has arrived, the Scoutmaster will report to the OA Lodge for check in procedures. The Scoutmaster will submit a completed Troop roster form, any remaining fees and proof of insurance (if needed). A Troop Guide will be assigned to your Senior Patrol Leader to direct your Troop through the remaining check-in process.

Sunday Schedule

CHECK IN PROCEDURES ARE BEING REVISED. EACH TROOP WILL BE UPDATED PRIOR TO ARRIVAL ON THE NEW CHECK IN PROCEDURES

Check-Out Procedures

After breakfast on Saturday morning, all Scouts and leaders are to report to the parade field for awards and recognition. At this time, Troop Photos, Camp Patches, Blue Cards, and Honor Scout Awards will be issued. 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.

What is expected from Adult Leaders

In general, unit leaders are....

Responsible for maintaining unit safety and discipline at all times. This includes safe travel to and from camp.

Responsible for coordinating Troop activities to ensure maximum benefits to participants.

To be aware of each Scout's personal growth

To participate in camp wide activities on a daily basis. This should include program area visits, punctual attendance at designated meetings and progress reports on each Scout's activities.

Encouraged to interact with fellow leaders, staff, and Scouts on a daily basis to provide counseling and guidance.

To complete and turn in Camp evaluations.

To enjoy your week at Camp

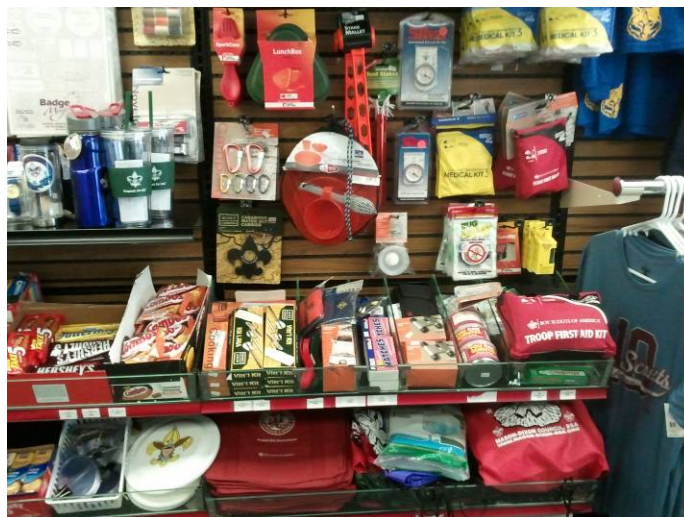
Standards of Conduct for Adult Scouters

Every adult leader must complete "Youth Protection Training" to fully understand the aspects of protection for both leaders and youth. Anyone who has questions or concerns should contact the Scout Executive.



Trading Post Information

As a service to our campers, a well-stocked Trading Post is operated at camp. Among the items for sale, are materials and kits needed for various merit badges, reference books, merit badge pamphlets, Camp Sinoquipe souvenirs (hats, t-shirts, patches, mugs, sweatshirts, etc.), pocket knives, batteries, personal hygiene items, stamps and much more. Snacks, ice cream and beverages are also available during the day. The Trading Post will be open at convenient times throughout the day for your Scouts and Leaders. The full schedule of operation will be posted on the Trading Post door.



Your Trading Post staff is looking forward to serving you!



Trading Post payment options

Cash, Troop or Personal Check, Visa and MasterCard are accepted forms of payment at the Trading Post.

Merchandise Pre-Orders

If you would like to pre-order any Camp Sinoquipe merchandise please contact us at least one week prior to your arrival at camp and we can have your order waiting for you upon arrival. Also check the Council website for new items. www.mason-dixon-bsa.org

How much money should a Scout bring to camp?

Past sales trends have shown that the average Scout spends approximately \$50.00 -\$75.00 per week in the Trading Post. Please make sure that your Scouts are prepared by reviewing the costs of program and merit badge materials, special activities, souvenirs and snacks prior to attending camp. We recommend unit leaders be aware of Scouts carrying large sums of money and offer to hold it for them. This will avoid issues such as the money being misplaced, lost, or stolen.

Lost and Found

If your Scouts "misplace" or find something, a lost and found box is kept in the Trading Post. Items of higher value (watches, wallets etc.) will be held by the Camp Director for the owner to claim.

Ice

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.



Troop Photos

At the time of this publishing, arrangements are being made to continue this program for your Troop. Details will be provided to unit leaders upon arrival at Camp.

Facilities & Services

Campsites

Sinoquipe has 13 Troop sites, each having individual patrol areas. Campsites are equipped with canvas wall tents on wooden or concrete platforms. Each tent contains two cots with mattresses. All sites have a latrine, wash facilities, flagpole, picnic tables and bulletin board.

Quartermaster

Camp-owned equipment such as bow saws, shovels, rakes and other items may be requisitioned for use in camp from the Quartermaster. Additional supplies, such as toilet paper and trash bags can be obtained from the Quartermaster. All tools and program equipment must be returned prior to camp check-out. Damaged equipment will be charged against the Troop at that time.

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.

Public Areas of Responsibility

Campers are expected to cooperate and take their turn cleaning the showers at their respective ends of camp. 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 Sunday evening Scoutmaster 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. The midday meal will not be preceded by a ceremony. Scouts should report to the Dining Hall to assemble for the meal. In the case of inclement weather there will be no flag ceremony and units should report directly to the Dining Hall porch.

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 table waiter is responsible for getting seconds not available on the cafeteria line. Seconds on individual items, such as coffee are not the table waiter's responsibility. 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 job is completed.

Special Dietary Needs / Restrictions

We will do our best to accommodate anyone with special dietary needs, provided we are given adequate notice at least one week in advance of your arrival at camp. In the case of food allergies please have the Scout /Leader speak with

the cook if in doubt about the preparation or contents.

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Camp Visitor

All Visitors **must** check in at the Administration Office upon arrival at camp. For security purposes all visitors will be issued an identification bracelet and must 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.

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 by 11:00 AM on Friday morning.

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.

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About Our Staff

Camp Sinoquipe Staff

Our Camp Staff is made up of youth and adults, ranging from 14 to 84 years of age. The youth staff is 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. All of our 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.



Your relationship with the Staff

The staff believes that unit leaders are an extended part of our team. A leader may occasionally be asked to volunteer in a program area or with a specific project or activity. Please direct any special requests, problems or concerns directly to the Area Director, Program Director or Camp Director. If a unit leader desires to volunteer in a program area please consult with Program Director.

Open Door Policy

Any leader or camper may request an appointment with the Camp Director or Program Director to discuss any issue confidentially.

Camp Director

The Camp Director is responsible for the overall operation of the camp and maintaining the standards set forth by the Boy Scouts of America for all services provided by the camp.

Program Director

The Program Director is responsible for any programs taking place in camp, including advancement, merit badge classes, specialty programs, campfires and family night programs. He is also responsible to manage and oversee program areas, and work with the Camp Director to ensure a quality experience for all Scouts and Scouters while in camp.

Camp Ranger

The Camp Ranger is responsible for the maintenance of the physical camp facility, grounds keeping, camp security, enforcement of Boy Scouts of America policies and the health & safety of all campers.

Area Directors

The function of an Area Director is to ensure that the program within his or her area is carried out according to the standards of the Boy Scouts of America. He or she is responsible for the staff members and CITs working in his area, as well as keeping accurate records of merit badges or specialty awards completed.

Camp Chaplain

The Camp Chaplain is responsible for conducting an inter-faith worship service and upholding the twelfth part of the Scout Law in camp. He is also a resource for Scouts to inquire about their individual Religious Award and the "Duty to God" Program.

Preparing the Troop for Camp

The key to an enjoyable week at camp for both the Scout and leader is preparation. Here is a suggested schedule to prepare for your week at camp.

December

Select the week your Troop will attend Camp Sinoquipe and send the application to the Mason-Dixon 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 to: (send photo copies only)

Sinoquipe Scout Reservation

677 Boy Scout Rd

Fort Littleton, PA 17223

Troop _____ Week _____ Attention Health Officer

Must be received one week prior to Troop arrival

Complete on line 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

Finalize Troop photo count (\$7.00 per Troop photo)

What to Bring To Camp

Personal Gear

Completed Medical Form N/A if mailed in advance)

- | | |
|---------------------------------------------------------|----------------------------------------------------|
| <input type="checkbox"/> Sheet, Blanket or Sleeping Bag | <input type="checkbox"/> Day Pack |
| <input type="checkbox"/> Sturdy Shoes, 1 pair | <input type="checkbox"/> Scout Handbook |
| <input type="checkbox"/> Athletic Shoes, 1 pair | <input type="checkbox"/> Insect Repellent |
| <input type="checkbox"/> Shoes for Boating, 1 pair | <input type="checkbox"/> Underwear, 6 pair or more |
| <input type="checkbox"/> Socks, 6 pair or more | <input type="checkbox"/> Personal First Aid Kit |
| <input type="checkbox"/> Washcloth | <input type="checkbox"/> Fishing Gear |
| <input type="checkbox"/> Towel | <input type="checkbox"/> Swimming Trunks |
| <input type="checkbox"/> Toilet articles (soap, etc.) | <input type="checkbox"/> Long pants, 2 pair |
| <input type="checkbox"/> Long Sleeve Shirt, 1 | <input type="checkbox"/> Scouting T-shirts, 5 |
| <input type="checkbox"/> Complete Scout Field Uniform* | <input type="checkbox"/> Raincoat or Poncho |
| <input type="checkbox"/> Flashlight | <input type="checkbox"/> Canteen/Water Container |
| <input type="checkbox"/> Pencil & Notebook | <input type="checkbox"/> Prerequisite materials |
- Spending Money for Trading Post Purchases
(Scouts participating in the First Year Camper Program will need an additional \$10.00 for basketry or leatherworking kits)
- Scouts taking waterfront merit badges and first year campers need to bring a long-sleeved, button down shirt, long pants and a belt for rescue clothes inflation
- Sandals (only to be worn while participating in waterfront activities)

Troop/Patrol Gear

- | | |
|-----------------------------------------------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Troop Flag | <input type="checkbox"/> Patrol Flag(s) |
| <input type="checkbox"/> American Flag | <input type="checkbox"/> Lantern |
| <input type="checkbox"/> Troop First Aid Kit | |
| <input type="checkbox"/> Teaching aids (Merit badge books, equipment, etc.) | |
| <input type="checkbox"/> Merit Badge Cards (Blue Cards) | |
| <input type="checkbox"/> Scout Axe | |
| <input type="checkbox"/> Cook out provisions | |

Camp Uniform

- | | |
|---------|-----------------------------------------------------|
| Daytime | Scout T-shirt, Scout shorts, Scout socks, and shoes |
| Evening | Scout Field Uniform* |

*The official Boy Scout uniform is strongly recommended for all evening meals, campfires, ceremonies, and religious services

Note: This is a Boy Scout Camp - T-Shirts must be appropriate to the Scout Oath and Law

What NOT To Bring To Camp

Scouts are reminded that the following items are not to be brought to camp:

Firearms
Sheath knives
Any knife larger
than a 4" blade
Fireworks
Alcohol

Personal Archery
Equipment
Electronic games
Snuff
Loud Stereo
Equipment

Bicycles
Laser Pointers
Cigarettes and
Tobacco
Illegal Substances
of any kind



Quarter Master Building

Health and Safety Information

First Aid Station

The camp has a fully equipped First Aid Station capable of providing emergency medical treatment for our campers. We can take care of cuts, scrapes, bug bites and sunburn. We are also equipped with an AED. Anything beyond our scope of treatment will require a trip to the local Emergency Room or Camp Physician's office. The First Aid Station is equipped with hospital style beds to allow ill campers a quiet place to rest during the day. Unfortunately any camper who is sick or unable to stay comfortably in his own tent overnight must return home until he is well enough to stay in camp.

Health Officer

A fully trained person will staff our First Aid Station while campers are in camp. He/she is well versed in the latest treatments for first-aid, CPR, and follow protocols monitored by the PA Department of Health, the local Camp Physician, and the Boy Scouts of America.

Injuries/Illness

All illnesses and injuries that occur while in camp must be reported to the Health Officer as soon as possible. Staff members are prepared to give basic first aid treatment in the program areas and will call the Health Officer for help if needed.

Medications

Medications must be clearly marked with name and instructions. A locked refrigerator is available.

Scouts may not keep any medications in their possession. The only exceptions would be Epi-Pens, inhalers, and other life-dependent emergency medicine in a limited amount.

All prescription drugs are to be kept in locked storage at all times, whether in the First Aid Station (a must if needing refrigeration) or in your campsite under the direction of the Health Officer in agreement with the Unit Leader. The Health Officer is the key administer of the campers 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. It is the Scoutmasters 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.

Medical Exams

All campers and leaders who are in camp for more than 72 consecutive hours are required to have an up-to-date BSA medical form (form #680-001 with parts A, B, and C completely filled out) on file with the Health Officer. **Units should provide photocopies of the original forms for each person.**

Any person who arrives without a current BSA medical form may not stay in camp beyond 24 hours and will not be permitted to take the swim test or participate in any strenuous activities. Arrangements must be made to obtain a physical exam within 24 hours or else the person must return home until the situation is resolved.

Insurance Coverage

All registered members of Mason-Dixon Council are automatically covered by health and accident insurance. It is the responsibility of the family or the injured person to file insurance claims. The Mason-Dixon Council nor the Health Officer is responsible for unpaid claims.

Out-of-Council units are not covered by our policy and must show proof of health and accident coverage upon arrival to camp. It is advisable to check the expiration dates of your policy before coming to camp.

Medical Forms & Procedures

The medical form (Annual Health and Medical Record, #680-001) with parts A, B, and C completed is the only form that will be accepted at Sinoquipe Scout Reservation. This form is available at www.mason-dixon-bsa.org. The form is to be completed and signed by a certified and licensed health-care provider—physician (MD, DO), nurse practitioner or physician’s assistant as appropriate for your state.

To expedite check in, these forms should be mailed to the Health Officer one week prior to your arrival at camp. You must use a registered and trackable carrier if you choose this option. Mail to:

Sinoquipe Scout Reservation

677 Boy Scout Road

Fort Littleton, PA 17223

Troop # _____ Week _____ Attention Health Officer

Risk Factors

The BSA has identified the following risk factors which may limit your participation in various outdoor adventures:

- Excessive body weight (BMI)
- Heart disease
- Hypertension (high blood pressure)
- Diabetes
- Seizures
- Lack of appropriate immunizations
- Asthma
- Sleep disorders
- Allergies/anaphylaxis
- Muscular/skeletal injuries
- Psychiatric/psychological and emotional difficulties

For more information on medical risk factors, visit Scouting Safely on <http://www.scouting.org>.

For frequently asked questions about the Annual Health and Medical Record, see Scouting Safely online at <http://www.scouting.org/scoutsource/HealthandSafety.aspx>.

General Camp Policies

Leaders: Please review these policies with your Scouts and their parents prior to arriving at camp.

Alcohol and 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 measures. This applies to Adults, Scouts and Camp Staff.

Tents - Emphasize care around tents. No open flames or insect spray allowed in tents. Any damages incurred will be the Troops financial responsibility.

Dining Hall - Scouts must wear shoes and a shirt while in the Dining Hall. No food is to be carried out of the Dining Hall, with the exception of fresh fruit which is available all day.

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.

Fires 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.

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 or Council Ring areas. A fishing license is not required to fish. Catch and release method is preferred, unless the fish will be used for merit badge purposes.

Food in Campsites must be removed overnight to prevent unwanted animal visitors.

Injuries must be reported to the Health Officer immediately. In case a need for emergency medical transport arises, an adult leader from the Scouts 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.

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 are not permitted at camp.

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 in the wall-box outside of the Administration Office door.

Litter - Everyone must cooperate to keep the campground 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, Archery, Shooting Sports, Council Ring, Chapel, and other designated areas, are off limits to Scouts and Scouters when not open or staffed by an authorized person.

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 on Saturday.

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 PM and 6:30 AM. 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 PM and back to their campsite by 10:00 PM.

Running in camp is not permitted due to the presence of the many tripping hazards such as tree roots, rocks, and uneven ground. The only exception to this is during camp wide games or merit badge programs when under staff supervision.

The Scout Oath and Law is the ultimate set of guidelines for Camp Sinoquipe. Scouters, Scouts and Camp Staff are held to these principles. Profanity and offensive actions will not be tolerated. Behavior must be appropriate to the Scouting Code of Ethics.

Shoes such as sandals, flip-flops, "aqua socks", Crocs, and other open-toed/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 - Do not shortcut through other campsites.

Smoking by adults over the age of 18 is allowed only in designated areas (the camp parking lot)

Staff Quarters are off limits to Scouts. This includes the area around the Camp Director and the Camp Ranger's homes. The Maintenance facilities are also off limits.

Tree cutting is to be done only with permission of the Camp Ranger. Cutting of live or standing timber is prohibited. It is dangerous and could cause injury to campers or camp property.

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 evening meal and flag ceremony, vespers, 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. Vehicles will be permitted to load and unload, 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.

Emergency Procedures

(Please post a copy of these procedures on your campsite bulletin board)

When the Alarm Sounds, the following should happen simultaneously

1. Staff reports to the parade field.
2. All leaders assemble Scouts at the parade field and take campsite attendance.
3. Unit leader reports to the Program Director at the flag pole.
4. The Program Director will give instructions depending on the situation.

Lost Bather

All trained staff will be directed to the waterfront and participate in the lost bather procedures under the direction of the waterfront 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. The Camp Director will notify local authorities.

Major Accident

Immediately report the accident to the Health Officer or Camp Director.

Minor Injuries

Promptly report the injury to the Health Officer to be logged into the first aid log. Any injuries including those not treated at the First Aid Station must be reported.

Mass Illness

Notify the Health Officer who will contact the Camp Director.

Emergency Pickup of Camper/Leader

If telephone contact cannot be made ahead of pickup, report to the camp office. If no one is at the office, please proceed to the First Aid Station for staff notification. No Scout or leader may leave camp without authorization.

Child Abuse

Immediately report all suspicions of child abuse to the Camp Director.

Fire

Report fire to the first available Area Director, Program Director or Camp Director. Leaders will be informed of the situation. Leaders must remain with their Scouts.

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.

Earthquake

Come down from high places (trees, towers etc.). Seek shelter free from overhead hazards.

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.

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.

High Temperature/Humidity

Two flags will be flown, one at each end of the Dining Hall. Temperatures will be verified twice each day. Conditions and flag colors are as follows:

Green Flag - Normal conditions, under 85 degrees F. All activities operate as planned.

Yellow Flag - Temperatures from 85 to 92 degrees F. Some restrictions on extreme physical activities are suggested. It is important for Scouts and leaders to drink plenty of water.

Red Flag - Temperatures from 92 to 100 degrees F. Restrict all physical activities to one hour intervals and watch for signs of dehydration, heat exhaustion and possible heat stroke. Insist on water consumption.

Black Flag - Temperatures over 100 degrees F. Restrict all physical activity and restrict instruction to well shaded areas. Insist on water consumption and watch for heat related illnesses.

Youth Protection

We take our responsibility for the welfare of the youth very seriously. Policies have been established to address the control of visitors on camp property, release of youth from camp and verification of no-shows.

Youth Protection Training

Any adult leaders who have not taken the BSA's Youth Protection Training within the past 2 years **are required to take it before coming to camp**. The course is available on-line at www.myscouting.org and through your local Council.

Color Coded Wrist Bands

These are issued to all adult leaders and Scout campers upon arrival at camp and **must be worn at all times**. Meals may be denied to anyone not wearing a wristband. In the event a wristband is lost, a replacement is available at the Administration Office during normal program hours. Your cooperation as a leader will help the staff ensure your Scouts are in a safe environment.

Hazing, Initiations, and Bullying

This behavior does not belong in Scouting and will not be tolerated at camp. Leaders need to be alert for behavior that appears to be hazing or initiation-related and report it to the Camp Director.



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.

As you read through the following pages of program opportunities, please keep these points in mind:

You will get out of the experience exactly what you put into it; preplanning is very important!

A Troop's program should be aimed at meeting the needs of the Troop, the Patrol and the individual Scout.

Merit Badge Registration

Again this year, Sinoquipe will be offering Merit Badge preregistration. Registering for merit badges before arrival will allow Scouts, leaders and camp staff to prepare for the Scouts 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 15, 2013, for Troops with all fees paid.**

While we try to keep all merit badge classes open, safety and materials sometimes dictate that certain classes be limited in size. Aquatics, 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.

Program Features

The Patrol Method

Our summer camp program has been developed to promote the use of the patrol method while in camp. Most of the activities we have planned are designed to teach and reinforce its importance. We encourage patrols to take part in these activities as a group.



Campfires

Campfires will take place on Sunday and Friday evenings at camp. Sunday evening's campfire is hosted by the Staff. Friday's campfire includes skits a performance by the Potomac Dancers and the Order of the Arrow "call out" ceremony.



Chapel Services

A non-denominational Chapel service is conducted on Thursday evening. This is an opportunity to work on the "Duty to God" program. The Field Uniform is recommended.

Flag Ceremonies

Flag ceremonies are conducted at the Parade Field each morning and evening prior to mealtime. Important information will be communicated at this time. On Friday evening the retreat ceremony will take place prior to the campfire.



Volleyball

The volleyball court is available during the day for Troop/Patrol use. Volleyballs may be checked out at the Quartermaster during regular hours. The court is open on a first-come first served basis.

Mountain Bike Trail

A minimum of four Scouts is required to ride the mountain bike trail. Scouts may check out the mountain bike and helmets from the Quartermaster. Each group will be given a map of the trail to follow. All riders must pay a deposit of \$20.00 which will be refunded when the bike and helmet are returned in good condition. Bikes are to be used on the trail only. Campers are not allowed to ride bikes throughout camp.

Run For Life

Start the day with a jog around camp. Run for Life meets each morning at 6:15 AM for a mile run. This is a great way to start your day.

Aquatics/Waterfront



The aquatics/waterfront area 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. 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, a long sleeved button down shirt, long pants and a belt.

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 4:00PM open waterfront on Friday)






Polar Bear Swim

Join the aquatics staff each morning at 6:45 AM for Polar Bear Swim. Anyone who participates four days will receive a certificate. Those brave enough to take the plunge all five days will receive a patch.

Instructional Swim




Anyone who needs help honing their swimming skills, we offer an instructional swim daily at 3 PM at the Waterfront. There is no need to sign up, just talk to a member of the Aquatics staff.

Aquatics/Waterfront Merit Badges



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|  | <p>Canoeing Must successfully complete the BSA Swimmer Test at check-in. Must bring old shoes that can get wet.</p> | <p>Average Difficulty</p> |
|  | <p>Lifesaving Must have earned Swimming MB prior to beginning this badge and complete BSA Swimmer test at check-in. Must bring own proper fitting long-sleeved shirt and long pants.</p> | <p>Advanced Difficulty Recommended 14 + First Class</p> |
|  | <p>Rowing Must successfully complete the BSA Swimmer Test at check-in. Must bring old shoes that can get wet.</p> | <p>Average Difficulty</p> |
|  | <p>Swimming Must successfully complete the BSA Swimmer Test at check-in. Must bring own proper fitting long-sleeved shirt (button-up type) and long pants for clothing inflation (they will get wet).</p> | <p>Average Difficulty</p> |
|  | <p>Fishing Will clean, cook and eat fish in the program area. Plan on bringing your own fishing equipment. A fishing license is not required.</p> | <p>Average Difficulty</p> |

Other BSA Aquatics Programs

Please purchase the Aquatics Supervision Guide prior to coming to camp.

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|  | <p>BSA Lifeguard Must successfully complete the BSA Swimmer Test at check-in and must be at least 15 years old to participate in the course. It is recommended that any Scouts who take BSA Lifeguard, have the Lifesaving Merit Badge. Current American Red Cross CPR/AED for the Professional Rescuer and American Red Cross First Aid certifications are required to complete the course (they must be completed within 180 days of starting the course). Adults are welcome to take this course. Plan to spend most of your week working in the Aquatics area.</p> | <p>Advanced Difficult Minimum Age 15</p> |
|  | <p>BSA Swimming and Water Rescue BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards. This training is open to any registered adult leader or Scout who is age 16 or older. Although the training is consistent with training provided professional lifeguards, the Swimming & Water Rescue course is not a lifeguard training course and is not a substitute for BSA Lifeguard. On the other hand, this course addresses important information that may not be covered in generic lifeguard training programs such as: preventative measures, including the buddy system and swim classification tests; how to set up a safe swim area in diverse situations; the use of non-standard rescue equipment; and emergency action plans in remote settings. Participants must pass a BSA Swimmer Test before starting the course. There is a small fee for course material if you have not purchased the Aquatic Supervision Guide before camp.</p> | <p>Advanced Difficult Must be 16 or adult leader</p> <p>Please purchase the Aquatics Supervision Guide prior to coming to camp.</p> |
|  | <p>BSA Paddle Craft Safety Float trips are popular Boy Scout and Venturing activities. Safety Afloat awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. BSA Paddle Craft Safety expands Safety Afloat training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. The training is open to any registered adult leader or Scout who is age 16 or older. It is recommended that at least one person with this training is present to assisting supervising a unit float trip.</p> | <p>Advanced Difficult Must be 16 or adult leader</p> <p>Please purchase the Aquatics Supervision Guide prior to coming to camp.</p> |

Continued

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| | <p>Participants must pass a BSA Swimmer Test before starting the course. Previous canoeing and kayaking experience is recommended but not required. There is a small fee for course material if you have not purchased the Aquatic supervision Guide before camp.</p> <p>Swimming and water rescue / paddle craft safety have been combined as Aquatic Supervisor Training</p> | |
|  | <p>Mile Swim BSA Must successfully complete the BSA Swimmer Test at check-in. Practice is required.</p> | <p>Advanced Difficult</p> |
|  | <p>Kayaking BSA Must successfully complete the BSA Swimmer Test at check-in. Completion of the Canoeing Merit Badge is recommended prior to participation.</p> | <p>Average Difficulty</p> |



If you take both of the BSA Aquatic Supervision course you need only pay one course fee.

C.O.P.E./Climbing



The C.O.P.E and Climbing area is for Scouts in your Troop that are thirteen years of age and older. It provides a structured progressive program to help your Scouts develop confidence, a positive attitude toward life's challenges, team building and leadership skills.

Open Climb

An open climb will be available one night during camp. Open climb is only available to Scouts 13 and older. See the Evening Activities Schedule upon arrival.





Climb On Safely


Climb on safely is a training on how to conduct a safe climbing program for your unit.

Climb On Safely training must be renewed every two years

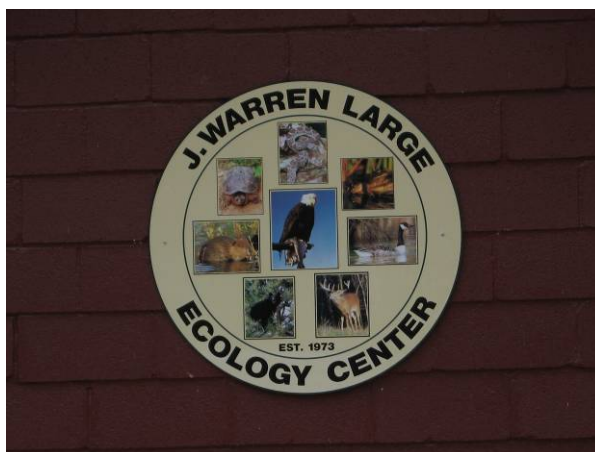
COPE/Climbing Merit Badges

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|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
|  | <p>CLIMBING Recommended for 2nd year and older campers.</p> | <p>Average Difficulty</p> |
|  | <p>Sports/Athletics Two Merit Badges in one class. Several requirements involve experience on a sports team or in athletics events. Please read prerequisites carefully.</p> | <p>Average Difficulty</p> |

Other BSA C.O.P.E./Climbing Programs

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|  | <p>Project C.O.P.E. C.O.P.E. stands for Challenging Outdoor Personal Experience and is a great program for older Scouts. Throughout the week, Scouts will focus on leadership development, problem solving, communication, self-esteem, trust, decision making and teamwork. C.O.P.E. includes initiative games, a low course and a high ropes course. Space is limited in C.O.P.E. and is only available to Scouts age 13 and older.</p> | <p>Advanced Difficult</p> |
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Ecology



The Ecology Lodge has a large selection of books, displays and animals for your education and enjoyment.

Nature Trail

A nature trail is available in the north end of camp, near the Ecology Lodge. See a member of Ecology staff for a list of plants on the trail.

Star Study

The Ecology staff holds two star study sessions (weather permitting) for anyone working on Honor Camper Awards or desiring to learn more about the night sky. See the evening activities schedule upon arrival for times.

Ecology Scavenger Hunt









This is a Patrol or Troop activity. See a member of the Ecology staff to receive a list of items on the list and rules.

Leave No Trace Orientation

This is a week long course taught by Scoutcraft and Ecology. Learn about Leave No Trace principles and how to apply them to camping experiences.

Recommended age of 14

Ecology Merit Badges

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|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|---------------------|----------------------------|
|  | Plant Science Explore agronomy, horticulture, and field botany. | New for 2013 | Average Difficulty |
|  | Environmental Science Recommended for older Scouts. Some independent project work required. | | Advanced Difficulty |
|  | Geology Explains why the study of the present is important to understanding the past. | New for 2013 | Average Difficulty |
|  | Forestry Have extensive written requirements. Recommended for older Scouts. | | Average Difficulty |
|  | Mammal Study/Fish & Wildlife Management Recommended for older Scouts. Combined MB for 2013 | | Average Difficulty |
|  | Nature No Prerequisites. | | Average Difficulty |
|  | Soil & Water Conservation No Prerequisites. | | Average Difficulty |
|  | Weather Recommended for older Scouts. | | Average Difficulty |

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 most activities can be completed on an independent study basis.

Patrol Flag Competition




An important part of the patrol method is the patrol flag. Patrol members can enter their banner in the patrol flag competition at the Handicraft Lodge.

Handicraft Merit Badges

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|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------|
|  | Basketry Must purchase kits from Trading Post. Good beginner merit badge. | Easy Difficulty |
|  | Indian Lore Research for requirement 1 prior to camp is helpful. | Average Difficulty |
|  | Leatherwork Various kits are available for purchase in the Trading Post. | Average Difficulty |
|  | Pottery Scouts must visit a kiln yard prior to completing this badge. | Average Difficulty |

| | | |
|-----------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|
|  | Fingerprinting Good beginner merit badge. | Easy Difficulty |
|  | Metal Work This is new to Sinoquipe. Participants will complete #5 option 1 of the merit badge at camp. | Advanced Difficulty |
|  | Music Scouts who play an instrument may wish to bring it to camp. | Average Difficulty |
|  | Wood Carving Must have Totin' Chip Card. Various projects for sale in the Trading Post. Not Recommended for First Year Campers. | Average Difficulty |

Health Merit Badges

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|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|
|  | Fire Safety A home fire drill and a visit to a fire station must be completed prior to camp. Recommended for older Scouts. | Average Difficulty |
|  | First Aid Scouts must complete requirement #1 before camp and bring materials for their personal first aid kit. | Average Difficulty |
|  | Emergency Preparedness "Be Prepared" for any emergency with the skills learned in this badge. | Advanced Difficulty |

Scoutcraft



Whether you are a veteran Scouter or a first-year camper, the Scoutcraft area has plenty of opportunities to learn the necessary skills to become a seasoned outdoorsman.

Geocaching

Camp Sinoquipe will have several hidden treasures (waypoints) set up throughout camp. You can use your own GPS or check out one from the Scoutcraft area. See the Scoutcraft director for more information.

Night time Orienteering

Bring a buddy and a flashlight to compete in the night time orienteering course.

Paul Bunyan Woodsman Award

Scouts can earn their Paul Bunyan Woodsman Award. Scouts must have proof of Totin' Chip to sign up for this award. Scouts will review Totin' Chip skills and assist with the instruction of Totin' Chip for First Year Campers as well as improve hiking trails around Sinoquipe. This is a difficult award and should only be attempted by Scouts who are in good physical condition and possess wood tool skills.

Pioneering College

Stop by Scoutcraft during program hours and enroll in Sinoquipe's Pioneering College. 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.

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.

Scoutcraft Merit Badges

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|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
|  | <p>Camping Scouts must bring a backpack to camp. A written note from the Scoutmaster will suffice for the 20 Night camping requirement.</p> | <p>Average Difficulty</p> |
|  | <p>Cooking Scouts will cook and eat meals using various cooking methods in the program area daily. Class is extended thru lunch hour; Scouts will not attend lunch in the Dining Hall.</p> | <p>Average Difficulty</p> |
|  | <p>Geocaching Geocaching is an exciting, new high-tech Merit Badge. Please let us know during preregistration if the Scout will be bringing his own GPS.</p> | <p>Average Difficulty</p> |
|  | <p>Orienteering Good map & compass skills are recommended. Compasses are available through the Scoutcraft area for Scout use to complete the badge.</p> | <p>Average Difficulty</p> |
|  | <p>Pioneering A good working knowledge of knots, lashings and rope splicing are recommended.</p> | <p>Average Difficulty</p> |
|  | <p>Wilderness Survival A survival kit should be made up ahead of time and brought along to camp. Scouts will build and sleep in a shelter at camp.</p> | <p>Average Difficulty</p> |

Shooting Sports



Our shooting sports area is one of the most popular areas in camp. Safety is the primary concern. 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.

Please note that no one is allowed to bring their own firearms, ammunition or archery equipment to camp.

Open Shoot

The rifle and shot gun ranges will host an open shoot at 11:00 AM and 4:00 PM daily. (Note: there is no 4:00 PM open shoot on Friday)

Leader's Shoot

A Leaders shoot is available during the week.




Handgun Shoot for Venturers

Any registered Venturer may participate in a special Venturing handgun shoot. A current Venturing membership card or Venturing crew roster from your local council must be presented.








3D Field Archery Course

A 3D Field Archery course will be available during the 4:00 PM open shoot slot. It is recommended that Scouts have prior Archery experience before participating.

Shooting Sports Merit Badges

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|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------|
|  | Archery | Average Difficulty |
|  | Rifle Shooting Recommended for older Scouts. Maturity and ability to follow directions is needed. | Average Difficulty |
|  | Shotgun Shooting Recommended for older Scouts. Maturity and ability to follow directions is needed. An ammunition and clay target fee of \$15.00 will be assessed. | Advanced Difficulty |

Tech Center Merit Badges

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|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------|
|  | Citizenship in the Nation MB This Eagle required Merit Badge will be offered in alternating years with Citizenship in the World | Advanced Difficulty Recommended 14 + First Class |
|  | Communication Effective communication is an important life skill for all Scouts. | Advanced Difficulty Recommended 14 + First Class |
|  | Computer A great skill for working in any field. | Advanced Difficulty |
|  | Photography Scouts can either bring their own camera or purchase one from the Trading Post. \$10.00 will be collected for film processing. | Average Difficulty |
|  | Journalism Participants in this Merit Badge will also help produce a daily newsletter for camp wide distribution. | Average Difficulty |
|  | Public Speaking Information for the 8-10 minute speech may be prepared before camp. | Average Difficulty |
|  | Chess For beginners and master players alike. Learn about one of the world's best known games. | Average Difficulty |

Miscellaneous Merit Badges

Misc. Merit Badges

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|------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|
|  | <p>Electricity Recommended for older Scouts.</p> | <p>Average Difficulty</p> |
|  | <p>Plumbing Recommended for older Scouts. Maturity and ability to follow directions is needed.</p> | <p>Challenging Badge</p> |
|  | <p>Welding New MB for 2013 Scouts will learn basic welding skills</p> | <p>Average Difficulty</p> |
|  | <p>Theater New MB for 2013 Scouts will learn to appreciate the performing arts</p> | <p>Average Difficulty</p> |
|  | <p>American Cultures New MB for 2013 Scouts will learn about cultural diversities</p> | <p>Average Difficulty</p> |

Updated Merit Badge Schedule

| | | | | | | |
|---------------------------------|-----------------|-----------------------|------------------|-----------------|-----------------|-----------------|
| Backpacking MB | | | | 2:00 M-F | | 4:00 M-F |
| Camping MB | 9:00 M-F | | 11:00 M-F | | | |
| Cooking MB | | 10:00-1:00 M-F | | | | |
| Geocaching MB | | 10:00 M-F | | | 3:00 M-F | |
| Orienteering MB | 9:00 M-F | | | | | 4:00 M-F |
| Pioneering MB | | 10:00 M-F | 11:00 M-F | | | |
| Wilderness Survival MB | | | | 2:00 M-F | 3:00 M-F | |
| Leave No Trace (Leaders) | 9:00 M-F | | | | | |

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|---------------------------|-----------------------|------------------|------------------|----------------------|----------------------|-----------------|
| Canoeing MB | 9:00 M-F | | | 2:00 M-F | | |
| Fishing MB | | | | 2:00 M-F | 3:00 M-F | |
| Kayaking MB | 9:00 M-F | | | | 3:00 M-F | |
| Lifesaving MB | 9:00-11:00 M-F | | | 2:00-4:00 M-F | | |
| Rowing MB | | 10:00 M-F | | | | |
| Swimming MB | 9:00 M-F | 10:00 M-F | | 2:00 M-F | | |
| BSA Lifeguard | 9:00-12:00 M-F | | | | | |
| Aquatic Supervisor | | | | 2:00-4:00 M-F | | |
| Instructional Swim | | 10:00 M-F | | | | |
| Mile Swim | | | | | 3:00-5:00 M-F | |
| Free Swim | | | 11:00 M-F | | | 4:00 M-T |

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|------------------------------------------------|-----------------------|------------------------|------------------|----------------------|-----------------|-----------------|
| Environmental Science MB | 9:00-10:30 M-F | 10:30-12:00 M-F | | 2:00-3:30 M-F | | |
| Forestry MB | | | 11:00 M-F | | | 4:00 M-F |
| Geology MB | 9:00 M-F | | 11:00 M-F | | | |
| Mammal Study & Fish and Wildlife MB | | | | 2:00 M-F | | 4:00 M-F |
| Nature MB | | | | | 3:00 M-F | |
| Plant Sciences MB | | 10:00 M-F | | 2:00 M-F | | |
| Soil and Water Conservation MB | | 10:00 M-F | | | | 4:00 M-F |
| Weather MB | | | | | 3:00 M-F | |
| Leave No Trace (Leaders) | 9:00 M-F | | | | | |

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|------------------------------------|-----------------|------------------|-------------------|-----------------|-------------------|--|
| Archery MB (12 max) | 9:00 M-F | 10:00 M-F | Free Shoot | 2:00 M-F | Free Shoot | |
| Rifle Shooting MB (16 max) | 9:00 M-F | 10:00 M-F | Free Shoot | 2:00 M-F | Free Shoot | |
| Shotgun Shooting MB (8 max) | 9:00 M-F | 10:00 M-F | Free Shoot | 2:00 M-F | Free Shoot | |

| | | | | | | |
|-------------------------------------|-----------------------|------------------------|------------------|-----------------|-----------------|-----------------|
| Chess MB | | | | 2:00 M-F | | 4:00 M-F |
| Citizenship in the Nation MB | 9:00-10:30 M-F | 10:30-12:00 M-F | | | | |
| Communication MB | | | | 2:00 M-F | | 4:00 M-F |
| Computers MB | 9:00 M-F | | | | 3:00 M-F | |
| Journalism MB | | 10:00 M-F | | | | |
| Photography MB | | | 11:00 M-F | 2:00 M-F | | |
| Public Speaking MB | | | 11:00 M-F | | 3:00 M-F | |
| Theatre MB | | 10:00 M-F | | | 3:00 M-F | |
| American Cultures MB | 9:00 M-F | | | | | 4:00 M-F |

| | | | | | | |
|--------------------------|--------------------------|------------------|--|--|-----------------|-----------------|
| Basketry MB | Independent Study | | | | | |
| Fingerprinting MB | Independent Study | | | | | |
| Indian Lore MB | | 10:00 M-F | | | | 4:00 M-F |
| Leatherwork MB | Independent Study | | | | | |
| Pottery MB | | | | | 3:00 M-F | 4:00 M-F |
| Wood Carving MB | Independent Study | | | | | |

| | | | | | | |
|--------------------------------------|--|--|------------------|-----------------|-----------------|--|
| Electricity MB (8 max) | | | 11:00 M-F | | 3:00 M-F | |
| Plumbing MB (8 max) | | | | 2:00 M-F | | |
| Welding MB (8 max) (16 years) | | | 11:00 M-F | | | |

| | | | | | | |
|----------------------------------|-----------------|------------------------|--|----------------------|--|--|
| Sports MB/Athletics MB | 9:00 M-F | | | | | |
| Climbing MB (12 max) | | | | 2:00-4:00 M-F | | |
| Project C.O.P.E. (12) max | | 10:00-12:00 M-F | | | | |

| | | | | | | |
|----------------------------------|-----------------|------------------|------------------|-----------------|-----------------|-----------------|
| Emergency Preparedness MB | | | 11:00 M-F | | | 4:00 M-F |
| Fire Safety MB | | | | | 3:00 M-F | |
| First Aid MB | 9:00 M-F | 10:00 M-F | | 2:00 M-F | | |

| | | | | | | |
|--------------------|-------------------------------------------------------------------------------|--|--|------------------------|--|--|
| Wikhetschik | | | | 2:00 - 5:00 M-F | | |
| Lakusin | 1st Year Camper Program fills all 9-12:00 and 2-5:00 slots. | | | | | |

LAKUSIN (First Year Camper Program)

Lakusin translated means to climb higher. This program is designed to take the First Year Camper experience to the next level. Several elements of the previous First Year Camper program have been retained in the new Lakusin program.

Lakusin is designed for new Scouts and those attending a summer camp for the first time. Participants in the program will be separated into patrols lead by a staff member serving in a Troop guide like role. Scouts will be given two options to choose which will focus on rank advancement. Lakusin participants can either focus on Tenderfoot/Second Class requirements or Second Class/First Class requirements. Rank skills will focus on seven core groups: Scout Spirit, Camping and Hiking, First Aid, Handicraft, Nature, Totin' Chip / Firem'n Chit and Rope Work.

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

Unlike merit badges offered at camp, the Lakusin staff will not be "signing off" on requirements. It is up to each unit leader to review the rank skill and make sure 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. Throughout the week the Scoutmaster should hold a conference and review the progress of each Scout.

Lakusin Scouts will have the opportunity to work on Mammal Study merit badge, and a Handicraft merit badge. Handicraft merit badges include Basketry, Leatherwork, Fingerprinting and Art. Please note that Leatherwork and Basketry require kits purchased from the Trading Post. Additional time may be needed outside of program time to complete their kits. Scouts are encouraged to take only one Handicraft merit badge. If they finish early they may decide to work on another merit badge.

In addition to rank skills and merit badge work, Lakusin Scouts will be exposed to a variety of programs including rifle shooting, archery and more.

Please review the rank requirements with each Scout before coming to camp. Lakusin Scouts should plan to bring an additional \$10.00 to purchase basket or leatherworking kit. 1: "As per Requirement 2 in the swimming merit badge pamphlet, all 1st Year Campers desiring to work towards swimming merit badge must be of Swimmer classification by Monday at the end of the allotted class time. All Scouts of Beginner or Non Swimmer will be given instructional swim for the week."

Wikhetschik, meaning “Builder”, is an exciting new program for Scouts aged 16 and older. Wikhetschik is designed for older Scouts who may already have many of the merit badges offered at camp. It will take up the afternoon program block, and each day will include a new activity. Activities may include: team building and C.O.P.E. events, mountain biking, GPS use, outdoor cooking, aquatics adventures and more. There will also be an overnight outpost. Space is limited for the program.

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. The requirements have been structured to appeal to Scouts strictly on their own merits. It is something that should interest the majority of Scouts and at the same time is consistent with current Scouting advancement requirements.

Requirements

The requirements are being revised. Requirements will be provided at camp.



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.

Each Unit will receive an information sheet on the Duty to God program when they arrive at Camp Sinoquipe. Duty to God requirement sheets will be available at the Camp Administration Office. Upon completion of the requirements the completed forms will be collected at the Camp Administration Office and the participant will be able to purchase the Duty to God patch.

Scouts and leaders who 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.



Order of the Arrow



As Scouting's National Honor Society, the purpose of the Order of the Arrow is to:

- Recognize those who best exemplify the Scout Oath and Law in their daily lives and through that recognition cause others to conduct themselves in a way that warrants similar recognition.
- Promote camping, responsible outdoor adventure and environmental stewardship as essential components of every Scout's experience, in the unit, year-round and in summer camp.
- Develop leaders with the willingness, character, spirit and ability to advance the activities of their units, our Brotherhood, Scouting and ultimately our nation.
- Crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

Ice Cream Social

Held on Thursday evenings, all Arrowmen are invited to the Dining Hall for fun, fellowship and of course ice cream!

Brotherhood Conversion

All Guneukitschik Lodge members who have completed their Ordeal at least 10 months prior to camp are encouraged to seal their membership into the OA by becoming a Brotherhood member. The lodge Brotherhood chairman will provide more information to those who are eligible.

OA Call Out Ceremony

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 should 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.

Adult Leader Program Opportunities



We have several programs lined up for adult leaders. We hope that you will find the topics worthwhile and relevant.

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.

BSA Lifeguard / BSA Aquatics Supervisor:

This is training for adult leaders and older Scouts to provide qualified supervision and lifeguards for aquatics activities within your unit. See aquatics section of the leaders guide for more detailed information.

Climb On Safely

Climb on Safely is training to conduct a safe climbing program for your unit. Climb On Safely training must be renewed every two years. See the evening activities schedule upon arrival for times offered.

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 camping or high adventure camping. Trek Safely training is valid for two years. See the evening activities schedule for times offered.

Leave No Trace Orientation

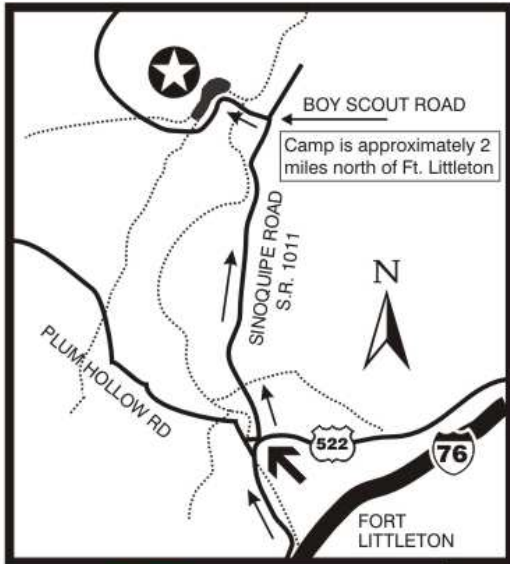
This training provides an overview of Leave No Trace backcountry principles for youth and adults given by a certified Leave No Trace trainer. See the evening activities schedule upon arrival for times.

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

You won't believe what some of the requirements are!



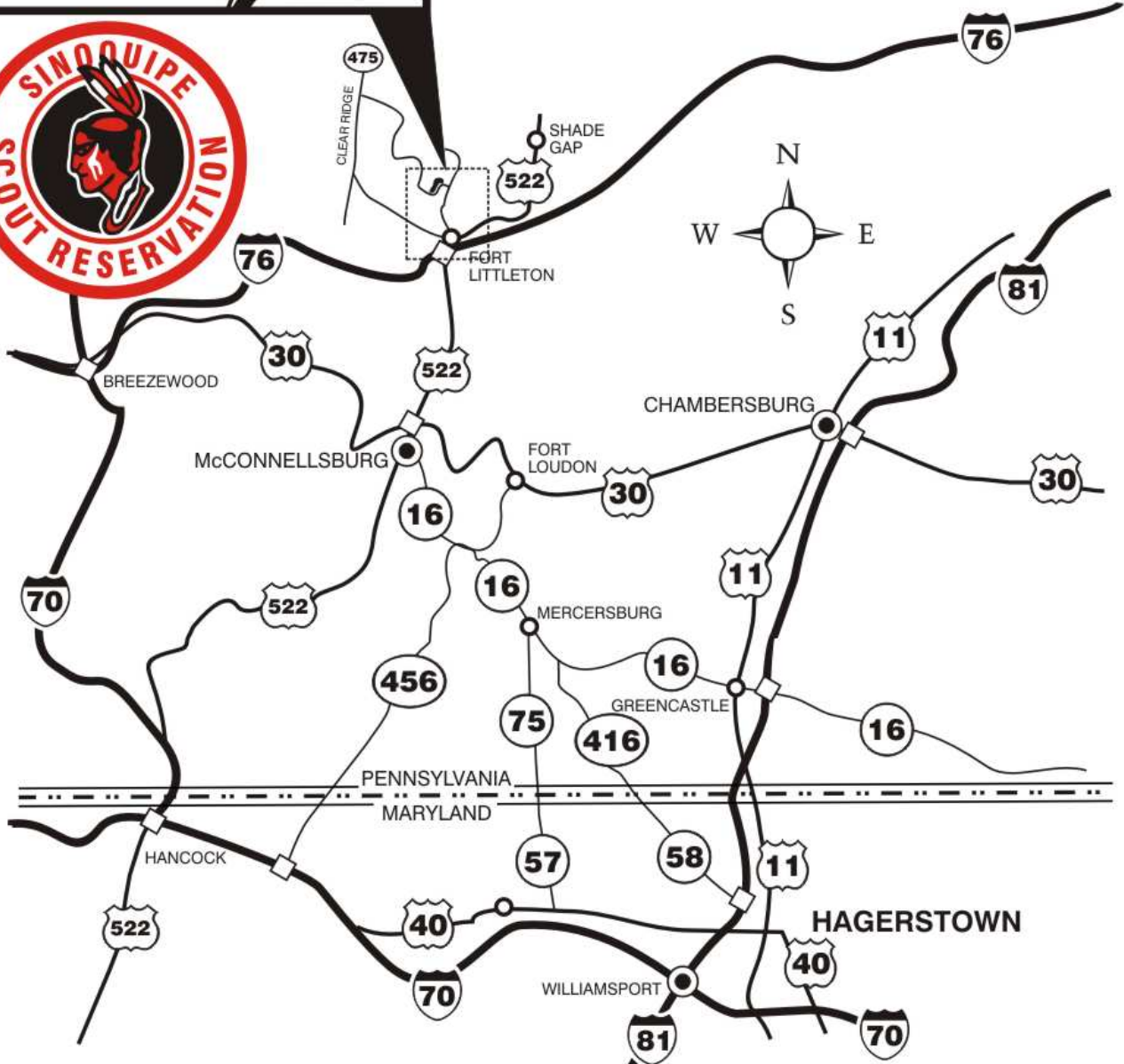
DIRECTIONS TO CAMP SINOQUIPE:

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 Turn Pike Toll Exit.

From Hancock MD:
 Travel route 522 north to McConnellsburg, then Ft. Littleton PA.

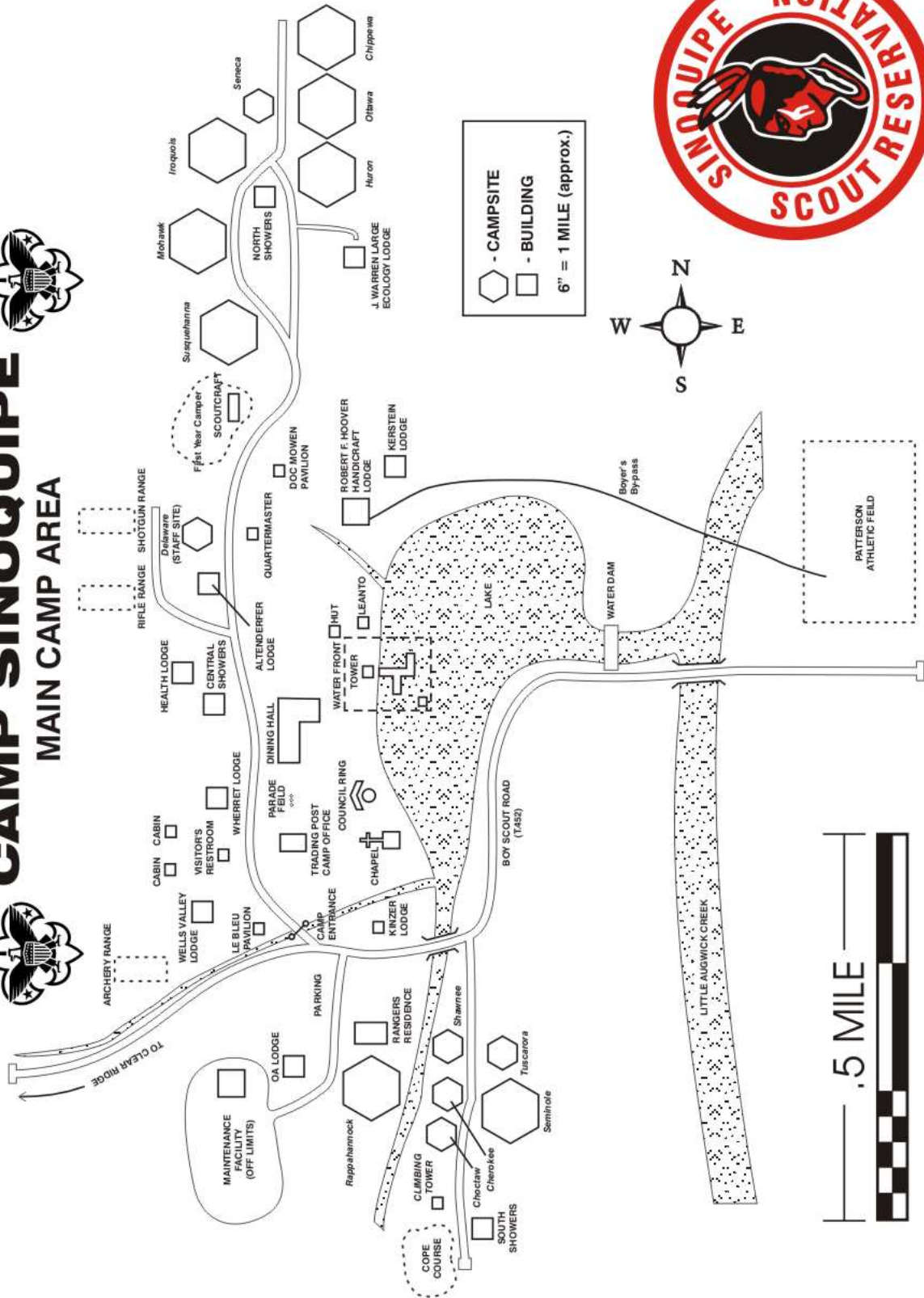
From Hagerstown MD:
 Travel Interstate 81 north to Exit 5 (former Exit 3) at Greencastle PA- Travel route 16 west to McConnellsburg; take route 522 north to Ft. Littleton.

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 3 at Greencastle PA- travel route 16 west to McConnellsburg; take route 522





CAMP SINOQUIPE MAIN CAMP AREA



6" = 1 MILE (approx.)

- CAMPSITE
- BUILDING



2013 Tentative Merit Badge Prerequisite Requirements

(Subject to change prior to camp)

All Merit Badges must be earned according to the current Boy Scout Requirements. Please bring any partial Merit Badge applications to the attention of the counselor at the start of the session on Monday. Please contact Tim Bair, Program Director with any questions at timothybair@hotmail.com

| | |
|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| American Cultures | None |
| Archery | None **MB Requirements updated in 2012** |
| Art | Req. #4 |
| Athletics | The activities used to fulfill the requirements for the Sports merit badge may not be used to help fulfill requirements for other merit badges (Athletics included). Req. 3, show improvement aspect of req 5. |
| Backpacking | Req. #6b, 8c, 10,11 Scouts MUST bring a pack ready to hike to camp for requirement #9 |
| Basketry | None |
| Camping | Req. # 4b, 5e, 8c&d, 9abc Please bring a note from your Scoutmaster verifying completion of all pre-requisites as well as a copy of the menu from Req. # 8c&d. Scouts MUST bring a packed backpack to camp for requirement #7 |
| Canoeing | None |
| Citizenship in the Nation | Pre Requisite Requirement 2 Do Two of the Following a,b,c,d. |
| Chess | None |
| Climbing | None |
| Communication | Req. #5, 7, 8 Must be completed prior to camp. Please bring a note from your Scoutmaster and information from Req. 5 to camp with you to camp. |
| Computers | - req 7 |
| Cooking | Req. # 7abcd (bring documentation to camp) |
| Electricity | Req. # 2, 8, 9a (Bring with you to camp) |
| Environmental Science | None |
| Emerg. Prep | - Requirement #1, 2, 6c, 8c, 9. |
| Fingerprinting | None |
| Fire Safety | Req. #6a, 11 |
| First Aid | Req. #1, Bring first aid kit for Req. #2d to camp. |
| Fishing | Bring regulations for Req. #7 to camp. |
| Forestry | None |
| Geocaching | Req. #7. Additional time outside of class may be needed to complete Req. 9. |

| | |
|------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Geology | None |
| Indian Lore | None |
| Journalism | 2a2, 4 (please bring story for req. 4 to camp with you) |
| Kayaking | None |
| Leatherwork | None |
| Lifesaving | None |
| Mammal Study and Fish and Wildlife | Req. 4,5,8 |
| Metalwork | None |
| Music | None, Students who play an instrument may wish to bring it to camp. |
| Nature | None |
| Orienteering | None |
| Photography | Bring a Camera (35mm Cameras will need \$10 for film processing). (disposable preferred) |
| Pioneering | It is recommended that Scouts practice their knots before coming to camp. |
| Plant Science | None |
| Plumbing | None |
| Pottery | Req. #7 |
| Public Speaking | None |
| Rifle Shooting | None |
| Rowing | None |
| Scouting Heritage | Req. 4, 5, Bring items for Req. 6 to camp. |
| Shotgun Shooting | *Recommended for Older Scouts * \$15.00 Participation Fee |
| Soil and Water Conservation | None |
| Sports | The activities used to fulfill the requirements for the Sports merit badge may not be used to help fulfill requirements for other merit badges (Athletics included). Req. 4, 5 |
| Swimming | Make sure to bring appropriate clothing for Req. #4 |
| Theater | None |
| Weather | *Recommended for Scouts 13 or older*, Req. #2 Bring a note from parent or guardian |
| Welding | None |
| Wilderness Survival | *Recommended for Scouts 13 or older*, Req. #5 Bring to camp |
| Wood Carving | Req. #2.1 (Totin' Chip) |

Camp site:
For camp use

TROOP MEDICINE CHECK IN SHEET

TROOP: _____ COUNCIL: _____ WEEK IN CAMP: _____

SCOUTMASTER _____ UNIT NO. _____

CITY / STATE / ZIP _____ COUNCIL _____

CELL #. (____)_____-_____- Email _____@_____

To speed up the check in process the Scoutmaster can collect medications for his troop prior to arriving at camp. Each Scout's Medications should be placed in a well-marked zip lock bag with the Scout's name and troop number. During the health check the camp Health Officer will meet with the Scoutmaster and acknowledge the accuracy of this document and turn in the listed medications. It is permitted for the Scoutmaster to keep medications at the camp site only if it is kept under lock and key while in his possession. REFRIGERATED Medications must be stored in the First Aid Station. A medicine log must be kept for any medications used in camp. This log must be kept by the Scoutmaster if medications are dispensed in the camp site, under the direction of Health Officer. This log must be surrendered to the Health Officer before leaving camp

THE INFORMATION IN THIS DOCUMENT IS PRIVATE AND NOT TO BE SHARED WITH ANYONE OTHER THAN THE HEALTH OFFICER OR CAMP DIRECTOR.

| | Scout Name | Age | Medicine | Dosage | Locked in campsite | Health office |
|----|------------|-----|----------|--------|--------------------|---------------|
| 1 | | | | | | |
| 2 | | | | | | |
| 3 | | | | | | |
| 4 | | | | | | |
| 5 | | | | | | |
| 6 | | | | | | |
| 7 | | | | | | |
| 8 | | | | | | |
| 9 | | | | | | |
| 10 | | | | | | |

Sinoquipe Troop Roster

Troop: _____ Council: _____ Week in Camp: _____

| | <u>Name, Address, City, State, Zip Code</u> | <u>Emergency Phone Contact</u> | <u>Rank</u> |
|-------------|---------------------------------------------|------------------------------------|-------------|
| Scoutmaster | | | |
| Assistant | | | |
| Assistant | | | |
| Assistant | | | |
| Scout 1 | | | |
| Scout 2 | | | |
| Scout 3 | | | |
| Scout 4 | | | |
| Scout 5 | | | |
| Scout 6 | | | |
| Scout 7 | | | |
| Scout 8 | | | |
| Scout 9 | | | |
| Scout 10 | | | |
| Scout 11 | | | |
| Scout 12 | | | |
| Scout 13 | | | |
| Scout 14 | | | |
| Scout 15 | | | |

Please list additional youth or adults on another form as needed 57

2013 Sinoquipe Payment Tracking Form (Unit Copy)

2013 Youth Camper Fees

In Council

\$275.00 if paid before May 15, 2013
 \$300.00 if paid after May 15, 2013
 until first day of camp
 \$345.00 if paid the first day of camp
 \$75.00 Leader Fee is due only once

Out of Council (OC)

\$300.00 if paid by May 15, 2013
 \$325.00 if paid after May 15, 2013
 until the first day of camp
 \$370.00 if paid the first day of camp
 \$75.00 Leader Fee is due only once

-----Cut Here

Third Payment Form: Due May 15, 2013

Troop _____

Week _____

| | <u>Number</u> | | <u>Amount</u> | | <u>Total</u> |
|-------------------------------|---------------|---|--------------------|---|--------------|
| Final Youth Payment (5/15/13) | | x | \$90 (\$100) OC | = | |
| Leader Fee (If needed) | | x | \$75 | = | |
| Total | | | | | |

(Council Only) Date Received _____

Receipt # _____

-----Cut Here

Second Payment Form: Due April 15, 2013

Troop _____

Week _____

| | <u>Number</u> | | <u>Amount</u> | | <u>Total</u> |
|-----------------------------|---------------|---|--------------------|---|--------------|
| 2nd Youth Payment (4/15/13) | | x | \$90 (\$100) OC | = | |
| Leader Fee (If needed) | | x | \$75 | = | |
| Total | | | | | |

(Council Only) Date Received _____

Receipt # _____

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First Payment Form: Due March 15, 2013

Troop _____

Week _____

| | <u>Number</u> | | <u>Amount</u> | | <u>Total</u> |
|-----------------------------|---------------|---|--------------------|---|--------------|
| 1st Youth Payment (3/15/13) | | x | \$95 (\$100) OC | = | |
| Leader Fee | | x | \$75 | = | |
| Total | | | | | |

(Council Only) Date Received _____

Receipt# _____

2013 Sinoquipe Payment Tracking Form (Council Copy)

2013 Youth Camper Fees

In Council

\$275.00 if paid before May 15, 2013
 \$300.00 if paid after May 15, 2013
 until first day of camp
 \$345.00 if paid the first day of camp
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Out of Council (OC)

\$300.00 if paid by May 15, 2013
 \$325.00 if paid after May 15, 2013
 until the first day of camp
 \$370.00 if paid the first day of camp
 \$75.00 Leader Fee is due only once

-----Cut Here

Third Payment Form: Due May 15, 2013

Troop _____

Week _____

| | <u>Number</u> | | <u>Amount</u> | | <u>Total</u> |
|-------------------------------|---------------|---|--------------------|---|--------------|
| Final Youth Payment (5/15/13) | | x | \$90 (\$100) OC | = | |
| Leader Fee (If needed) | | x | \$75 | = | |
| Total | | | | | |

(Council Only) Date Received _____

Receipt # _____

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Second Payment Form: Due April 15, 2013

Troop _____

Week _____

| | <u>Number</u> | | <u>Amount</u> | | <u>Total</u> |
|-----------------------------|---------------|---|--------------------|---|--------------|
| 2nd Youth Payment (4/15/13) | | x | \$90 (\$100) OC | = | |
| Leader Fee (If needed) | | x | \$75 | = | |
| Total | | | | | |

(Council Only) Date Received _____

Receipt # _____

-----Cut Here

First Payment Form: Due March 15, 2013

Troop _____

Week _____

| | <u>Number</u> | | <u>Amount</u> | | <u>Total</u> |
|-----------------------------|---------------|---|--------------------|---|--------------|
| 1st Youth Payment (3/15/13) | | x | \$95 (\$100) OC | = | |
| Leader Fee | | x | \$75 | = | |
| Total | | | | | |

(Council Only) Date Received _____

Receipt# _____