



MAKE A
Splash
AT SINOQUIPE!

2018

**SPLASH
GUIDE**



Island Hopper
"Giant Jump"
www.watersports.com



Sinoquipe Scout Reservation

Nationally Accredited Boy Scout Resident Camp of the Mason-Dixon Council, BSA
677 Boy Scout Road, Ft. Limerick, PA 17223 • Council Phone 301.739.1211 • Sinoquipe.org

Welcome To Our All-New SPL Guide!

We made this simple guide in order to help our youth leaders be fully prepared for the summer camp season. Your job as the Senior Patrol Leader is to make sure that your troop is ready for camp so that they can have as much fun as possible and can 'hit the ground running' as the old saying goes. It's a great day for Scouting!

Getting Ready For Camp

Before Camp

- Read *the entirety* of the 2018 SPL Guide.** This is your manual for camp. If there are still other things that you are interested in learning about camp this summer, there is also a 2018 Leaders' Guide with more information available at mdcscouting.org
- Assist your troop-mates in picking merit badges and activities to do at camp.** If you have taken a badge they are interested in tell them about your experiences. If you're not sure what to expect check out pages 23 through 28 in the Leaders' Guide, or maybe look up information online. Get a schedule for each Scout. And encourage them to have a brief conference with the Scoutmaster about their choices. Once they have made their choices check to see if the badges have pre-requisites. If the badges do have pre-requisites, start working on them as some have long time requirements! (I'm looking at you Personal Management.)
- Assist your Scoutmaster in gathering the paperwork.** The two big things that will **DRASTICALLY** speed up your check in process at camp are turning in your medical forms ahead of time and getting a pre-swim certification test for your troop.
 - The medical forms should be collected by the Scoutmaster and turned in at least one week prior to arriving to camp. You do not need to wait for all of them. When you have at least 2/3rds of them, have your Scoutmaster mail them to the address in the Leaders' Guide. It's better to turn in 4 forms at check-in then 40 forms.
 - The pre-swim certification paperwork can be found at mdcscouting.org. It tells you who is allowed to do the testing. I personally recommend going to a local YMCA or perhaps a school pool. Make it a troop outing and have fun with it! Just like the medical forms get as many Scouts to take the pre-swim test as you can and send it in ahead of time. Better to have 3 Scouts take a swim test then the whole troop.
- Have a theme for Spirit Day!** Camp Sinoquipe sets aside Wednesday to be a day for nothing but fun and games. There is some more detailed information about it in the Leaders' Guide but the import parts are this.
 - Pick a theme. You will be in your 'theme wear' for the duration of the day, this includes dinner.
 - Have fun to earn points. There will be activities all over camp. Go to them. Have fun.
 - Put on skits/songs/cheers after dinner. These will get you points as well.Points will get tallied by a "supercomputer" and "quantified" before being "transcoded" into a winning troop. The winning troop gets their numbers added to the ever growing Spirit Day Trophy. They also get a secret prize. (More Spirit Day information is on page 32 of the Leaders' Guide.)

Arriving At Camp

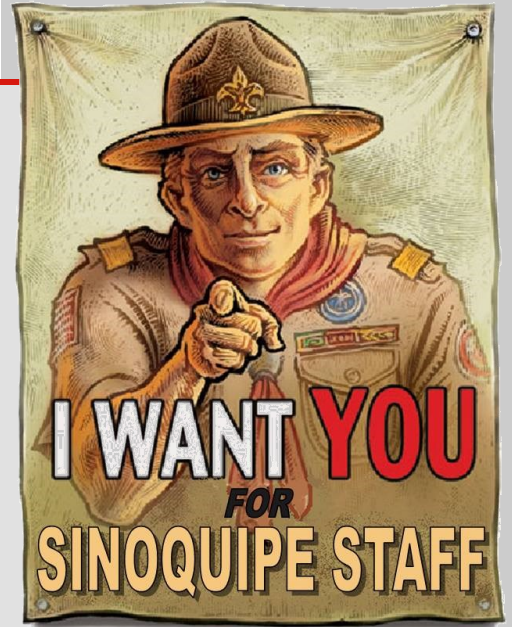
- Double or triple check that everyone has turned in their forms and brought any pre-req assignments. Do this before leaving!
- Consider arriving in uniform, activity or field dress. Have everyone that still needs to take a swim test have their swimming trunks and towel with them and not packed away in their gear.
- You and the Scoutmaster will be greeted in the parking lot and given further instructions and the Scoutmaster Packet materials.
- There will be forms in the Scoutmaster Packet that will be your responsibility to do. This packet will be emailed out, as well as posted online at mdcscouting.org. Many of the forms can be filled out on the computer and then printed.

During Camp

- Attend the Sunday Leaders' Meeting and brief fellow scouts on program opportunities and the camp schedule.
- Be responsible for the troop bulletin board: fireguard chart, table-waiter schedule, and troop duty roster.
- Coordinate your troop's participation in all camp-wide events.
- Be sure that scouts in your troop observe Taps and Reveille and are respectful of other units.
- Maintain the health and cleanliness of your troop campsite, delegating leadership as appropriate. Conduct a brief inspection before the Camp Commissioner visits on Monday, Tuesday and Friday. You are responsible for Wednesday and Thursday inspection.
- With the youth members of your troop, complete the youth evaluation form and return it to the camp office before departure.



Daily Schedule



Summer Camp Staff Opportunities are available for ages 14 and up. To find out more about what positions are available see page 7 of the 2018 Leader's Guide. A 2018 Camp Staff Application is available at mdcscouting.org

MORNING	6:15	Run For Life (Show up all 5 days, get a Patch!)
	6:30	Polar Bear (Show up all 5 days, get a Patch!)
	7:45	Morning Flags (Be on time!)
	8:00	Breakfast
	9:00—12 Noon	Program Time (Let the fun and learning begin!)
AFTERNOON	12 Noon	Lunch
	1:00	Turtle Time
	2:00—5:00	Program Time
EVENING	5:45	Evening Flags (Be on time in your Field Uniform)
	6:00	Dinner (Field Uniform)
	7:00—10:00	Evening Program (See the evening activities schedule for more details)
	10:00	Quiet Time Begins

Important Rules

- For your own safety we ask that you wear a fully enclosed shoe while at camp. This means no sandals, 'crocks', or any other odd partial shoes. We are a very long camp. You will be walking multiple miles a day. You will want good shoes that keep hazards away from your feet.
- We do not allow scouts in vehicles unless there is a medical emergency.
- We are in the woods. There are animals in the woods. Take pictures from a distance, enjoy the experience, but leave them alone. Don't get close, and don't give them food.
- There are areas in camp that are marked as "Adults Only". They are for individuals 18 years of age or older. It is a violation of Youth Protection to enter these areas.
- **DRINK WATER!** It gets hot at camp. You will sweat. If you don't stay hydrated you will get sick. All spigots (or yard hydrants as some might call them) you see around camp will dispense safe, cold drinking water.
- When you enter the Dining Hall please remove any headwear. The exception is to anyone wearing it in observance of religious practices.
- There is a public road outside our main gate beside the parking lot. As it is a road we ask you to walk on the side of it and not down the center.
- Quiet Time is from 10:00 p.m. to 6:30 a.m. This is so people who want to sleep can get some. Please be respectful of others.

There will be a more detailed listing of rules on your bulletin board at camp titled General Camp Policies. This listing can also be found on page 14 of the 2018 Leaders' Guide.



Tentative Merit Badge Schedule

To help you discover which merit badges you'd like to take at summer camp use the Draft Merit Badge Schedule and the Merit Badge Prerequisites chart. There are also programs specifically for First Year Campers and Older Boys as well as all Scouts that are outlined on page 7. More information about the merit badges and additional offered programs can be found in the 2018 Leader's Guide at mdcscouting.org on pages 22-31.



2018	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	



Merit Badge Prerequisites

	Merit Badge	Difficulty	Prerequisites & Comments
NEW	American Culture/Indian Lore	Average	None.
	Chess	Average	None.
NEW	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	Req. 5, 7, 8. Recommended for age 14+ First Class
NEW	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.
NEW	Emergency Preparedness	Advanced	Req. 1, 2, 6c, 8c and 9 need to be completed prior to camp.
	Fire Safety	Average	Req. 6a and 11 need to be completed prior to camp. Recommended for older Scouts.
NEW	First Aid	Average	Req. 1 and 2d. Bring materials or detailed photographs of your personal first aid kit.
	Canoeing	Average	Be a swimmer, bring old shoes that can get wet
NEW	Kayaking	Average	Be a swimmer, bring old shoes that can get wet
	Lifesaving	Advanced	Be a swimmer and have Swimming MB; Recommended for Scouts 14+ (First Class); Bring clothes suitable for Req. 9.
NEW	Rowing	Advanced	Be a swimmer, bring old shoes that can get wet.
	Swimming	Average	None.
NEW	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. Bring regulations for Req. 7 or complete this at the tech center during open area hours. A fishing license is not required regardless of age.
NEW	Geology	Average	None.
	Insect Study	Average	Req. 7 needs done prior to camp. Bring a digital device capable of taking a photograph.
NEW	Nature	Average	Bring a digital device capable of taking a photograph.
	Reptile & Amphibian Study	Average	Req. 8 needs done prior to camp.
NEW	Soil & Water Conservation	Average	Some time may be needed outside of class to work on a conservation project.
	Horsemanship	Advanced	Must wear long pants and boots with heels
NEW	Art	Basic	Req. 6; Good beginner merit badge.
	Basketry	Basic	Must purchase kits from Trading Post. Good beginner merit badge.
NEW	Fingerprinting	Basic	None. Good beginner merit badge.
	Leatherwork	Average	Various kits are available for purchase in the Trading Post.
NEW	Pottery	Average	Req. 7.
	Wood Carving	Average	Req. 2a. Must have Totin' Chip Card. Various projects for sale in the Trading Post. Not recommended for First Year Campers.



Merit Badge Prerequisites



NEW

NEW

NEW

Merit Badge	Difficulty	Prerequisites & Comments
Archery	Average	Req. 1c needs to be completed prior to camp, or can be done by visiting the tech center during open area hours.
Rifle Shooting	Average	Req. If 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	Req. If 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. There is an ammunition and clay target fee of \$15.
Camping	Average	Req. 4b, 5e, 7, 8cd and 9abc. A note from a Scoutmaster for pre-reqs as well as a copy of menu for 8cd will suffice. Bring a fully packed pack for Req. 7.
Cooking	Average	Req. 4abcd and 6de. For scouts 13 years and older. Class is extended thru lunch. Scouts will not attend lunch in the Dining Hall.
Geocaching	Average	Req. 7. Some time out of class may be needed to
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	Req. 5; 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. or detailed photos of kit). Scouts will build and sleep in a shelter at camp.
Electronics	Advanced	None.
Digital Technology / Programming	Average	Digital Programming: Req. 1; 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	Req. 1b, 2, 2a, 8abc
Photography	Average	Req. 1b or earn Cyber Chip. 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.
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.
Climbing	Average	Recommended for 2nd year and older campers; Must be 13+
Project COPE	Advanced	Age 14+
Athletics / Sports	Advanced	Athletics: Req. 5, Sports: Req. 4, 5.
Personal Fitness	Advanced	Req. 1, 6, 7, 8.





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.





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:



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



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

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



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

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



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

