2020 SPL Guide

Sinoquipe Scout Reservation
Nationally Accredited BSA Scout Resident Camp of the Mason-Dixon Council, BSA
677 Boy Scout Road, Ft. Littleton, PA 17223 • Council Phone 301.739.1211 • Sinoquipe.org
Welcome To Our SPL Guide!

This guide is to help the youth leaders be fully prepared for the summer camp season. They can make sure the troop is fully prepared for as much fun as it can handle.

Before Camp

☐ Read the entirety of the 2020 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 2020 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 Leader’s 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 have pre-requisites, start working on them as some have long time requirements!

☐ Assist your Scoutmaster in gathering the paperwork. 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 than 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 than 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 more information about it in the Leaders’ Guide but the important are this.

☐ Pick a theme. You will be in your ‘theme wear’ all 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, including sample events from prior years, is on page 33 of the Leaders’ Guide.)

Arriving At Camp

☐ Before leaving for camp, double check that everyone has turned in their forms and brought any pre-req assignments. Consider arriving in uniform: activity or field dress. Have everyone that still needs to take a swim test have their swimming attire and towel with them and not packed away in their gear.

☐ You and the Scoutmaster will be greeted in the parking lot, be given further instructions and your Leaders’ Packet for the week.

☐ There will be forms in the Leaders’ 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 Scouts on program opportunities and camp schedule.

☐ Be responsible for the troop bulletin board: fireguard chart, table-waiter schedule, and duty roster.

☐ Coordinate your troop’s participation in any 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

**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

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### Important Rules

- For your own safety we ask that you wear a fully enclosed shoe while at camp. This means no sandals, 'crotcs', 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 need or 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”. These areas 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 2020 Leaders’ Guide.
Ticks and Mosquitos

An ounce of preparation is worth a pound of cure!

You’ve heard it in the news - Lyme Disease, West Nile Virus, Zika, and Eastern Equine Encephalitis (EEE) diseases. They are all here, so DO be prepared.

1) Come to camp with the appropriate protection. This could include products to apply to your clothing, to your skin or to use in your tent.

   Clothing repellents include: Permethrin, Tick Repellent clothing
   Skin repellents: DEET (at least 30%), Picaridin
   Tent repellents: Off! Clip-On

   Long sleeved shirts and long pants help protect you.

2) Do a self-inspection daily. Ask your tent-mate to examine your back, and the back of your legs. ‘Deer Ticks’ (Black legged ticks), which are the primary vectors of Lyme Disease, are very small.

3) To avoid tick exposure, stay out of brushy areas, and areas with high grass.

4) Mosquitoes are active feeders at dusk and dawn, Wearing long pants and long sleeved shirts will help to avoid being bit. DEET and Picardin may be applied to your skin as a repellent.

If you find a tick on you, contact your Scout Leader and go to the health center to have it removed. Do not apply soap, vaseline, burnt match heads or anything similar in an attempt to get it to come out. This only causes it to ‘regurgitate’ into you, which could lead to directly transferring disease organisms.
The above is the Schedule for this summer. To the right is a layout you may give to each Scout when choosing badges. Should you choose to use it, turn them into the Adult Leader that will be in charge of sign ups on the Tentaroo website.
Scout’s Schedule

First Name: ___________________  Last Name: ___________________
Rank: ___________________  Patrol: ___________________

Best case amazing choice schedule

Badge/ Activity
Name: ___________________
Time: ___________________

Badge/ Activity
Name: ___________________
Time: ___________________

Badge/ Activity
Name: ___________________
Time: ___________________

Badge/ Activity
Name: ___________________
Time: ___________________

2nd Choice If I can’t have that then I’ll take

If _______________ is full can I get _______________?
If _______________ is full can I get _______________?
If _______________ is full can I get _______________?

If I get nothing else I REALLY want to make sure I’m in:

________________________ merit badge at ____________________ time,
with ____________________ if possible.
(another Scout’s name)
# Merit Badge Prerequisites

<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Difficulty</th>
<th>Prerequisites &amp; Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>Average</td>
<td>Req. 1c needs to be completed prior to camp, or can be done by visiting the tech center during open area hours.</td>
</tr>
<tr>
<td>Art</td>
<td>Basic</td>
<td>Req. 6; Good beginner merit badge.</td>
</tr>
<tr>
<td>Basketry</td>
<td>Basic</td>
<td>Kits are available for purchase from Trading Post. Good beginner merit badge.</td>
</tr>
<tr>
<td>Bird Study</td>
<td>Average</td>
<td>Be a swimmer, bring old shoes that can get wet</td>
</tr>
<tr>
<td>Canoeing</td>
<td>Average</td>
<td></td>
</tr>
<tr>
<td>Chemistry</td>
<td>Advanced</td>
<td>None</td>
</tr>
<tr>
<td>Chess</td>
<td>Average</td>
<td>None.</td>
</tr>
<tr>
<td>Citizenship in the world</td>
<td>Advanced</td>
<td>Recommended for age 14+ First Class. This eagle required merit badge is offered alternating years with Citizenship in the Nation. May require going to the Tech Center during Open Area times.</td>
</tr>
<tr>
<td>Climbing</td>
<td>Average</td>
<td>Recommended for 2nd year and older campers; Must be 13+</td>
</tr>
<tr>
<td>Communications</td>
<td>Advanced</td>
<td>Req. 5, 7, 8. Recommended for age 14+ First Class</td>
</tr>
<tr>
<td>Cooking</td>
<td>Average</td>
<td>Req. 4abcd and 6de. For scouts 13 years and older. Class is extended thru lunch. Scouts will not attend lunch in the Dining Hall.</td>
</tr>
<tr>
<td>Electricity</td>
<td>Average</td>
<td>Req. 2, 8, 9a. Recommended for older scouts.</td>
</tr>
<tr>
<td>Electronics</td>
<td>Advanced</td>
<td>None.</td>
</tr>
<tr>
<td>Emergency Preparedness</td>
<td>Average</td>
<td>Req. 1, 2, 6c, 8c and 9 need to be completed prior to camp.</td>
</tr>
<tr>
<td>Environmental Science</td>
<td>Advanced</td>
<td>Recommended for older Scouts. Some independent project work required.</td>
</tr>
<tr>
<td>First Aid</td>
<td>Average</td>
<td>Req. 1 and 2d. Bring materials or detailed photographs of your personal first aid kit.</td>
</tr>
<tr>
<td>Fire Safety</td>
<td>Average</td>
<td>Req. 6a and 11 need to be completed prior to camp. Recommended for older Scouts.</td>
</tr>
<tr>
<td>Fishing</td>
<td>Average</td>
<td>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.</td>
</tr>
<tr>
<td>Forestry</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Geocaching</td>
<td>Average</td>
<td>Req. 7. Some time out of class may be needed to complete Req. 9. Please let us know at preregistration if the Scout will be bringing his own GPS.</td>
</tr>
<tr>
<td>Horsemanship</td>
<td>Advanced</td>
<td>Must wear long pants and boots with heels for trail rides. There is a $75 fee for this merit badge.</td>
</tr>
</tbody>
</table>

Lakusin (First Year Camper) will fill ALL morning and afternoon timeslots. Older Scout can also participate in Sinoquipe Mountain Man.
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<tr>
<td>Insect Study</td>
<td>Average</td>
<td><strong>Req. 7 needs done prior to camp.</strong> Bring a digital device capable of taking a photograph.</td>
</tr>
<tr>
<td>Kayaking</td>
<td>Average</td>
<td>Be a swimmer, bring old shoes that can get wet</td>
</tr>
<tr>
<td>Leatherwork</td>
<td>Average</td>
<td>Various kits are available for purchase in the Trading Post.</td>
</tr>
<tr>
<td>Lifesaving</td>
<td>Advanced</td>
<td>Be a swimmer and have Swimming MB; Recommended for Scouts 14+ (First Class); <strong>Bring clothes suitable for Req 9</strong></td>
</tr>
<tr>
<td>Music</td>
<td>Average</td>
<td>Req 3. Scouts who play an instrument may wish to bring the instrument to camp.</td>
</tr>
<tr>
<td>Nature</td>
<td>Average</td>
<td>Bring a digital device capable of taking a photograph.</td>
</tr>
<tr>
<td>Orienteering</td>
<td>Average</td>
<td>Good map &amp; compass skills are recommended. Compasses are available through Scoutcraft.</td>
</tr>
<tr>
<td>Photography</td>
<td>Average</td>
<td>Bring a device capable of take a picture</td>
</tr>
<tr>
<td>Pioneering</td>
<td>Average</td>
<td>A good working knowledge of knots, lashings and rope splicing are strongly recommended.</td>
</tr>
<tr>
<td>Plumbing</td>
<td>Advanced</td>
<td>Recommended for older scouts. Maturity and the ability to follow directions is needed.</td>
</tr>
<tr>
<td>Pottery</td>
<td>Average</td>
<td><strong>Req. 7.</strong></td>
</tr>
<tr>
<td>Project COPE</td>
<td>Advanced</td>
<td>Age 14+</td>
</tr>
<tr>
<td>Public Health</td>
<td>Advanced</td>
<td><strong>None.</strong></td>
</tr>
<tr>
<td>Public Speaking</td>
<td>Advanced</td>
<td>None, though strong verbal communication skills, or the desire to improve them, are needed.</td>
</tr>
<tr>
<td>Rifle Shooting</td>
<td>Average</td>
<td><strong>Req. If needs to be completed prior to camp, or can be done by visiting the tech center during open area hours.</strong> Recommended for older Scouts. Maturity and ability to follow directions is needed.</td>
</tr>
<tr>
<td>Robotics</td>
<td>Advanced</td>
<td><strong>None</strong></td>
</tr>
<tr>
<td>Shotgun Shooting</td>
<td>Advanced</td>
<td><strong>Req. If needs to be completed prior to camp, or can be done by visiting the tech center during open area hours.</strong> Recommended for older Scouts. Maturity and ability to follow directions is needed.</td>
</tr>
<tr>
<td>Soil &amp; Water Conservation</td>
<td>Average</td>
<td>Some time may be needed outside of class to work on a conservation project.</td>
</tr>
<tr>
<td>Swimming</td>
<td>Average</td>
<td><strong>None.</strong></td>
</tr>
<tr>
<td>Weather</td>
<td>Average</td>
<td><strong>Req. 9</strong></td>
</tr>
<tr>
<td>Wilderness Survival</td>
<td>Average</td>
<td><strong>Req. 5;</strong> 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.</td>
</tr>
<tr>
<td>Wood Carving</td>
<td>Average</td>
<td><strong>Req. 2a.</strong> Must have Totin’ Chip Card. Various projects for sale in the Trading Post. Not recommended for First Year Campers.</td>
</tr>
</tbody>
</table>
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.
Prefer black and white to color? The traditional black and white Camp Sinoquipe map is available for download on mdcscouting.org. The above to-scale color map was recently updated in 2017, showing the location of new buildings and program areas.