

# 2022 CAMP SINOQUIPE

## SENIOR PATROL LEADERS' GUIDE



### *Sinoquipe Scout Reservation*

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

# Greetings and Welcome to Our SPL Guide!



We made this guide to help our youth leaders be fully prepared for summer camp. 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.”

## Daily Camp Schedule

6:15	Run for life (show all 5 days get a patch!)
6:30	Polar Bear (show all 5 days get a patch!)
7:45	Morning Flags (Be on time!)
8:00	Breakfast
9:00-11:50	Program hours (Let the fun and learning begin!)
12 Noon	Lunch
1:00-2:00	Turtle Time
2:00-4:50	Program hours
5:45	Evening Flags (Be on time!)
6:00	Dinner
7:00-9:00	Evening Program
10:00	Quiet time begins



Join us in 2023!  
Talk to the  
Program Director  
or a staff member.

## Important Rules to Remind Scouts About

- For your own safety, wear a fully enclosed shoe at camp. This means no sandals, Crocs, or any other odd partial shoes. We are a very long camp. You will walk multiple miles a day. Wear good shoes that keep hazards away from your feet.
- We do not allow scouts in vehicles. The only exception of this is if there is a medical need.
- We are in the woods. There are animals in the woods. Take pictures, enjoy the experience, but leave them alone. Don't get close; 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) around camp dispense safe, cold drinking water.
- Please remove headwear in the dining hall. The exception is for religious practices.
- There is a public road outside beside the parking lot. Please walk on the side of it and in the center.
- Quiet time is at 10PM-6:30AM. This is so people who want to sleep can get some.

There is a more detailed listing of rules on your bulletin board at camp. It is titled General Camp Policies.

# Do Your Part to Get Ready for Camp

## Job #1 – Help Your Troop Pick Badges & Activities

Assist your troop in picking merit badges and activities to do at camp. If you have taken a badge that a fellow scout is interested in, tell them about your experiences. If you're not sure what to expect, check our [Leaders' Guide](#) for some more info or look up the badge online. Help each scout make a list of first choices and back ups. Then encourage scouts to have a brief conference with the Scoutmaster. Once they have made their choices, check to see if the badges have prerequisites. If they do, start working on them as some have long time requirements! (I'm looking at you, Personal Management.)

## New Programs

### SCOUT COWBOY ACTION

The program offers a fun and safe introduction to cowboy action—shooting with pistols, rifles, and shotguns. While attending camp, Scouts and Venturers must be 14 years or have finished 8th grade to take part in a special half-day shooting experience with opportunities to shoot single-action .22-caliber pistols, lever action .22-caliber rifles, and 12-gauge or 20-gauge shotguns.



### CAMP SINOQUIPE TRAILBLAZER PROGRAM

Like the Cowboy Action program, the Trailblazer program is a half-day program for older scouts. The program features the following badges and activities:

- ✓ *Wilderness Survival MB Prereq. 5*
- ✓ *Dutch Oven Cooking*
- ✓ *Knife Building and Construction*
- ✓ *Fire Building Skills*
- ✓ *Seneca Run Competition*
- ✓ *Tomahawk Throwing*
- ✓ *Black Powder Rifle Shooting*

*\*A Permission form is required.\**



## Other New-for-2022 Badges & Patches



# Merit Badge Prerequisites

Badges	Prereqs. & Special Notes
American Heritage	2, 4, 5
Archery	1c
Art	6
Automotive Maintenance	8a, 12
Basketry	None. Kits available at the Trading Post
BSA Guard	Age 15+, <b>strong</b> swimming skills (see <a href="#">reqs.</a> ), complete Safe Swim Defense online. Recommended: Review the <a href="#">ARC Lifeguard Manual</a>
Canoeing	Must be a swimmer. Read MB booklet to discuss 7c & 13 at camp.
Chemistry	None
Chess	None
Cit in Community	3a, 4 a & b, 5, 7c,8
Cit Nation	2, 3, 8
Cit World	7
Cooking	4, 6
Composite Materials	4, 6
Communication	7, 8
Cowboy Action	Parent/Guardian signed consent form
Digital Tech	1
Emergency Prep	First Aid MB
Environmental Science	Time may be needed outside of class for 3E and 4
Farm Mechanics	1b, 5 & 7
Fire Safety	6a, 11, 12
First Aid	5ab
Fishing	7; Bring own fishing rod, some available at camp
Forestry	Has multiple writing requirements
Game Design	None
Geocaching	7. Scouts are welcome to bring their own GPS unit if they wish
Geology	4
Graphic Arts	None
Home Repairs	None
Health Care Professions	None
Insect Study	9
Kayaking MB	Must be a swimmer. Read MB booklet to discuss req. 4 at camp.
Kayaking BSA Award	Must be a swimmer. Open to adults. Review <a href="#">chapter 17</a> of Aquatics Supervision.
Leatherworking	None. Kits available at the Trading Post.
Lifesaving	Must have Swimming MB before camp. Be classified as a swimmer.
Mile Swim	Must be a swimmer. Open to adults. Recommended scouts earn Swimming MB first.

<b>Music</b>	3
<b>Nature</b>	None, expect extensive individual work during the scout's free time
<b>Orienteering</b>	None
<b>Paddleboarding Award</b>	Must be a swimmer. Read 10-page <a href="#">booklet</a> . Plan on a backup because camp has a limited number of paddleboards. Open to adults.
<b>Paddlecraft Safety</b>	Age 15+. Open to adults. Must be a swimmer. Scouts should earn Canoeing and Kayaking MBs first. Complete Safety Afloat course online. Purchase or download <a href="#">Aquatics Supervision</a> . Review sections I & III.
<b>Painting</b>	8
<b>Photography</b>	Cyber Chip and a device capable of taking digital photos
<b>Pioneering</b>	Strong rope skills recommended
<b>Plumbing</b>	2
<b>Pottery</b>	7
<b>Programming</b>	1a
<b>Public Speaking</b>	None
<b>Reptile &amp; Amph Study</b>	8
<b>Rifle Shooting</b>	1f
<b>Robotics</b>	None
<b>Scouting Heritage</b>	4, 5, 6 photos are acceptable for the collection, 7, 8
<b>Signs Signals Codes</b>	basic knowledge of American Sign Language, Braille and Morse Code
<b>Shotgun</b>	1d, f
<b>Snorkeling Award</b>	Be a swimmer. Bring your own snorkel and mask. Open to adults. Review <a href="#">chapter 11</a> of Aquatics Supervision.
<b>Soil &amp; Water Conservation</b>	Scouts will work on a conservation project. Wear appropriate clothing.
<b>Space Exploration</b>	Must obtain a rocket kit. Kits available at the Trading Post
<b>Swimming</b>	Should be classified a swimmer.
<b>Swimming &amp; Water Rescue</b>	Age 15+. Open to adults. Must be a swimmer. Scouts should earn Lifesaving MB first. Complete Safe Swim Defense course online. Purchase or download <a href="#">Aquatics Supervision</a> . Review sections I & II.
<b>Wilderness Survival</b>	5
<b>Woodcarving</b>	2a. Kits are available in the Trading Post

## Other Tips to Share with Scouts

Scouts *can* take 6 badges, but how many do you recommend? Should they plan time to swim or relax back at the campsite?

How many Eagle badges should they take? Be sure to look at prereqs. as you help them decide. Working toward Eagle is a good goal, but so is having fun!

Check out the camp map too. If scouts have to get from Ecology to Archery in 10 minutes, that might be tough! Also, if scouts are going swimming, will they have time to change and get to their next station?

# Merit Badge Schedule

Indicates Eagle Required Merit Badge

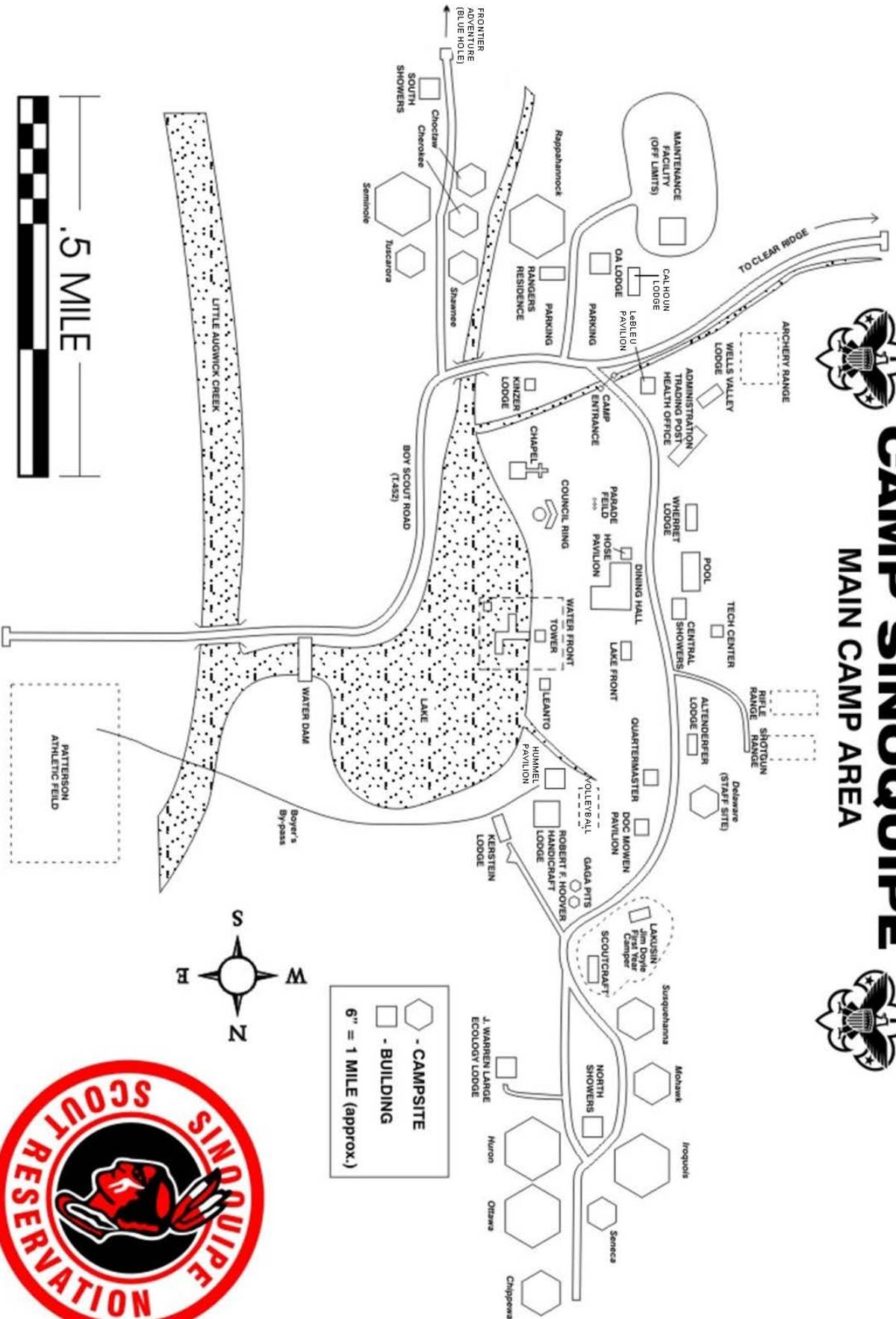
**Bold Indicates New Merit Badges**

Note: Scouts should avoid areas when Lakusin is scheduled. We appreciate scouters willing to help with Lakusin though!

	9AM	10AM	11AM	2PM	3PM	4PM
<b>Frontier Adventure</b>	<b>Trailblazer Program</b>			<b>Cowboy Action Program</b>		
Aquatics Swimming	Instructional Swim	Swimming	Open Pool	Lifesaving		Lakusin (pool)
					Swimming	
Aquatics Boating	<b>Kayaking Award (not MB)</b>	Kayaking MB	Lakusin (lake)	Kayaking MB	Canoeing	
						Open Lake
Aquatics Awards	<b>Snorkeling (pool)</b>	<b>Paddleboard (lake)</b>		Mile Swim (lake)		
Aquatics Leadership	BSA Guard (adults, 15+)				<b>Swimming &amp; Water Rescue or Paddle Craft Safety (TBD Sunday)</b>	
Cultural Center	Cit. in the Nation	Public Speaking	Cit. in the World	Cit. in the Nation	Cit. in the World	<b>Cit. in the Community</b>
Cultural Center	American Heritage	<b>Cit. in the Community</b>	Communication	Scouting Heritage	Chess	Music
Ecology	Fishing	<b>Reptile &amp; Amp. Science</b>	Geology	Environmental Science		Forestry
Ecology	Environmental Science			Nature	Insect Study	Lakusin
Ecology			Nature	Insect Study	Lakusin	Weather
Handicraft	Indian Lore	Lakusin	Open Area (Art, Basketry, Fingerprinting, Leatherwork, Pottery, Wood Carving)			
	First Aid		Emergency Preparedness	<b>Health Care Professions</b>	First Aid	Fire Safety
Scoutcraft	Geocaching	Cooking		Geocaching	Orienteering	Pioneering
Scoutcraft	Camping			Pioneering	<b>Signs, Signals &amp; Codes</b>	Camping
Shooting Archery	Archery		Archery	Lakusin	Archery	
Shooting Rifle	Rifle		Rifle	Lakusin	Rifle	
Shooting Shotgun	Shotgun		Shotgun			
Tech Center	<b>Robotics</b>	<b>Graphic Arts</b>	<b>Game Design</b>	<b>Space Exploration</b>	<b>Programming</b>	<b>Photography</b>
Trade Skills	Plumbing	Painting	<b>Composite Materials</b>	<b>Automotive Maintenance</b>		<b>Farm Mechanics</b>



# CAMP SINOQUIPE MAIN CAMP AREA



- CAMPSITE  
 - BUILDING  
 6" = 1 MILE (approx.)



## Job #2 – Help to Plan Spirit Day

Camp Sinoquipe sets aside Wednesday for nothing but funtivities! (That's a portmanteau of fun and activities.) These funtivities range from field sports, waterfront activities, open ranges, Troop/Patrol competitions and many more. Basically you show up to an event, with a buddy of course, have fun, and you get points.

There is more detailed info about it in the [Leaders' Guide](#) but here is how you can prepare your troop:

- 1. Pick a theme with your troop.** You will dress in your “theme wear” for the day. Just about any theme is a valid theme (tv show, movie, book, color, sports team, etc.); however, please avoid inappropriate or questionable concepts. The theme doesn't have to be scouting, but it does need to be scouting appropriate. Your theme-wear will also be worn during the evening colors on Spirit Day in place of the traditional field uniform that we wear at dinner. Sample themes from prior years have included superheroes, Hawaii, pirates, budget superheroes, food, red, injured people, search and rescue, beach bums, etc. The staff will be in a theme as well so try and out-spirit the staff!



- 2. Have fun to earn points.** There will be activities all over camp. Go to them. Have fun. Some events, the kickball game, for example, will award more points for the winning team. But don't worry! Even the scouts who participate still earn points. The size of your troop won't matter as we have adjusted the complex mathematical formula that determines the winner of the day. Just keep in mind this simple Q&A “Are you having fun? Then you get points.” The Spirit Award will be given to the troop who gains the most points during Spirit Day throughout the various contests and events. The winner of the Spirit Award not only gets bragging rights, as if you need more than that, but they will get their troop number added to the spirit trophy and a secret prize. Yes, it's the same secret prize as last year, but keep that to yourself.

Aquatic games	Open Volleyball
Basketball Games	Open Waterfront
Scout Skills Challenge	Patch Designing
Fishing Contest (Bring a Rod)	Scoutmaster Horseshoes
Ga-Ga Ball Tournament	Show Off Your Shooting Skills! (4-person teams)
Kickball	Trading Card Games on Picnic Tables!
Open Horseshoes	

Points will be 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.

**3. Put on skits/songs/cheers.** After lunch on Wednesday, we will hold auditions for the Friday Night Campfire. Earn some last-minute BIG points for your troop through a skit, song, or cheer. Larger troops will have the opportunity to put on a few extra performances, so think of several ideas. **Skits must be scouting appropriate!** Use the following guidelines from BSA Ceremonies and Campfire Guidance:

- No name calling, put-downs, hazing
- No references to undergarments, nudity or bodily functions
- No cross-gender impersonation at any point in the skit
- No derogatory references to or stereotyping of ethnic or cultural backgrounds, economic situations, or disabilities
- No portrayal of sensitive social issues such as alcohol, drugs, gangs, guns, suicide, etc. – *be mindful of this in song lyrics as well.*
- Wasteful, ill-mannered, or improper use of food or water including wasting food in ANY way for comedic purpose is not allowed. *You may not know the current situation of youth and adults who are in the audience. Many may not have adequate food at home and the wasting of food in any way would further point out this disparity. Additionally there are parts of the world where water is not potable; therefore, the wasting of water is not appropriate.*
- No inside jokes that exclude some of those present
- Do not change lyrics to patriotic songs (“America,” “America the Beautiful,” “God Bless America,” “The Star-Spangled Banner”) or hymns and other spiritual songs
- Do not embarrass anyone – including staff or audience members (even if they are “in on it”) - *just because the staff member is in on it, everyone in the audience is not aware of that fact and the appearance is that you are making fun of someone.*
- Do not portray violent behavior or any behavior not in line with the Guide to Safe Scouting (ex. pointing “guns” at each other)
- No bathroom humor or skits/songs where a toilet is the punchline or a part of the skit or song.
- No water skits – NO ONE gets wet in any way (includes staff, and even if they are “in on it”)
- No material with sexual overtones
- **Do not include anything that is not in keeping with the ideals of the Boy Scouts of America.**

Best motto to have is, “If in doubt, take it out!”

All material will be evaluated by the camp leadership team. Each of us has a role to help ensure our ceremonies and campfires represent the BSA ideals and brand. Thank you for sharing this material to your troops so that they can help us all represent the best in scouting.

## Keep the Spirit Going All Week

Each day at camp has a theme. Help your troop plan and pack for each day’s theme.

Day	Theme
Mon	Troop Shirt
Tues	Goofy Hat
Wed	Spirit Day Theme
Thurs	Super Hero Shirt
Fri	Sinoquipe Shirt

# Job #3 – Help Your Scoutmaster Organize Get Ready for Check In

## In the Weeks Before Camp

Assist your Scoutmaster in gathering the paperwork. Two forms to mail to camp before your arrival are the medical forms and the swim classification record.

- ★ The medical forms should be collected and mailed at least one week prior to camp. You do not need to wait for all of them. When you have at least two-thirds of them, mail them to the address in the leaders' guide. It's better to turn in 4 forms at check-in than 40 forms.
- ★ The BSA swim classification record can be found online or in the leaders' guide appendix. Consider going to a local YMCA or perhaps a school pool. Make it a troop outing and have fun with it! Just like the med forms, get as many scouts to take it as you can and send it in ahead of time. Better to wait for three scouts to take a swim test than the whole troop.

## The First Day: Prepare for Check In

- Double & triple check everyone has turned in forms and brought any pre-reqs. Do this before leaving!
- Consider arriving in uniform—activity or field. Have anyone that still needs to take a swim test wear bathing suits and bring a towel with them instead of being packed away in their gear.
- You and the Scoutmaster will check in at OA Lodge (the building in the parking lot) to receive further instructions and the Scoutmaster Packet.
- 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. Many forms can be filled out on the computer and then printed.

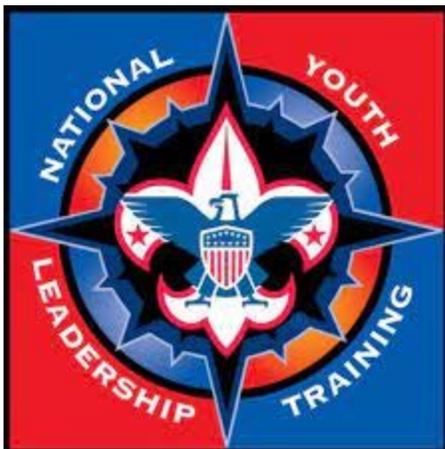
## More Opportunities at Sinoquipe!

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. We have events for all age groups at the links below or on [mdcscouting.org](http://mdcscouting.org).



### Cyberquipe

Our virtual camp Cyberquipe will run alongside live weeks 4 and 5. Ideal for scouts that made the all-star team, are on COVID lockdown, or simply want to participate in a second week of camp virtually to obtain some extra MB's. Check out our website at [www.cyberquipe.com/virtualcamp](http://www.cyberquipe.com/virtualcamp) for more information and to sign up!



**NYLT** National Youth Leadership Training

**July 31-August 5, 2022**

Sinoquipe Scout Reservation

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

[Register](#) by July 5th for just \$325!



### Sinoquipe Bluegrass Jamboree

**September 17, 2022**

At Sinoquipe Scout Reservation!

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

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

Join the more than 2,000 other social media profiles that follow the Mason-Dixon Council, Sinoquipe Scout Reservation, and The Scout Shop on our social media.



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