Cyberquipe
A New Summer Camp Experience 2020

Leader and Participant Guide
Mission and Goals

The Boy Scouts of America

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

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

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

Scouting: A Program for Everyone
The programs offered by the Mason-Dixon Council at Cyberquipe are open to all registered Scouts BSA members.

Rules for acceptance and participation are the same for everyone, regardless of race, ethnicity, gender, sexual orientation, age, socio-economic status, religion, physical ability, or political belief.

Camp Administration Summary
Cyberquipe is owned and operated by the Mason-Dixon Council, Boy Scouts of America. It is administered by a full-time Camp Ranger, a Camp Director and two Program Directors during the summer months, all are trained and certified by The National Camping School of the Boy Scouts of America. The camp is supervised by the Council Executive Board through the Council Camping and Outdoor Programs Committee.

Contacts
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Greetings from Cyberquipe!

Thank you for choosing Camp Sinoquipe operated by the Mason Dixon Council for your 2020 virtual summer camping experience we are affectionately calling “Cyberquipe”. We offer this Leader/Participant Guide to help everyone get just as excited and ready for camp as we are! This Guide is the primary resource for planning your camp experience. Please read through this guide thoroughly, and share it with Parents and Scouts.

Cyberquipe will be utilizing Tentaroo camp registration. Troops & individuals will select their preferred week and choose the appropriate program for each of their Scouts through this system. If you do not have a Tentaroo account with us, you will need to sign up. www.md.tentaroo.com

All Scouts will be able to complete the “BSA Cyber Chip” for their Grade level during their week of camp, and all BSA Online Youth Protection policies will be strictly adhered to. The Mason-Dixon Council takes the safety and security of everyone seriously and will do everything possible to provide a positive online learning environment.

There will be a provisional Troop offering for each week that will allow Scouts to sign up individually if their own Troop has decided not to participate. In this case, you will be assigned a Virtual Summer Camp Scoutmaster to help guide you through the week, check your progress and coordinate any group activities.

It is HIGHLY ENCOURAGED to experience this "virtual" Camp in the outdoors as much as possible. If your local regulations allow and you can do so safely, we want everyone to CAMP outside the entire week. Get your Troop together for the week, camp in your back yard...however you can...GET OUTDOORS!

Program Highlights

- 40+ Merit Badge/Advancement class offerings. Each Scout will be given the opportunity to take up to six classes.
- We will offer newer Scouts the opportunity to work on advancement. There will be classes for Tenderfoot, 2nd Class & 1st Class ranks.
- There will be Mountain Man demonstrations and story telling.
- Spirit Day will continue this summer. Wednesday is Spirit Day and will be loaded with fun and surprises. There are some “oooooh, ahhhhh, special, very special, very very special" bling awards for Troop & individual participation!
- Opening Sunday night Campfire
- Closing Friday night Campfire with OA ceremony and call outs.
- Scout’s Own Service
- So much more!

All the information you will need is in this guide. It may not be traditional Summer Camp, but we will have a blast with plenty of fun, advancement and learning all while putting that ever important "outing" in Scouting! After you read through this guide, if you still have any questions concerning your summer adventure, please do not hesitate to contact Don Harriman, Camp Director, either Program Director, or our Camp Ranger.

**Merit Badge Selection Will Open at 6:00pm on Friday, May 22nd, 2020**

Want to help deliver this amazing experience to our youth? We need extra Merit Badge Team Members! MB Team Members help with checking Scouts work, signing off on Blue Card, etc.

Please reach out to our Camp Director or either Program Director ASAP if you would like to help.
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Youth Protection at Camp

Sinoquipe Scout Reservation takes our responsibility for the welfare of the youth very seriously. In accordance with Mason-Dixon Council Executive Board policy, any adult working with a Scout must be registered as a Merit Badge Counselor with the BSA and have current Youth Protection Training, even if they are a parent of a scout. Copies of Youth Protection Training Certificates will be kept on file at the MDC Scout Service Center.

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

- **All youth protection policies still apply in an online environment.** Ensure you always have two-deep leadership for online activities and meetings. Our ban on one-on-one contact between an adult leader and youth applies to all interactions — whether in person, online, through a web conference, over the phone, via text, or in any other form.

- All aspects of the Scouting program are open to observation by parents. The BSA suggests parents take part in online activities and meetings.

- Use **business-oriented conference platforms instead of platforms with other primary purposes (such as gaming).**

- Examples of business-oriented conference platforms: Zoom, Skype, GoToMeeting.

- Examples of platforms that are **NOT** recommended: Discord, Roblox, and Twitch.

- Please review the terms of service, safety and privacy features, and data collection policies of any platform you use, and review the [BSA Digital Privacy and Social Media Guidelines](https://www.scouting.org/health-and-safety/safety-moments/digital-safety-and-online-scouting-activities/).

- **Do not record online activities/meetings**

- Call recording is subject to various legal requirements under U.S. law and the laws of individual states, some of which require all parties to a call consent to recording. Considering those potential regulatory risks, the [BSA does not authorize the recording of online meetings/activities](https://www.scouting.org/health-and-safety/safety-moments/digital-safety-and-online-scouting-activities/).

2020 Fees and Payments

Participant Cost—$135 per Youth Scout
- Includes up to 6 Merit Badges
- Camp T-shirt
- 2020 Camp Patch
- Camp Souvenir
- Other Camp Bling
- Some Merit Badge Kits/Supplies
- Access to ALL THE FUN!

Adult “Bling Box”—$50 each (Optional)
- Includes Camp T-shirt
- 2020 Camp Patch
- 2020 Camp Leaders Patch
- Other Camp Bling

Questions on Fees & Payments:

When is money due?
- Must be paid in full at time of registration

Are there any extra fees?
- No other fees but you may need to purchase small items like clay for Sculpting MB or office supplies for projects. We are only sending MB Kits for select badges (mostly for first year Scouts/easier MB’s).

Can I sign up for an extra week?
- Absolutely. Scouts can sign up for as many weeks as they like. A Scout can earn up to 6 Merit Badges each week. The other programming stays mostly the same and there is no discount for additional weeks.

What is the cancellation policy?
- Refunds are only given on a case-by-case basis. A letter requesting refund must be submitted to the Camp Director BEFORE the start date of Camp for consideration. Registrations are transferable to other weeks if there is room.
The Advancement Program

Cyberquipe and this virtual advancement platform offers programs for Scouts of all levels including Lakusin (first year camper), and merit badges for all skill levels. Following are suggestions when selecting a program

Crossovers/1st-year Campers
Choose classes in rank advancement and a few easier, entry-level Merit Badges. You will have the next seven years to earn all the Merit Badges that interest you. Your Scouting world opens up after you get through the first few ranks. We highly encourage you to concentrate on rank advancement if you are new to the Scouts BSA program. Our suggestion is to select 1-3 advancement classes (Tenderfoot, 2nd class, 1st class) and 3-5 Merit Badges. You can only select up to six programs. Also, the easier Merit Badges (Basketry, Leatherwork, Indian Lore), all come with kits that will be sent to you. This program, modeled after our acclaimed Lakusin model, will get a new Scout off to the best start possible on the Eagle Trail.

2nd & 3rd Year Scouts
If you have not completed your 1st Class rank, we recommend that you register for the rank classes needed to get there. Summer camp is the perfect environment to get caught up with rank and we want to ensure that opportunity happens for you virtually. We also suggest that you choose from Merit Badges in that Medium range. If you want to reach up and do a more difficult badge, consider selecting another one that is a little easier. Remember, you will be doing up to six classes a day for four days, so you do not want to bite off more than you can chew. Choose some fun, more obscure Merit Badges that your Troop may not be able to deliver easily.

Older Scouts
You know what to do. You also know what is involved with obtaining most Merit Badges. Concentrate on those Eagle required Merit Badges you don’t have yet. Then, concentrate on those areas you may find interesting. This would be a great way to explore some career paths and get a taste for areas before getting to those college choices that are right around the corner.

Accommodating Special Needs
We are committed to fully including all Scouts in all aspects of the camp program. Often, meeting the needs of all campers and leaders requires minor adaptations of our instructional plans. One-on-one instruction, and other provisions can be made for Scouts or leaders because of physical disabilities, learning disabilities, medical conditions, religious practices or other special needs. Unit leaders or parents should contact the Camp Director in advance to outline the specific needs of Scouts and leaders in their Units.

Advancement Staff
Our Virtual Merit Badge and Advancement team are highly qualified Scouts and Scouters. Most of our staff are volunteers who work in our community. They have taken time out of their busy schedules to both help the Mason-Dixon Council and provide you a fun, interesting, meaningful experience. Please show them your gratitude when working on your program.
## Merit Badge List and Prerequisites

All merit badges offered will follow the most up-to-date requirements found in the 2020 Scouts BSA Requirements Book. Please have your parents approval for Online research.

***This list is TENTATIVE***

Our goal is to provide at least 40 from this list. Teams are currently being constructed.

<table>
<thead>
<tr>
<th>Merit Badge</th>
<th>Difficulty</th>
<th>Prerequisites &amp; Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>American Business</td>
<td>Time Consuming</td>
<td>McDonald’s, Google, Disney...Explore the backbone of American Business.—No prerequisites, lots of research.</td>
</tr>
<tr>
<td>American Heritage</td>
<td>Hard</td>
<td>Lots of reading and research. No prerequisites.</td>
</tr>
<tr>
<td>Animation</td>
<td>Hard</td>
<td>If you like to draw, not so hard. You do have to create two animations. No prerequisites</td>
</tr>
<tr>
<td>Art</td>
<td>Easy</td>
<td>Some materials needed for making art projects (mostly stuff found around the house)</td>
</tr>
<tr>
<td>Basketry</td>
<td>Easy</td>
<td>Basket kits will be mailed in your camp box.</td>
</tr>
<tr>
<td>Bird Study</td>
<td>Medium</td>
<td>Prerequisite—You will need a pair of binoculars and a bird field guide. An online field guide can be found at audubon.org/bird-guide</td>
</tr>
<tr>
<td>Chess</td>
<td>Medium</td>
<td>Chess set will be sent</td>
</tr>
<tr>
<td>Citizenship In the World</td>
<td>Time Consuming</td>
<td>Significant research and investigation</td>
</tr>
<tr>
<td>Collections</td>
<td>Medium</td>
<td>Prerequisite—Must have a personal collection</td>
</tr>
<tr>
<td>Communications</td>
<td>Hard</td>
<td>This will keep you busy, but rewarding and necessary topic in life. No prerequisites.</td>
</tr>
<tr>
<td>Cooking</td>
<td>Hard</td>
<td>To complete this MB, you must be camping with your Troop for the week or the ability to cook for a patrol/group or youth. Also need to have ability to cook over a fire or trail stove, otherwise, it will be a partial.</td>
</tr>
<tr>
<td>Digital Technology</td>
<td>Medium</td>
<td>No prerequisites.</td>
</tr>
<tr>
<td>Drafting</td>
<td>Hard</td>
<td>No prerequisites</td>
</tr>
<tr>
<td>Electricity</td>
<td>Hard</td>
<td>A kit will be sent to help complete requirement 3, 11a, 11b</td>
</tr>
<tr>
<td>Electronics</td>
<td>Hard</td>
<td>No prerequisites.</td>
</tr>
<tr>
<td>Energy</td>
<td>Medium</td>
<td>Prerequisite—#4, 14-day log</td>
</tr>
<tr>
<td>Environmental Science</td>
<td>Hard</td>
<td>Find out all about your physical world. Research, studies and experiments take up significant time.</td>
</tr>
<tr>
<td>Family Life</td>
<td>Time Consuming</td>
<td><em><strong>Must have a 90-day log to complete</strong></em> This Eagle required MB will be difficult to complete unless you already have it open.</td>
</tr>
<tr>
<td>Fingerprinting</td>
<td>Easy</td>
<td>Fingerprinting card &amp; ink sent in Camping box.</td>
</tr>
</tbody>
</table>
# Merit Badge List and Prerequisites

<table>
<thead>
<tr>
<th>Badge</th>
<th>Time Consuming</th>
<th>Prerequisite</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Aid</td>
<td>Time Consuming</td>
<td>Prerequisite - 5a &amp; 5b</td>
</tr>
<tr>
<td>Game Design</td>
<td>Hard</td>
<td>Some planning and design. Make sure you have a notebook.</td>
</tr>
<tr>
<td>Genealogy</td>
<td>Medium</td>
<td>Somewhat easy, must do a little research. No prereq’s</td>
</tr>
<tr>
<td>Graphic Arts</td>
<td>Medium</td>
<td>No prerequisites</td>
</tr>
<tr>
<td>Home Repairs</td>
<td>Time Consuming</td>
<td>Prerequisite - Must have adult supervision throughout MB</td>
</tr>
<tr>
<td>Indian Lore</td>
<td>Medium</td>
<td>A kit will be sent to help complete this MB</td>
</tr>
<tr>
<td>Law</td>
<td>Hard</td>
<td>No prerequisites</td>
</tr>
<tr>
<td>Leatherworking</td>
<td>Medium</td>
<td>A kit will be sent to help complete this MB</td>
</tr>
<tr>
<td>Mammal Study</td>
<td>Easy-Med</td>
<td>Some research required</td>
</tr>
<tr>
<td>Mining In Society</td>
<td>Medium</td>
<td>You will need your State map, no other pre-req’s</td>
</tr>
<tr>
<td>Model Design and Building</td>
<td>Hard</td>
<td>Prerequisite - #4 &amp; #5, you will need the necessary materials to complete.</td>
</tr>
<tr>
<td>Music</td>
<td>Hard</td>
<td>Easy if you already know how to read and play music.</td>
</tr>
<tr>
<td>Painting</td>
<td>Easy</td>
<td>Prerequisite - #3, must have parental permission for two projects before presenting them</td>
</tr>
<tr>
<td>Photography</td>
<td>Medium</td>
<td>Prerequisites - 1b, must have a camera that will upload images to computer</td>
</tr>
<tr>
<td>Programming</td>
<td>Hard</td>
<td>No prerequisites, but basic programming knowledge/ability would definitely help. Cyber Chip not a prerequisite, but recommended.</td>
</tr>
<tr>
<td>Public Health</td>
<td>Medium</td>
<td>Requirement 5 will be difficult to complete under current conditions.</td>
</tr>
<tr>
<td>Pulp and Paper</td>
<td>Easy</td>
<td>In this Merit Badge, scouts will learn about the process of creating paper and paper products. No prerequisites</td>
</tr>
<tr>
<td>Salesmanship</td>
<td>Medium</td>
<td>No prerequisites</td>
</tr>
<tr>
<td>Scholarship</td>
<td>Medium</td>
<td>No prerequisites</td>
</tr>
<tr>
<td>Sculpture</td>
<td>Easy</td>
<td>Will need 5-8 lbs. of modeling clay for 2a and/or 1 lb. of Plaster of Paris for 2b.</td>
</tr>
<tr>
<td>Signs, Signals, and Codes</td>
<td>Medium</td>
<td></td>
</tr>
<tr>
<td>Soil and Water Conservation</td>
<td>Hard</td>
<td>No prerequisites</td>
</tr>
<tr>
<td>Merit Badge</td>
<td>Difficulty</td>
<td>Prerequisites</td>
</tr>
<tr>
<td>-------------</td>
<td>------------</td>
<td>---------------</td>
</tr>
<tr>
<td>Sustainability</td>
<td>Hard</td>
<td>Several requirements mandate record-keeping over a 14-30 day period and reporting of results for completion.</td>
</tr>
<tr>
<td>Textile</td>
<td>Medium</td>
<td>No prerequisites.</td>
</tr>
<tr>
<td>Theater</td>
<td>Medium</td>
<td>Requirement 1 requires reading 3 full-length plays, Requirement 2 requires writing a one-act play taking at least 8 minutes to perform.</td>
</tr>
<tr>
<td>Weather</td>
<td>Medium</td>
<td>Requirement 9a will require basic household items to complete.</td>
</tr>
<tr>
<td>Woodcarving</td>
<td>Medium</td>
<td>Totin’ Chip required. Parental and/or qualified supervision and proper safety equipment required for Requirements 4 and 7.</td>
</tr>
</tbody>
</table>
Rank Advancement

Please note, because of both virtual limitations and the fact that your own Troop’s leadership team must approve all advancement the following apply:
1. Not all requirements can be done virtually
2. We will not “sign off” on completion. Instead we will offer you a report on what was worked on to show your Scoutmaster. You may still have to demonstrate the skills you learned to have Troop leadership sign off.
3. There will be no virtual Scoutmaster conferences or Boards of Reviews conducted by our Staff.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Targeted Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tenderfoot</td>
<td>Req. 1abc, 2abc, 3abc, 4abcd, 5abc, 8</td>
</tr>
<tr>
<td>Second Class</td>
<td>Req. 1b, 2aefg, 3acd, 4, 5ad, 6abcde, 8bd, 9ab</td>
</tr>
<tr>
<td>First Class</td>
<td>Req. 3abcd, 5abcd, 6bcd, 7abcdef, 9b</td>
</tr>
</tbody>
</table>

**Shooting Sports, Waterfront, Mountain Man, Pool, High Adventure**

Camp Sinoquipe offers an array of programming during the summer. We hope and pray that next year will be back to something close to normal. While this Cyberquipe is convenient, and there may be a use for it under certain circumstances in the future, NOTHING can compare to a week of Scout Resident Camp at Camp Sinoquipe!

With that in mind, we are producing some videos to highlight these areas, discuss our past, and plans for the future. Some videos will feature a program area like shooting sports or Mountain Man while others will focus on our history and dreams for the future. Many of you are from all over the United States. We hope you can some how work it out to visit us during a normal year of summer camp. WE WOULD LOVE TO SHOW YOU WHAT WE CAN DO! We promise, your life will be changed. Sinoquipe translates to “Builder of warriors”. Every warrior I have known is an exceptional leader. That is what we produce...

**Religious Services**

“Duty to God” is in our Scout Oath. To that end, we will celebrate our beliefs on Tuesday night with a non-denominational Scout’s Own Service. Brought to you by our talented local youth and our very own Camp Chaplain, this special service will also be tied into Spirit Day on Wednesday, so do not miss out!
Sinoquipe has always had FUN in the middle of the week. Camp Cyberquipe will continue that tradition. Once again we will take that wonderful mid-week break from badges to offer our Spirit Day “funtivities” (that’s a portmanteau of fun and activities)! On Wednesday you will not be attending badges, or sessions of any kind. Instead it will be a day of nothing but fun and outdoor activities! These “funtivities” range from Troop/Patrol competitions, individual accomplishments, talent, and many other hoops you must jump through to gain points. Basically keep track of everything you do, have fun and you get points. More on points later.

**THEME:** Troops should be prepared to dress for Spirit Day with a theme. Your theme is chosen by your Troop. Just about any theme is a valid theme, (tv show, movie, book, color, sports team, etc.) however please avoid inappropriate or questionable concepts. The theme doesn’t have to be scouting, but it does need to be scouting appropriate. Sample themes from prior years have included: superheroes, Hawaii, pirates, budget superheroes, food, red, injured people, search and rescue, the Jersey Shore (beach apparel, *not* the reality show), etc. The staff will have a theme as well so try to out-spirit the staff! Get a good group photo or video to upload on our virtual cork board.

**POINTS:** As scouts and leaders go about on Spirit Day having fun and participating in the events, they will earn points for their troop. Some events will award more points than others, but points are awarded for every event. The size of your troop won’t matter, as we have adjusted the complex mathematical formula that determines the winner of the day. We will even have individual awards for you Scouts who are braving this Camp by yourself. Just keep in mind this simple Q&A: “Are you having fun? Then you get points”. The Spirit Awards will be given to the troops and individuals who gain the most points during Spirit Day throughout the various contests, videos and events. The winner of the Spirit Award not only gets bragging rights (like you need more than that), but will get their troop number added to the spirit trophy and this year, prizes will go out to all participating Troops. Prizes also will be given out to the leading individuals.

**OBJECTIVE:** Get outdoors and have FUN!

See next page for point system
There will be information in your Camp Box with instructions about Spirit Day
Spirit Day Points

Dress in theme 10 points
Post a Skit 10 points
Post a Song 10 points
Watch the Tue. Night Chapel Service 15 points
Run or walk a 5K (Mon-Wed) 10 points
Ride your bike 10 miles (Mon-Wed) 10 points
Scavenger Hunt 10 points
Survivor Scout Challenge 10 points
Do A Good Turn Daily Activity 3 points per day
Talent Show Submission 10 points
“Scout Meme In” Contest 10 points
Social Distancing Service Project Community 15 points
Service for Home Project 10 points
Watch a Camp Sinoquipe Video 3 points each
Listen to the Mountain Man Podcast 5 points
Do a Water Front (less) Activity 10 points
Do a Shooting Activity with Rubber Bands 5 points
Post a Grace/Blessing for the Day or a Meal 10 points
Cook a meal with no adult help (Sun-Wed) 3 points per meal
Camp in a Tent (Sun–Wed) Anywhere 2 points per night
Camp in a Tent Outside 3 bonus point each night
Play a game w/ another Scout (live or virtual) 10 points
Build a Campfire 5 points
Cook a Dessert over that Campfire 5 points

By submitting my video or photos I hereby assign and grant to the Mason-Dixon Council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/ videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/ electronic representations and/or sound recordings without limitation at the discretion of the BSA and I specifically waive any right to any compensation I may have for any of the foregoing.
The Order of the Arrow

FRIDAY NIGHT:

The closing Campfire, which includes a performance from our own Venture Crew 2 Potamac Dancers and an OA Call-Out Ceremony by Guneukitschik Lodge 317 which will be held virtually.

Order of the Arrow: Thursday is Order of the Arrow Day for Cyberquipe and Arrowmen are encouraged to wear their sash with their uniform. On Thursday night, a social is held for any OA members from any Lodge. Details will be provided in your Camp box but it will look like this...We will have a “bring your own” ice cream social to our virtual gathering. You are expected to be in uniform with your sash! It will be an opportunity to see and hang out with the other members of the OA during that week. Make sure you check the OA box on your registration and provide a good email for the Zoom invite.

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 and will continue this tradition for Cyberquipe. This ceremony is part of the Friday evening campfire. **All unit elections must be completed with results sent to our Cyberquipe Team THREE FULL WEEKS BEFORE THE START DAY OF YOUR CAMP WEEK if you want to participate.** 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 and you may email them to Guneukitschik317@gmail.com or sinoquipepd@gmail.com. Out of council units will need to arrange getting the letters or information regarding the inductions weekend for your lodge to your candidates. Mason-Dixon Council Units will have their induction weekend information sent.

We have something special planned this year! All of the selected candidates will be called out virtually. We have a plan and it will be kept a secret until the call-outs are made on Friday night for our lodge! Unit leaders, if you want more information on how we intend to pull this off, shoot us an email.
Frequently Asked Questions

What is the difference between signing up as a Troop or as an individual?
Fun! Signing up as a Troop will make this experience much more meaningful and fun not to mention Scouts will be more inclined to get outdoors.

How will Merit Badges be completed?
Each Merit Badge will have a director. The Merit Badge director is just the “pretty face”. He/ she will present the MB in video fashion through four classes, one each day on Monday, Tuesday, Thursday & Friday. Some class videos will be 5-10 minutes long (Fingerprinting), some will be up to 50 minutes long. Under each MB Director there will be a team of individuals that will communicate directly with each Scout to check work, allow Scouts to demonstrate/show, etc.

Will Merit Badges be completed or just partials?
In most cases, so long as the Scout watches all four videos and communicates work to MB Team, they will be completed. Some, like Family Life, have time prerequisites (journals and such). Scouts will get partials if these prerequisites are not completed.

Why are you charging adults?
Adult “Bling Box” fees are optional. The adult fee is kind of like a donation with some bling thrown in. Everyone’s help is needed to overcome our deficit that COVID-19 has given us. While you cannot “sign up” without a fee, you can certainly participate with your Troop or Scout and help guide them, keep them on track and encourage outdoor participation as much as possible.

What if I cannot safely camp outdoors?
No problem. Pitch a tent inside. Get outdoors if you can everyday. Be creative, bring the outdoors inside either through the internet or books.

What if I have Scouts that do not have online access?
This one is tricky. Can they safely partner up with another Scout? Can the Troop meet together each day where there is internet access and the Scout can share technology? Will their library be open? Can they stay with a relative for the week that has access? If “no” to all those, and the Troop leadership cannot come up with an alternative, this program might not make sense for them.

Are there time commitments beyond the 6-days?
Only if a Merit Badge is not completed. Our Merit Badge Directors are volunteers. They may or may not be available beyond the scope of this format. If your Scout does not complete a MB during the one week session, they may have to finish it up with someone else.

I have one Scout who wants to participate in everything, but their sibling only wants to do one Merit Badge. Can he/she just “piggy-back” on his/her sibling’s class?
Sorry, no. For one, our Tentaroo system will also produce the Blue Cards. Those Blue Cards will have the registered Scout’s name on them. In addition, we Scouts have “honor” and cheating the system is not in our nature. There are many virtual Merit Badge classes being done by countless other Councils that could help your other Scout out.