

2012

CAMP SEQUASSEN



BOY SCOUT

LEADER'S GUIDE



CONNECTICUT YANKEE COUNCIL, BSA
60 Wellington Road
P.O. Box 32
Milford, CT 06460-0032
800.333.7905
www.ctyankee.org



Dear Scout Leader,

Welcome to the 85th anniversary year of Camp Sequassen---a place good Scouts belong.

By the time you're reading this there are less than five months before the start of summer camp. That's hardly enough time to complete all the projects to improve the camp or set up all the new camp program features before the first camper crosses the parking lot. There will be significant changes when you get back to camp so be prepared to be overwhelmed—or at least pleasantly surprised. Either way, many Scouters have been fast at work making Camp Sequassen a better place for Scouting and their efforts are having tremendous impact.

Last year will be remembered for having set a new, all time record for attendance at Camp Sequassen. 1856 campers attended our camp and, as far as I know, all of them had a great summer camp experience. There is concern about overcrowding the camp if our current rate of growth continues. We could become victims of our own success. We have a ways to go before overcrowding becomes a problem, but it is a nice problem to be concerned with having. I believe our quality programs and program resources and excellent staff are attracting Scouts from within and outside of council. If you're reading this but camping elsewhere with your Scouts you need to take a look at what's happening at Camp Sequassen.

Many Scouts and Scouters are working diligently to improve the camp's facilities and capabilities to deliver the Scouting promise for everyone who makes Sequassen their summer home. We certainly have room for more volunteers and would welcome you to get involved in the camp's legacy. For your effort you will receive a Sequassen eager beaver hat and the friendship of a very special group of camp supporters. Join us, you can make a difference.

Please read the attached guide thoroughly as it contains most of what you need to know for your Scouts to enjoy a great week of camp---it's the first step in being prepared for whatever.

Thank you for choosing Camp Sequassen from among many other good camps in the area. We will work hard to ensure you never doubt for a moment the wisdom of your decision.

See you at camp.

Yours In Scouting,


Daniel B. Cooley
Camp Director

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GENERAL INFORMATION



ABOUT CAMP SEQUASSEN

Camp Sequassen is located in Northwest Connecticut at the foot of the Berkshires. Camp Sequassen has one of the most diversified forests found on one tract of land in the state of Connecticut. Your unit has the option of either lean-to campsites or tent sites. Meals are prepared by a professional food service in our English Dining Hall. The Connecticut Yankee Council, Boy Scouts of America takes great pride in Camp Sequassen and the Boy Scout resident camp program operated there each summer.

Scouts have the opportunity to take advantage of fully equipped program centers including Aquatics, Scoutcraft, Ecology, Handicrafts, Shooting Sports and Sports. **Senior Scouts can elect to participate in high adventure activities such as COPE, vertical climbing, rock climbing and off-camp tubing.** Camp Sequassen has an experienced staff dedicated to providing a superior camp experience for Scouts throughout the Northeast Region.

HOME OF THE HERMIT

The legend concerning the Sequassen Hermit is at the center of the Camp's traditions. When the new site was acquired in 1927, there was evidence of previous human occupancy. Stone walls dot the landscape and help to record the fact that farmers had hoped to make a home in the area. The shallow soil and rocky terrain discouraged the first families and they went westward with the fever of the forty-niners or as later hopeful immigrants to western land.

Sometime later, a man known only as the Hermit lived in a simple shack near an ever-flowing spring, deep in the Sequassen woods. On the other side of the shack, a mound of earth was said to be the grave of this solitary woodsman. Little is known about this man, except that he lived alone and loved the woods, taking great care to preserve the natural beauty of the area. Inscribed on the tombstone of this naturalist were the following words that many have inscribed to heart.

***I will rest peacefully,
No matter how long,
If the pines will bend over
To sing the wind's song;
If the birds and the chipmunks
Will play over me still,
In the forest I loved,
Near the spring on the hill***

ADMINISTRATIVE INFORMATION

The Camp Sequassen administrative staff (Camp Director, Program Director, Commissioner and Camp Registrar) works year round to ensure the program provided during your week at camp is the best experience possible. Questions about summer camp can be directed to Carolyn Cruson at the Connecticut Yankee Council Scout Resource Center in Milford, 800-333-7905, ext. 273 or directly to the Camp Sequassen office during the summer at 860-379-2009.

2011 CAMP DATES

Week 1.....	June 24 - 30
Week 2.....	July 1 - 7
Week 3.....	July 8 - 14
Week 4.....	July 15 - 21
Week 5.....	July 22 - 28
Week 6.....	July 29 - August 4
Week 7.....	August 5 - 11

2011 CAMP FEES

	<u>Regular Rate *</u>	<u>Early Bird Rate</u> Paid in full by 4/15/12
Camp Fee	\$375	\$350
Provisional Camper Or Out of Council Scout	\$390	\$365
Additional Week or Second Family Member	\$335	\$310
Scout attending Philmont with CYC contingent	\$305	\$280
Participating in: Lobo Activities	Add \$45 for this special program	
Eagle Week Program	Add \$30 for this program	
Adult Leader Fee	\$90	\$90
Two adult leaders attend FREE with 10 Scouts. An additional adult attends free with each additional 10 Scouts attending camp.		
Campsite Deposit	\$200	N/A
Daily Rate	\$70/day Mon-Fri \$25/day Sat-Sun	

* Regular rate fees are due in full by the date of the appropriate week's pre-camp leaders meeting (see page 10 of the Leader's Guide).

Twenty dollars of every paid Scout registration is deposited in a special account to fund Camp Sequassen repairs or improvements. Thank you for helping make Camp Sequassen one of the best camps in the Northeast.

CAMPERSHIPS

Every Scout deserves a week at summer camp. Financial assistance is available from the Council by sending in a campership application with a \$50 non-refundable deposit and camp registration form. If a full campership is approved, the deposit will be refunded. If a partial campership is approved, notification will be made as soon as possible. Full payment is due by two weeks prior to the start of the camp week.

Applications for Camperships should be submitted with the deposit by May 15.

Applications for Camperships can be obtained from your unit leader, the Council Resource Center or on the Council Website: www.ctyankee.org

REFUND POLICY

Each week requires a \$50 non-refundable deposit. 100% of the remainder is refundable if requested by June 30. Camp fee minus \$150 is refundable if withdrawal is made on or after July 1. Refund requests must be made in writing to the Camp Director. No refund requests will be accepted after August 31. Refund Request Forms are available on our website.

TROOP REGISTRATION FORM

Early Bird registration fees are due, in full, by April 15, 2012. Regular rate registration fees are due no later than the date of the leaders meeting for each week of camp (see page 10 for specific dates).

Unit leaders should register and pay for their troop as a group. Camp fees and the unit registration form should be turned in at the Council Resource Center using the appropriate forms found in the Appendix of Camp Forms. Camp fee and registration will not be accepted from Scouts camping with their troops as they should be submitted with the troop's registration.

EAGLE CAMP

Star and Life Scouts who are thirteen years old or older who want to prepare themselves for the next step along the trail to Eagle may attend Eagle Candidate Camp. At Eagle camp they will earn required merit badges; attend discussions and seminars on Eagle Scout Boards of Review, projects, living as an Eagle, ceremony preparations, etc. These Scouts will attend as provisional campers and should submit a provisional camper application included in the Appendix of Camp Forms. Scouts may camp with their unit if coordinated in advance with the Camp Director. **This program is scheduled for the fifth, sixth and seventh week of camp only.** Since this program requires special staffing, there is an additional \$30 fee for participating in the Eagle Week program.

COUNSELORS IN TRAINING PROGRAM

Fifteen-year-old Scouts are eligible to participate in a two week CIT program. For the regular price of one week at camp, Scouts receive two weeks of leadership development training as well as hands on experience working in camp program areas. The CIT program consists of either the 1st or 2nd week of camp plus one other week working on-the-job in a program area. Scouts completing the CIT program will be given special consideration for employment on the camp staff the following year. Interested Scouts may call Carolyn at 800-333-7905, Ext. 273 for an application or more information. Information is also available at www.ctyankee.org

PROVISIONAL CAMPERS

Scouts are always welcome to attend a week of camp as a Provisional Camper, i.e., a camper who comes without the rest of his unit. To register, please submit the reservation form located in the Appendix of Camp Forms or taken from the Connecticut Yankee Council website, www.ctyankee.org.

Provisional applications should be forwarded to the Camp Registrar, with payment, current physical form and merit badge selection form at least two weeks prior to camp dates. All forms are available on the Council website.

Provisional Campers should arrive between 2:00 - 3:00 PM on the opening day of camp. Campers and their parents should report to the Alderman Center upon arrival in camp. Please leave your gear in your vehicles until you are assigned to a campsite. Campers will be informed of their assigned campsite during the check-in process on Sunday.

CAMPERS WITH SPECIAL NEEDS

The camp staff will accommodate Scouts with special needs so long as it can be done without detracting from the quality of program available to others. Campers with special needs must be able to function independently or be accompanied by a parent or caregiver. The Camp Director should be contacted for special arrangements when the special needs require the presence of a caregiver.

Campers with special needs which are not explained on their medical form will be separated from camp until a corrected medical form and/or adult caregiver is provided.

SITE RESERVATIONS FOR 2013

Site reservations will be accepted from any unit agreeing to bring ten or more Scouts to summer camp. Units planning to attend camp with less than ten Scouts may not reserve a campsite but may work with the Registrar to be co-located with another unit in an unfilled site. When a unit shares a campsite, the incumbent unit will have priority to reserve the site and week for the following year.

A unit may reserve its site and week of camp for the following year by completing a Campsite Reservation Form and paying the required deposit, e.g., a unit camping in Trail campsite during week one of the camp season may reserve Trail campsite for week one of the following camp season. A unit reservation is made by submitting the Campsite Reservation Form and deposit to the Camp Registrar no later than August 31. If a reservation form is not submitted, the site becomes available at 9:00 am on October 1.

A campsite may be reserved for the summer resident camp season at any time provided no other unit has reserved or has rights to reserve the site. A site reservation form is available in the Appendix of Camp Forms or may be obtained from our website www.ctyankee.org. A \$200 non-refundable deposit fee is required to reserve the site. The deposit may be credited against the summer camp fee or used to reserve a campsite for the following summer camp season. NOTE: A unit may roll over its site reservation deposit for as long as it annually camps at Camp Sequassen. If a year is skipped, however, a \$200 deposit will be required upon its return to Camp Sequassen.

The Camp Registrar may co-locate units in a campsite to optimize space. Unit leaders will be advised if site adjustments are recommended.

PRE-CAMP LEADERS MEETING INFORMATION

Pre-Camp Leaders Meeting: Leaders should plan to attend the Pre-Camp Leaders' Meeting, for the appropriate week, prior to the unit's arrival at camp (see the schedule on the next page). Pre-camp leaders' meetings will be held at the Scout Resource Center in Milford. The meetings will begin promptly at 7:00 p.m. A light snack will be available starting at 6:00 p.m. The following information will be collected or needed at the meeting:

- ✓ Complete camp roster
- ✓ Medical forms for Scouts and adults
- ✓ Administration of Medication Forms for Scouts and adults
- ✓ Brunch orders and money
- ✓ Photo orders and money
- ✓ Balance of camp fees (if any)
- ✓ Merit Badge Registration Forms for each Scout
- ✓ Wilderness Patrol (first year camper program) Registrations
- ✓ Lobo Registrations
- ✓ Dietary restrictions for Scouts and leaders
- ✓ Patrol Cooking Request Form (optional)
- ✓ Unit Swim Classification Forms (optional)
- ✓ Campfire Kit Orders (optional)
- ✓ Registration & fees for SM/ASM Leader Training (optional)

Submitting your unit's health forms, swim test classification form, and merit badge registration forms at the pre-camp meeting will help ensure a more streamlined check-in on your first day at camp. Please turn in everything you have at the meeting so we can begin to process your requirements.

Units not completing pre-camp processing will be processed after preregistered units on opening day.

Pre-Camp Leaders Meetings are scheduled as follows: Please ensure your unit has a representative present.

Week 1Wednesday, June 6, 2012
Week 2 Wednesday, June 13, 2012
Week 3 Thursday, June 21, 2012
Weeks 4/5.....Thursday, June 28, 2012
Week 6.....Wednesday, July 11, 2012
Week 7.....Wednesday, July 18, 2012

All Pre-Camp
Leaders Meetings
are at the
Milford Scout Office
from 7:00-9:00 pm

If attendance at the Pre-Camp Leaders' Meeting is not possible, you may arrange to submit and process the unit paperwork by making an appointment with the Camp Registrar. The appointment should be scheduled for completion before the Pre-Camp Meeting date. Please call Carolyn Cruson at 203.876.6868 ext. 273 to make arrangements.

Merit Badge Registration Note: In order to support our campers, the merit badge schedule may be changed to better meet the needs of the Scouts. Small or large classes may be adjusted to provide the best possible learning environment. Merit badge classes will be finalized **after the Pre-Camp meeting** which may result in some classes being canceled or extra classes being added. Unit leaders will be provided with their unit's merit badge schedule upon checking-in at camp. **Please turn in all merit badge registration forms during the pre-camp meeting so we can better serve your unit.**

CAMP CHECK-IN PROCESS

Units may begin checking into camp no earlier than 1:00 P.M.

Upon arrival at camp, one unit leader should report to the Camp Administration Center to check in. Please bring with you all necessary paperwork and forms. Scouts with medications or other needs should report also. While the unit leader is checking in, other Scouts and leaders may proceed to their campsite and prepare for swim classification (put on bathing suits) and waterfront, shooting sports and dining hall orientations.

ORIENTATION SCHEDULE

Orientation sessions have been set up so that once your unit checks into camp your Scouts will be able to learn the rules of the camp. The waterfront orientation and shooting sports session are both held at the waterfront. The dining hall orientation will be held in the dining hall. Each session lasts approximately fifteen minutes and we ask that all Scouts, including Scouts who have camped with us previously, attend the orientations in each area.

Units should start at shooting sports, proceed to waterfront and finish at the dining hall.

CAMPER RELEASE POLICY

The safety of our campers is a shared responsibility. Please ensure the Camp Director is informed of any situation which could result in a Scout leaving camp early or being released to someone other than a parent or guardian. Child custody disputes are especially sensitive and should be shared with the Camp Director.

Before a Scout can leave camp the adult escort signing out the Scout must be identified by the unit leader. If the escort is not the Scout's parent or guardian, a letter from the parent authorizing release of the Scout is required. The adult taking a Scout out of camp must first sign in at Alderman Center and be identified, a picture ID is required. The Scout and a unit leader should meet the visitor at Alderman Center.

When identity or authorization to pick up a Scout cannot be determined, the camper's family will be called to get authorization to release their son to the person at camp.

Only the Camp Director, Program Director or Commissioner can approve a Scout's release from camp.

VERIFICATION OF "NO SHOW" POLICY

In the event of a no-show at check in, the unit leader should verify why the Scout did not arrive at camp and inform the Camp Director. If the absence cannot be explained, the Camp Director will call the Scout's family to verify the reason(s) for his absence from camp. If you know a Scout will not be coming to camp, please cancel his registration before check-in and/or inform the Camp Director.

COMMISSIONER SERVICES

The Commissioner Staff is an important part of your stay at Camp Sequassen. They serve your unit in a variety of ways from Sunday check-in to Saturday check-out. The Commissioner Staff is available to assist your unit in planning inter-unit/special programs, answering questions about the camp and its traditions and acquiring the supplies needed to keep a safe, clean site. The Commissioners are knowledgeable staff members with a wealth of program knowledge and skills.

Your campsite will include the following equipment and supplies. If during your stay you should need additional supplies or equipment, these may be checked out with the assistance of the Commissioner.

Latrine brush	Latrine cleaner/sanitizer
Rake	Rubber gloves
Shovel	Trash bags
Broom	Paper cups
Water hose with nozzle	

The Commissioner Staff can also provide special equipment to make your stay in camp more pleasant. Items such as tools, cookware, U.S. flags, and various and sundry items can be borrowed. Please see your Commissioner for any needed equipment or supplies during your stay at camp.

CAMP HEALTH & SAFETY

Major Emergency Plan: In an emergency, responsibility and authority rests with the Camp Director, or in his absence, his designee. No matter what the emergency, the Camp Director must be notified.

Reporting an Emergency: Emergencies should be reported to the nearest Camp Commissioner or Program Area staff member who will contact the Camp Office.

Situations Requiring First Aid: All first aid situations are emergencies and must be reported to the Camp Health Lodge and Camp Office regardless of how serious the incident is.

Emergency Alarm: In the event of an emergency, the camp has an alarm to alert campers, leaders, visitors, and staff. Whenever a siren is sounded, report immediately to Clark Field or the Dining Hall. If the emergency is at those locations you will be given instruction to assemble elsewhere (parking lot, waterfront, etc). Runners also will be sent to campsites to alert campers. Please listen to and follow any directions a runner may give you and your Scouts.

All Clear: All clear is sounded by a **steady blast** of the siren. Scouts, leaders, and visitors may return to program areas and routine camp programs.

A campwide **PA system** may also be used to pass important information.

CAMP EMERGENCY PROCEDURES

FIRE: In the event of fire, ensure everyone is cleared from the area. Report immediately to the Camp Office or Ranger the following information:

1. Location of the fire
2. The type of fire
3. The severity of the fire
4. What type of personal injury has occurred, if any

When the siren is sounded (**constant up note**) all Scouts, leaders, and visitors must report to Clark Field or the Dining Hall where attendance will be taken by the Unit Leader and reported to the Commissioner and/or Program Director. Staff will report to assigned positions.

LOST SWIMMER: The Aquatics area will be cleared immediately. The siren will sound (**high-low pulsating blast**). All Scouts, leaders and visitors should immediately report to Clark Field where attendance will be taken by the Unit Leader and reported to the Commissioner and/or Program Director. Designated Camp Staff will report to the Aquatics Area.

MISSING PERSON: The missing person is reported to the Camp Office. Include the following information about the person:

- Name and nickname
- Age and health status
- Home contacts
- Where and why the person left (if known)
- Type and description of clothing

The camp's missing person procedure will be followed. If the alarm is sounded (**constant up note**) all Scouts, leaders and visitors should report to Clark Field where attendance will be taken by the Unit Leader and reported to the Commissioner and/or Program Director. All Camp Staff will report to the Clark Field area.

EXTREME HEAT: In the case of extreme heat, the Camp Director will declare a heat alert and program activities will be adjusted accordingly. Unit leaders and Scouts should be alert for symptoms of heat exhaustion and sunstroke. Scouts and leaders should drink plenty of liquids, wear appropriate clothing and remain in shady areas.

LIGHTNING OR SEVERE STORMS: The Aquatics area will be cleared immediately. All watercraft will be returned to shore. Scouts, leaders, and visitors should take shelter in the nearest permanent structure. Scouts should remain in their program area unless the camp alarm is sounded. Everyone must report to the Dining Hall when the emergency alarm is sounded. (**Constant up note**). Even if the alarm is not sounded, unit leaders may move their Scouts into permanent structures, preferably the Dining Hall, if they deem it prudent. When moving Scouts to permanent shelters, avoid open fields, high trees and carrying umbrellas.

HIGH WIND: High winds expose all campers to the danger of falling limbs and trees. If it becomes necessary, the Camp Director will sound the emergency alarm causing the entire camp to assemble at Clark Field or the Dining Hall.

MAJOR ACCIDENTS OR DEATH: In the event of a major accident or death, the Camp Director, Camp Health Officer and Camp Ranger must be notified immediately by sending a runner to the Camp Office.

NATURAL DISASTER: In the event of a natural disaster all Scouts, leaders, and visitors should remain in the program area they are in or go to the nearest program area and await further instructions by the camp administration. If a program area is affected, all persons should move to the next closest program area or campsite and await further instructions.

CHILD ABUSE: The Camp Director must be notified immediately of any suspected incidents of child abuse including physical, mental or emotional abuse. Connecticut law requires reporting child abuse to the Department of Public Health. A Connecticut DCF 136 form is included in the Appendix of Camp Forms for making the report.

CHEMICAL SPILL: In the event of a chemical spill or other hazardous spill, a person should be stationed to keep all Scouts, leaders, and visitors away from the area. The administration should be notified immediately.

GENERAL CAMP OPERATION

Leadership Guidelines: Every unit staying in camp must be under the supervision of at least two registered adult leaders. Each adult must be registered with the Boy Scouts of America and one must be at least 21 years of age or older. The other adult must be at least 18 years old.

Medical Forms: Each Scout and adult staying in camp more than 24 hours must have a completed medical form on file at the Camp Health Lodge.

BSA requires a physical evaluation be completed **annually** for adults and Scouts attending resident camps. A health form signed by a licensed health care provider and dated within one year of the month attending camp must be on file at the camp's medical facility. The form is good through the last day of the month the physical was done, one year later.

BSA introduced a new three part (A, B and C) medical history and physical evaluation form in 2009. This form is required for all Scouts and adults attending resident camp in 2012 and beyond. Additionally, Connecticut Yankee Council added an addendum to meet Connecticut DPH regulations. The CYC Addendum is required for all campers under 18 years of age to receive over-the-counter (OTC) drugs and products for the routine treatment of minor ailments and injuries and for issuing preventative topicals such as sun screen.

A copy of the new medical form is available at: <http://www.ctyankee.org/camping/residentcamp/boyscout>

Incomplete medical forms must be completed to the Health Officer's satisfaction before the individual may stay or participate in camp activities. To avoid ruining a Scout's week at camp, unit leaders need to review all health forms prior to arrival at camp.

Please Watch for the Following Errors – which account for 90% of all health form problems.

1. Part A (bottom of page): Both parent and doctor must sign to authorize administration of the medications entered in each block.
2. Part C (lower left of form): Provider must sign and date the form in the space provided. Double check for the DATE!

Medications: All medications are dispensed from the Camp Health Lodge by the Camp Health Officer. All medications must be labeled with the Scout's name, Unit Number and Campsite and must be in the original prescription container containing only the amount needed for their stay at camp.

Camper Insurance: Connecticut Yankee Council's Scouts and Scouters are covered by a limited health and accident insurance policy that is included with the unit charter. Out of council units are required to show proof of insurance.

Lost & Found: Neither Camp Sequassen nor the Connecticut Yankee Council is responsible for lost or stolen items. Please do not bring valuable items to camp. Lost and found items may be turned in or claimed at the Alderman Center. Items labeled with the owner's name and/or unit will be returned to his unit. Unmarked, unclaimed items will be disposed of on September 30.

Telephones: The camp telephone is for emergency purposes and camp related business only. A local service telephone is located at the dining hall for the convenience of leaders and parents. Scouts may not use this phone unless an adult leader is present.

Camp Telephone: 860-379-2009 (for emergency use only)
Camp Fax: 860-379-8977

Mail Service: Mail is delivered daily to Camp Sequassen. Mail received at camp will be given to the site leader. The camp mailing address is:



Camp Sequassen, BSA
Attn: Scout's Name, Campsite and Unit number
791 West Hill Road
New Hartford, CT 06057-4218

Trading Post: Camp Sequassen operates a Trading Post which includes a full selection of advancement materials, souvenirs, snacks and craft kits. The camp trading post accepts cash, MasterCard, Visa, American Express, personal checks and Travelers' Checks.

Shower Houses: Shower houses are provided for the convenience of campers and leaders. Scouts and Scouters may use the shower houses at any time as they are equipped with individual locking shower stalls. Scouters may also use the showers and restroom facilities on the lower level of the Alderman Center (Camp Administration Center). The Alderman facilities are off limits to Scouts; please remind them of this policy.

Latrines: Each campsite and program area in camp is equipped with a latrine facility. Please help us to keep them clean. Units are responsible for daily cleaning of their latrines. The commissioner will make supplies available for maintenance of your campsite's latrine.

Camp Photos: Unit camp photo shoot sessions should be scheduled upon Sunday check-in. Unit photos can be taken anywhere in camp as long as arrangements are made in advance. An 8x10 photo costs \$10. Please place your order early to allow adequate time to do a good job. Unit photos will be distributed to unit leaders on Saturday prior to closing unless other arrangements are made in advance with the Camp Director.

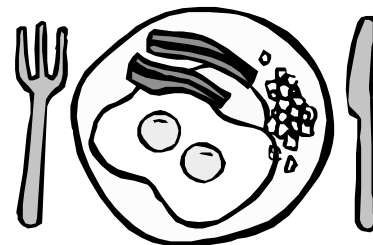
Tour Plans: Connecticut Yankee Council units do not need a tour plan. Units attending camp from outside the Connecticut Yankee Council must have a tour plan. Arrangements should be made with your local council prior to departing for camp.

Patrol Cooking: Units are encouraged to provide Scouts with the opportunity to prepare meals in their campsite. The camp will provide the necessary ingredients. If your unit is interested in patrol cooking, please fill out the Patrol Cooking Request Form and return it to the Camp Director during the pre-camp leaders meeting.

Family Brunch: A Family Brunch will be held from 9:30 – 10:15 AM on Saturday for parents and guests. Brunch tickets may be purchased during check-in on Sunday or prior to arrival at camp. Ticket prices are: Adults --- \$8.00, Youths between 12 and 6 --- \$6.00. No charge for youths 5 and younger.

Visitor and Guest Meals: Guests and visitors may eat in the dining hall but may not be able to sit with the unit because seating is assigned. Seating will be provided elsewhere, however. Arrangements should be made when the guests sign in at the Alderman Administration Center with the Camp Director. **Reservations are recommended for a group of visitors to ensure availability of seating and food.** Meal costs for visitors and guests are:

Breakfast	\$6.00
Lunch	\$7.00
Dinner	\$8.00



Food Allergies: It is important that the Camp Health Officer be made aware of any food allergies. We can accommodate minor requests for menu adjustments, but they must be made in writing two weeks in advance of the Scout's arrival in camp. Peanut butter is not served in our dining hall although individually wrapped nut containing products, such as candy bars, are available for purchase at the Trading Post.

Sign-Out and Sign-In: Once registered all Scouts and Scouters leaving camp for any reason must sign out at Alderman Center. Upon return, each person must sign in. If a Scout is leaving camp, the camper release policy (see page 11) applies.

Visitors in Camp: All visitors to camp must sign-in and sign-out at the Alderman Center. Please remind all visitors to sign in immediately upon their arrival at camp and before proceeding to campsites or program areas. Adult visitors are required to wear a wrist band while on camp grounds.

Buddy System: No one should be alone when fun is being had. Scouts are friendly and should travel through camp in pairs or larger groups. Please help enforce the Buddy System.

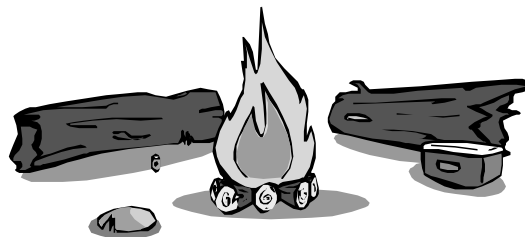
Camp Roads: Camp roads are not thoroughfares. All vehicles are to be parked in the main parking lot or the north camp parking lot. No vehicles will be allowed in or around campsites or program areas.

Fuels: Propane and liquid fuels are permitted in camp but must be used under adult supervision. Bulk fuel must be stored in your automobile or with the Camp Ranger. Fuel containers with more than one quart capacity are not permitted in the campsite. Please dispose of "empty" gas cylinders properly at checkout.

Not Allowed in Camp: The following items are not allowed in camp:

- ❖ Camouflage clothing
- ❖ Clothing with inappropriate messages/illustrations
- ❖ Open-toed shoes (except within the confines of the waterfront)
- ❖ Alcoholic beverages and illegal drugs
- ❖ Fireworks
- ❖ Aerosol cans/airhorns
- ❖ Bulk (over one quart) liquid fuel (**Must be stored with the Ranger if in camp**)
- ❖ Glass bottles
- ❖ Sheath or survival-type knives
- ❖ Firearms, including rifles, handguns, bows, blowguns, slingshots and crossbows (Police may be exempted from this policy but must inform the Camp Director of their situation)
- ❖ Electronic devices such as radios, video games, pocket televisions, laser pointers, etc.
- ❖ Scouts are not allowed to use cell phones in camp.

Campfires: Campfires are encouraged and should always be supervised by adults. Campfires should only occur in the designated campsite fire ring. Ground fires may be suspended during droughts, the Commissioner will advise you of restrictions in effect. No flames, propane or candles are permitted in any sleeping shelter especially tents.



Pocketknives: Pocketknives are used in some camp programs, but sheath knives and survival knives should not be brought to camp. Pocketknives must be no longer than three inches when closed. Units are encouraged to use the Totin' Chip. Pocketknives may be purchased in the Trading Post only if the Scout can show his Totin' Chip.

Pets: Pets of any type are not allowed in camp. Please remind parents and visitors that animals are not allowed at Sunday check-in or Saturday brunch.

Litter: Help us to keep Camp Sequassen clean. Please dispose of trash properly in trash receptacles located throughout camp. Remember, a clean camp is a safe camp.

Quiet Hours: Quiet hours start at 10:00 PM. After this time, all Scouts and leaders should be in their campsite. In the event that your unit needs assistance after this time, please contact your Commissioner or a Camp Staff member.

Smoking: Please refrain from smoking in front of Scouts or when a fire hazard exists. Smoking is only permitted in the designated Smoking Areas (outside Alderman Center and Dining Hall loading dock). No smoking is allowed in or around tents, campsites, or camp buildings.

Uniforms: Scouts and Scouters are required to wear the official B.S.A. field (Class-A) uniform to dinner each evening. During other times, Scouts should dress in activity (Class-B) uniform or other appropriate attire for their activities.

Camp Equipment: Camp equipment is available from the Camp Commissioner. Please report any damaged equipment to the Commissioner Staff for repair or replacement. Units are responsible for any camp equipment negligently damaged or not returned. Camp equipment must be returned prior to check-out. Please help us to maintain our camp equipment and facilities.

Vespers and Chaplain Service: Recognizing that reverence is an integral part of the character-building process of the Boy Scouts of America, special arrangements will be made to accommodate the religious needs of our Scouts. A non-denominational service will be offered each week at the Maxim All Faith Chapel, our goal being to instill respect for all beliefs while giving pause to examine the strength and comfort we derive from our own convictions.

Stay Over Units: Units staying more than one week are advised that no weekend program is provided for stay over units. The Camp Director must approve all requests for staying over the weekend. Assistance with local facilities and attractions will be provided upon request.

Pranks: Sorry. Pranks are not part of the camp program and are not appreciated. They waste time, damage or lose resources and generally set a bad example for other Scouts. Please do not encourage or allow your Scouts to participate in pranks.

Wildlife: Bears and raccoons are part of our life at Sequassen. Do not leave food or trash unattended in the campsite. Dumpsters are provided behind the dining hall and all campsite trash should be placed in (not next to) the dumpsters each evening before the troop goes to sleep. Information about encountering bears is posted on your campsite bulletin board.

Blue Cards: The camp uses an automated merit badge registration system, therefore, "blue cards" are not required. A blue card equivalent will be issued at the end of your camp week. Out of council units requiring blue cards should discuss this issue with the Program Director.

Note: Please be sure to check your "blue cards" before you leave camp on Saturday to ensure you have a "blue card" for each merit badge taken.

IMPORTANT OH-NO'S!

Each year hundreds of dollars and countless hours are required to repair damage or correct conditions caused by Scouts who probably don't realize the problems their carelessness or prankish actions are causing. The impact of one incident per week per Scout times 2000 Scouts per year results in an overwhelming maintenance burden. Following is a list of the problems most frequently encountered:

- Slashed mattress covers and tents
- Litter dropped on trails
- Trash (cups, cans, etc.) in latrines or port-o-johns
- Broken roof shingles or punctured roofing. Please keep off the lean-to roofs
- Pranks of all kinds usually result in lost, broken or abused property
- Cots and mattresses moved from lean-tos or lodges
- Creating new fire rings

Please ask your Scouts to help keep their camp clean and in good shape and correct any behaviors which may cause undue wear and tear to the camp facilities/resources. The Camp belongs to each of us. Let's keep it in great shape.

Campfire Gadgets & Other Stuff

Following is a list of items which may be borrowed to make your evening campfires memorable. Ask your Commissioner for details.

- ❖ Popcorn popper, perfect for popping corn over a campfire.
- ❖ Pudgy-pie maker (cast iron, clam-shell paddy mold at the end of a 2' handle) to turn two slices of bread and a blob of jelly into a campfire treat.
- ❖ Campfire Kits (consisting of crackers, cookies, cakes, marshmallows and beverage) are available to spark up any evening get together. A form for requesting kits is in the Appendix of Camp Forms.
- ❖ Dutch ovens (cast iron cookware your grandmother threw out years ago) are great for campfire strudel. Ask your Commissioner for the oven, ingredients and cookbook.
- ❖ Hot dog roasting forks.
- ❖ Visits by Camp Staff member(s) who will dazzle your Scouts.



2012 PROGRAM INFORMATION



GENERAL PROGRAM OVERVIEW

Inter-Unit Programs: Inter-unit programs are encouraged, though visits to other campsites are by invitation only. Your Camp Commissioner staff is available to assist and coordinate inter-unit programs and competitions.

Special Program Activities: Your Camp Commissioner and Camp Staff members are available to assist with unit programs where needed. Suggested programs may include Scoutcraft demonstrations, ceremonies, advancement activities, campfires, sports competitions, conservation projects or service projects, outpost camping, and camp wide contests. There will be a sign up time on Sunday night for unit activities. If you would like to plan a special unit program that would benefit from staff assistance, contact the Camp Commissioner.

Patrol-Centered Activities: The patrol method should be used at camp. Suggested patrol activities may include hikes, conservation or service projects, and camp improvements.

Merit Badges: The camp merit badge program provides Scouts with opportunities to learn new skills, share with others, and develop a hobby or interest. Merit Badge work can be done in the campsites, camp program areas and even at home. Some merit badge requirements must be accomplished before arriving at camp in order to complete the badge at camp. The summer camp merit badge program requires advance planning by Scouts and leaders prior to arrival at camp.

Partials: A Scout completing only a portion of a merit badge's requirements will be issued a "partial" on his merit badge card. Camp counselors may give credit for requirements or skills actually completed at Camp Sequassen, only. Partials are valid until a Scout's eighteenth birthday.

Wilderness Patrol: The Wilderness Patrol is designed for new Scouts attending Boy Scout resident camp for the first time. As Scouts learn and master outdoor living skills like fire building, cooking, map and compass reading, first aid, campsite set up and more, most will complete all but a few requirements for Tenderfoot, Second Class and First Class ranks and also earn at least one merit badge. Unit leaders are responsible for signing the rank requirements completed by a Scout at camp and should spend some time each day reviewing and signing off on completed requirements.

LOBO Program: Scouts 14 and older may enroll in a special high adventure program which combines earning merit badges with high adventure activities such as low and high COPE; biking, hiking and rock climbing off-camp; tubing on the Farmington River and other exciting activities. There is an additional \$45 fee for this program. Additional details of program opportunities for senior Scouts can be found on page 30 of this guide.

Order of the Arrow Day: Every Tuesday will be OA Day. Members are encouraged to wear their sashes and participate in service projects during the day. Those members who are eligible and interested will be able to complete their Brotherhood and seal their membership in the Order. After the Brotherhood Ceremony, all members are invited to join in a crackerbarrel. Also, all Scouts are encouraged to work on the Owaneco Trail award, which is sponsored by the lodge.

Senior Patrol Leaders Council: Senior Patrol Leaders are requested to participate daily in the Senior Patrol Leaders Council Meeting. The meeting will be held daily after the noon meal with the Program Director. The Senior Patrol Leaders Council will assist the Commissioners and Camp Staff in planning daily activities and inter-unit competitions and challenges.

Leaders Meetings: An adult leaders meeting will be held daily at 11:30 AM on the “volleyball” porch of the dining hall to discuss program topics relevant to that day as well as for Scouters to air and share their ideas with the Program Director. On Friday, a Council representative will be available to discuss any and all issues regarding operation of the camp. This is your opportunity to directly affect the future of Camp Sequassen.

Campfire Programs: On Sunday and Friday night a camp-wide campfire will be held at the amphitheater. Units may participate in the Friday evening campfire but must have their skit approved by the Program Director before Thursday lunch.

Activity Signup Period: Some activities, see Troop and Patrol Activities on page 37, may be done as a troop or patrol but need to be scheduled with the Area Directors. These activities can be scheduled on Sunday at 7:00 PM on Clark Field. Sign up for aquatic activities will be done at 7:00 p.m. Sunday at the waterfront - see page 24.

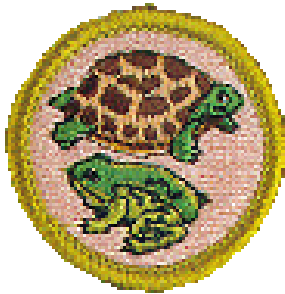
Merit Badge Progress Reports: On Wednesday morning a by unit merit badge progress report will be provided to unit leaders. The report will list any Scout who is having difficulty completing a merit badge and the reason for the difficulty. With your support and encouragement the Scout may be able to complete the requirements while at camp.

High and Low COPE: COPE teambuilding sessions will be conducted for Scouts as a special program option. Adult leaders are encouraged to visit the COPE/Tower area to see what is available for their Scouts in the off season. Adult COPE orientation sessions will be arranged upon request. Ask your commissioner to help make a reservation.





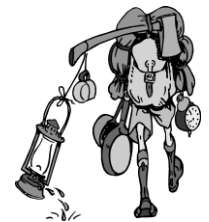
Merit Badge Schedules



SEQUASSEN – BOY SCOUT RESIDENT CAMP

Summer of 2012 – Weekly Schedule Overview

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30 AM		Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	
7:00 AM		Reveille Campsite Cleanup	Reveille Campsite Cleanup	Reveille Campsite Cleanup	Reveille Campsite Cleanup	Reveille Campsite Cleanup	Reveille Campsite Cleanup
7:45 AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Break Down Campsites & Pack Gear out to Transportation
8:00 AM		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	
9:00 AM		MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	Advancement and Photos Distributed
9:30 AM (SAT)							BRUNCH
10:00 AM		MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	
10:30 AM (SAT)							Closing Flag Ceremony
11:00 AM	Staff arrives at camp	MB Instruction WP Instruction Scouter Roundtable 11:30	MB Instruction WP Instruction Scouter Roundtable 11:30	MB Instruction WP Instruction Scouter Roundtable 11:30	MB Instruction WP Instruction Scouter Roundtable 11:30	MB Instruction WP Instruction Scouter Roundtable 11:30	<i>Merit Badge Paperwork Review Session</i>
12:00 PM		Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	
12:30 PM	Staff Meeting/Lunch	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH WATERFRONT PICNIC	Units Depart Camp
1:00 PM		SPL Meeting	SPL Meeting	SPL Meeting All Faith Service	SPL Meeting Staff vs. Camper Sport	SPL Meeting	Staff Departs Camp
1:30 PM	Unit Check-In, Medical Checks, Swim Tests, Camp Tours, Shooting Sports, Dining Hall, and Water front Orientations.	Troop Time	Troop Time	Troop Time	Troop Time	MB Instruction	Want another week of camp? See Camp Director today!
2:00 PM		MB Instruction	MB Instruction	MB Instruction	MB Instruction	2:30 Camp Wide Land and Sea Competition	
3:00 PM		WP Instruction Open Program Areas Volleyball Tournament	WP Instruction Open Program Areas SPL Selected Sport	WP Instruction Open Program Areas Frisbee Tournament	WP Instruction Open Program Areas		
4:00 PM	Camp Leaders Meeting	Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	
5:00 PM	Retreat Ceremony	Retreat Ceremony	Retreat Ceremony	Retreat Ceremony	Retreat Ceremony	Retreat Ceremony	
6:00 PM	DINNER	DINNER	DINNER	DINNER	DINNER	DINNER	
7:00 PM	Troop Time	Open Program Hermit Pilgrimage (7:45)	Open Program SPL Selected Sport	Fire Hose Competition (begins at 7:15)	Open Program SPL Selected Activity	Troop Activities	Closing Campfire Program
7:45 PM	Assemble for Campfire					Troop Activities	
8:00 PM	Opening Campfire Program						
9:00 PM		Troop Activities	Troop Activities	Troop Activities	Troop Activities		
10:00 PM	Lights Out Taps	Lights Out Taps	Lights Out Taps	Lights Out Taps	Lights Out Taps	Lights Out Taps	



**HAVE A SAFE TRIP
HOME. WE WILL SEE
YOU NEXT YEAR.**

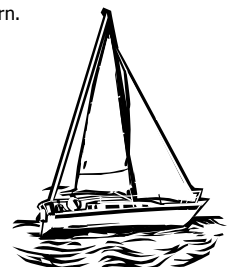
AQUATICS AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00
BSA Lifeguard (1) (8)					X		
Canoeing (11)			X		X		
Learn-To-Swim (8)		X	X	WP			
Lifesaving (11)		X					
Rowing (11)	X	X					
Motorboating (5)	X		X				
Sm. Boat Sailing (9)			X		X		
Swimming (11)	X		X	WP			

Activities	6:30	9:00	10:00	11:00	2:00	3:00	4:00	7:00 <i>by appt. only</i>
Canoe Overnight (2,11)								X
Canoe Slalom (7, 11)							Thursday	
CPR Certification (3)								M, T, Th
Dawn/Dusk Canoe Hike (2, 11)	X (6:00)							X
Funyak Soccer (2,7,11)								Thursday
Firehose Competition (7)								Wed. 7:15
Mile Swim Award (11)	X							
Open AquaTrampoline (11)					X	Mon - Thurs	Mon - Thurs	M, T, Th
Open Boating (11)							Mon - Thurs	M, T, Th
Open Swim (6)		X	X	X		Mon - Thurs	Mon - Thurs	M, T, Th
Polar Bear Swim	X							
Safe Swim Defense & Safety Afloat								Monday
SCUBA BSA (4)						Wednesday		
Snorkeling BSA (11)					X			
Troop War Canoe (2)						X		X
Water Polo (2)							X	X

Waterfront Schedule Notes:

- 1) Lifeguard Training will require the Scout to spend all day at the waterfront. Scouts must be at least 15 years old and a Blue Swimmer. There is an additional \$75 fee for this training. Participants may need to complete testing on Saturday morning. Successful completion of the course earns ARC Lifeguarding w/ First Aid, CPR/FPR w/ AED in addition to BSA Lifeguard. This training is also open to adults.
- 2) Signups for the canoe hikes, war canoes, funyak soccer, water polo, and canoe overnight should be done through the Waterfront Director on Sunday at 7:00 pm. Appointments are made on a first come first served basis. We will make every effort to accommodate your unit.
- 3) Please see the Waterfront Director on Sunday if interested in American Red Cross CPR certification. All three sessions on Monday, Tuesday and Thursday must be attended. The CPR program is offered at a cost of \$30, resulting in certification with skill card or \$20 for recertification (no skill card). This program is also available to adults.
- 4) In order to hold the SCUBA BSA adventure at least 4 participants are required. Participants must be at least 14 years old and a Blue Swimmer. This is a 3 hour program where individuals learn about diving and actually spend time under water. The fee for this program is \$40.
- 5) Motor boating classes are limited to nine Scouts each week who must be 14 years old and a Blue swimmer. Must possess a **CT Safe Boating Certificate** before attending camp. (Out of state troops must have their state equivalent.)
- 6) Swim areas not being used for classes are open. Open swim after 7:00 p.m. only if available daylight allows and/or PFDs are worn.
- 7) This activity qualifies for the All Camp Challenge
- 8) Not a merit badge
- 9) Must be 13 years old and a Blue swimmer
- 10) Must be 14 years old and a Blue swimmer
- 11) Must be a Blue swimmer



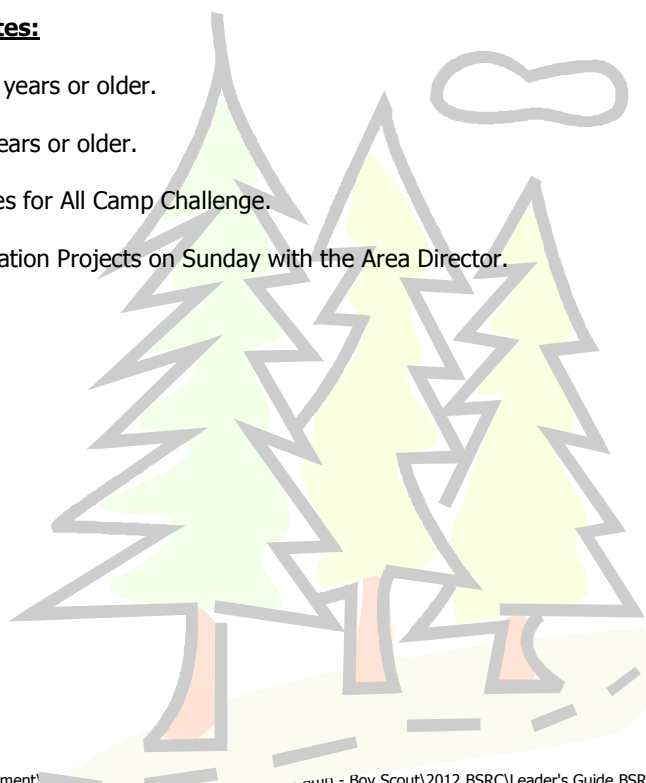
ECOLOGY/CONSERVATION AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00	APPT.
Astronomy		X		X				
Chemistry (2)	X		X					
Environmental Science (1)	X			X				
Fish & Wildlife/Soil & Water Conservation	X							
Mammal Study		X						
Nature			X	WP				
Reptile & Amphibian Study	X		X					
Weather		X		X				

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00	8:00	9:00			
Bug Wall Exploration(3) Conservation Project (4)	Merit Badge Classes								Monday			
					X	X						
Ecology Jeopardy (3) Nature Hike										Tuesday		
Delicious Geology										Wednesday		
Leave No Trace Overnight										Thursday		
Go Green (3)												Tuesday
										Anytime		

Ecology Schedule Notes:

- 1) Scouts must be 13 years or older.
- 2) Boys must be 14 years or older.
- 3) This activity qualifies for All Camp Challenge.
- 4) Sign up for Conservation Projects on Sunday with the Area Director.



HANDICRAFTS AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	APPT.
Art/Fingerprinting	X			WP			
Basketry (2)	X						
Engineering (1)		X			X		
Indian Lore (2)				X			
Leatherwork (2)		X	X	WP			
Metalwork (2)	X		X				
Photography (1, 4)		X	X				
Sculpture (2)			X	WP			
Woodcarving (2)	X	X					

Activity	9:00	10:00	11:00	2:00	3:00	4:00	7:00	Appt
Native Games (3)	Merit Badge Classes					Wed.		
Open Crafts					M - Th	M - Th	M, T, Thurs	
Patrol Crafts						X		
Pottery Making (1)					M - W		M, T, Th	
Spin Artist					Wednesday/ Thursday			

Handicraft Schedule Notes:

- 1) These merit badges/activities are for boys 13 and older.
- 2) Supplies for merit badge classes are available for purchase at the Camp Trading Post. Cost of supply kits are as follows: (No cost options are available but require more time for project completion.)

Approximate Trading Post Price Listing:

Leatherworking Kits..... \$5-10.00
 Metalwork Kit\$4.00
 Woodcarving Kits \$1-4.00
 Sculpting Supplies \$3-6.00
 Indian Lore Kits..... \$10-15.00
 Basketry..... \$10.00

- 3) This activity qualifies for All Camp Challenge
- 4) Some time in afternoon or evening will be needed to complete the badge requirements.



LIFE SKILLS & SPORTS AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00	By Appt
Athletics/Sports	X							
Automotive Maintenance (5)					X			
Chess (4)				X				
Climbing (4)		X						
Cycling (4)			X					
Fire Safety		X		WP				
First Aid (5)								X
Fishing			X	X				
Personal Fitness (4)	X							

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00	8:00	9:00			
COPE (5)	X											
Frisbee Golf	Merit Badge Classes				X	X						
Manners Matter (5)											Wed. 8:30	
Mountain Biking (1)								Monday, Tuesday, Wednesday Mon-Thurs				
Open Climb (3)												
Open Sports Field (2)										X	X	
Pick Up Frisbee										Monday		
Pick Up Sports Open (7)												
SPL Selected Sport (6)									Thursday Tuesday	Tuesday		
Sports Instruction									Mon-Thurs			
Volleyball Tournament (6)									Monday			

Sports Schedule Notes:

- 1) The opportunity to ride is provided from 3:00 to 5:00 as a member of our staff guides the group on an exciting journey through the camp property outskirts.
- 2) Clark Field is available for troop recreation until 9:00 PM most evenings unless a camp wide activity is making use of the field. Check with the Sports Area Director for exact scheduling details and equipment requirements.
- 3) The open climb at the wall is open to Scouts and adults who are interested in climbing. Due to the heavy demand at the wall Scouts have priority climb privileges over Scouters. Climbing Director may set appointments for Scouts to use the wall if the program schedule permits.
- 4) These merit badges and/or activities are for campers 13 and older.
- 5) These merit badges and/or activities are for campers 14 and older.
- 6) This activity qualifies for All Camp Challenge.
- 7) Sports activity as selected by the Sports Area Director.



SCOUTCRAFT AREA/OUTDOOR SKILLS

Merit Badges	9:00	10:00	11:00	2:00
Camping	X	X		X
Cooking (6)			X	X
Geocaching (9, 3)		X		
Orienteering	X		X	
Pioneering	X	X		
Wilderness Survival (10)			X	X

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Firebuilding Contest (4)	Merit Badge Classes				Tuesday (3:30)		
Frontier Cooking (4)					Thursday		
Geocaching (9)							
Leave No Trace Training (5)							
Mountain Boarding (10)					Monday		
Orienteering Challenge (4)						Thursday	
Outpost Overnight (2)							By appt.
Paul Bunyan Woodsman (7)							Monday
Scouters' Challenge					Thursday		
Scoutmaster Cookoff					Wednesday		
Stoney Lonesome (10)					Monday - Thursday		
Totin' Chip (8)(5)							Monday
Trek Safely Training							Thursday

Scoutcraft Schedule Notes:

- 1) Activities marked with a day of the week denote a camp-wide activity. All activities will meet in the Scoutcraft Area at the scheduled time.
- 2) Signups for Outpost Overnight will be held Sunday night with the Area Director at Clark Field.
- 3) May require some open time during the week.
- 4) This activity qualifies for All Camp Challenge.
- 5) Session will be held in the Pine Grove.
- 6) There will be a \$2 per boy supply fee for cooking merit badge that will be collected Monday morning
- 7) Scouts must have previously earned their Totin' Chip to participate in this program.
- 8) This session is for any Scout who needs a Totin' Chip, including Scouts in Wilderness Patrol.
- 9) This activity is for Scouts 14 and older.
- 10) This activity is for Scouts 13 and older.

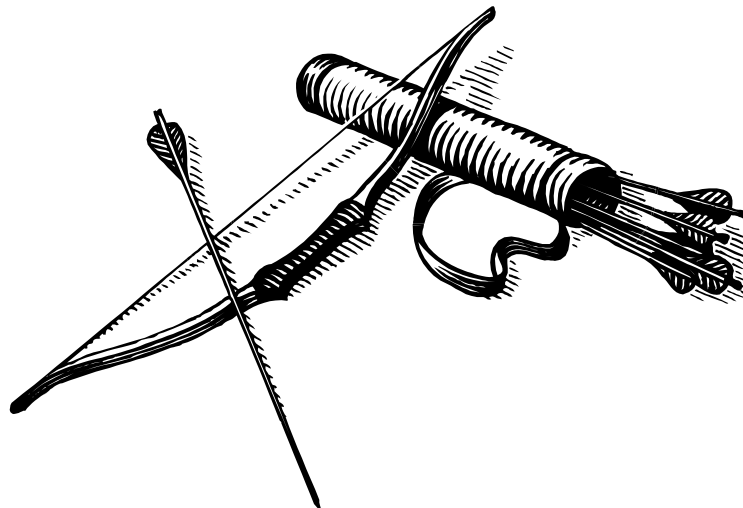
SHOOTING SPORTS AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Archery (5)	X	X	X				
Rifle Shooting (4)(6)	X	X	X				
Shotgun Shooting (2)(4)				X			

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Marksmanship Tournament (3)						Monday/ Tuesday	
Open Archery (1)					Mon - Thurs		M, T, Th
Open Rifle (1)					Mon - Thurs		M, T, Th
Open Air Rifle (1)					Monday/ Tuesday		
Open Paintball (1)					Wed/Thurs		

Shooting Sports Schedule Notes:

- 1) Open shoot periods may be canceled due to weather, staffing issues or to meet the needs of shooting sport merit badge classes. Announcement will be made at a meal if the schedule is to be changed.
- 2) Shotgun Shooting merit badge is for Scouts who are 14 years or older and who have completed rifle merit badge. Classes will be held Monday – Friday. Shooters must purchase ammunition available at the range for \$6.00 for a box of 25 shells. Scouts may need to be at the range during open time to practice/qualify for the merit badge.
- 3) This activity qualifies for All Camp Challenge.
- 4) Class limited to 16.
- 5) Class limited to 24.
- 6) Recommended for Scouts 13 years and older. Experience has shown younger Scouts are unlikely to complete the shooting requirements.



SENIOR SCOUT PROGRAM & LOBO ADVENTURES

ALL NEW SENIOR SCOUT PROGRAMS FOR 2012:

Special programs are conducted for the seasoned Scouts who want to work on more demanding merit badges, who need to develop skills in more technical fields of study or who simply want the thrill of engaging in the high risk activities offered by the LOBO program. In addition to individual endeavors, senior Scouts can band together with Scouts from other troops and form a Senior Scout Patrol (SSP) to participate in camp-wide activities and special programs.

Participation in Senior Scout programs is limited to Scouts age 14 and older. Don't ask for exceptions based on good looks or accelerated maturity etc. because we go by the Gregorian calendar and nothing else.

The following merit badges and activities are reserved for our senior Scouts:

Automotive Maintenance

Chemistry

First Aid

Geocaching

Motorboating

Shotgun Shooting

Low and High COPE (Challenging Outdoor Personal Experience)

SCUBA BSA

Geocaching Challenge

Nightcrawling on camp trails (if you have to ask you're in for a surprise)

Snorkeling around Teddy Bear Island

Forming and competing as "A Team" in the Fire Hose Competition and Frisbee Tournament. The "A Team" may compete with the LOBO Patrol, staff, adult leaders and other ad hoc "All Star" teams.

LOBO PROGRAM FOR 2012:

Scouts enrolling in the LOBO Patrol (requires an additional \$45 fee) have an entirely new program in 2012. The new program will provide time for merit badge work in the morning and high adventure LOBO Activities in the afternoon. There also is an option for an evening activity in case the patrol has stamina for "one more go at it".

Lobodians (as Scouts enrolled in LOBO Patrol are called) will participate from 1:00 PM to 5:00 PM in extreme activities scheduled by the staff. Lobodians will have the option of choosing some of their own events on Wednesday of each week -- this schedule could be affected by inclement weather but it's tentatively planned to go as follows:

Monday:	Choose from LOBO Activities which include the following: Introductions and teambuilding plus choice from the following options: Cast and shoot ball ammunition from muzzleloaders Shotgun shell reloading and shooting Boundary hike of Camp Sequassen Any do-able activity with concurrence of patrol members and staff
Tuesday:	Waterfront picnic and low COPE
Wednesday:	Lobodian's choice of tubing on the Farmington River or rock climbing off site
Thursday:	High COPE
Friday:	Wrap up followed by Land and Sea games

Additionally, Lobodians may select a night adventure from the following list:

Nightcrawling

Overnight on Curatole Island i.e., the only island on West Hill Pond

Overnight at the haunted Hessian Village (not offered if the stream is dry as that portends a bad night's sleep)

WILDERNESS PATROL -- (FIRST YEAR CAMPER PROGRAM)

This camp program has been designed to help support your troop program with opportunities for Scouts working on the Tenderfoot through Second Class requirements. The program experiences and activities will enable Scouts to develop their outdoor skills, practice the Patrol Method and help Scouts learn to work in groups and thus help them grow as individuals. We strongly urge troops to enroll Scout through Second Class Scouts in our Wilderness Patrol.

The purpose of this summer camp program is to provide each Scout with the opportunity to enhance their Scout skills and work toward a rank. This program is not designed to complete a specific rank, but to complete requirements toward a rank. We realize advancement is key and we also realize that a Scout's summer camp experience should be fun and action packed. As a result we will provide a fun environment in which Scouts will learn and practice essential Scout skills.

While in small patrols, led by a staff of superb staff members, your Scouts will face a number of challenges that will require learning skills. By the end of the day the boys will realize they have learned an extraordinary number of skills while having a blast and working as a patrol. Boys will be given the opportunity to help design their own program, guided by their staff member, giving them the ability to work on the skills they really need.

The Wilderness Patrol meets everyday during the week from 9:00 am – noon and from 3:00 – 5:00 pm. In order to make this week long experience as good as it can be, we ask that all Scouts in the Wilderness Patrol program be in attendance from 9:00-12:00 everyday.

9:00-12:00	2:00	3:00-5:00
Wilderness Patrol Activities	Merit Badge Period	Directed Open Program

The Wilderness Patrol Scouts will be participating in an overnight as well as daily hikes. To be prepared, we ask that the Scout and his troop work together to provide the following necessary equipment:

Sleeping bag, tent (which can be shared with other members of his troop in this program), ground cloth, mess kit, flashlight, daypack, water bottle, sunscreen, bug repellent and sturdy shoes or boots. Scouts must also bring their handbook and pocketknife.

In the afternoon we will have Directed Open Program for the Wilderness Patrol. This is a slightly more hands-on approach to afternoon activities. There will be a member of the Wilderness Patrol Staff at designated program areas from 3-5:00 pm. If your Scout is interested in that area, please have him meet up with the Wilderness Patrol staff member. This will give the Scouts the freedom to choose their activity, but it will also avail them to special guidance that will help them maximize the benefits of each program area. There will also be a Wilderness Patrol staff member in the Pine Grove to cover First Class rank requirements for those Second Class Scouts who did not want to enroll in the Wilderness Patrol program.

Throughout the week, the Scoutmaster or Assistant Scoutmaster for the new Scouts should have conferences with each Scout in the program as well as the Director of the Wilderness Patrol Program in order to get input on how the Scout is doing and what additional support may be needed. Wilderness Patrol staff will evaluate and sign off the activities they feel the Scout has mastered during the program on a camp issued form. The unit leadership should review the Scout's proficiency and sign off in his Boy Scout handbook or unit achievement log when they believe the Scout has satisfied the requirement.

All Scouts participating in Wilderness Patrol must register with the Wilderness Patrol Program Options form instead of the Merit Badge registration form. The form is available on page 15 in the Appendix of Camp Forms and will list all merit badges that Scouts may take at 2:00 pm.

The following Merit Badges/activities are available to Wilderness Patrol Scouts at 2:00:

- Leatherwork
- Art/Fingerprinting
- Swimming (Scouts who are not Blue swimmers may not register for this badge)
- Fire Safety
- Sculpture
- Nature
- Learn to Swim is available at 2:00 and should be a priority for Scouts who need to develop swimming skills.

Diligent Scouts should be able to complete at least one merit badge.

We are always looking for leaders to assist with this program. To help us provide quality leadership, we request that for every five boys a unit sends they also send an adult. This is an excellent opportunity for parents new to Scouting to practice their skills as well. Volunteer instructors will be recognized at the closing ceremony.



MERIT BADGE SUMMARY

Merit Badge	Pre Reqs	9:00	10:00	11:00	2:00	3:00	4:00	7:00	APPT.
The merit badges in this section are available for Scouts of all ages									
Archery		X	X	X					
Art/Fingerprinting (3)	Y	X			WP				
Astronomy			X		X				
Athletics/Sports (1)	Y	X							
Basketry		X							
Camping	Y	X	X		X				
Canoeing (1)			X		X				
Cooking	Y			X	X				
Fire Safety (3)	Y		X		WP				
Fish & Wildlife/ Soil & Water	Y	X							
Fishing	Y			X	X				
Indian Lore	Y				X				
Learn-to-Swim (3, 5)			X	X	WP				
Leatherwork (3)			X	X	WP				
Lifesaving (1)		X							
Mammal Study			X						
Metalwork	Y	X		X					
Nature (3)				X	WP				
Orienteering	Y	X		X					
Pioneering		X	X						
Reptile & Amphibian Study	Y	X		X					
Rifle Shooting (6)		X	X	X					
Rowing		X	X						
Sculpture (3)	Y			X	WP				
Swimming (3)		X		X	WP				
Weather	Y		X		X				
Woodcarving		X	X						
Scouts 13 or older may select from this section as well as the section above									
Chess					X				
Climbing (1)			X						
Cycling	Y			X					
Engineering	Y		X			X			
Environmental Science (1)		X			X				
Personal Fitness	Y	X							
Photography (7)			X	X					
Sm. Boat Sailing (1)			X		X				
Wilderness Survival	Y			X	X				
Scouts 14 or older may select from this section as well as either section above									
Automotive Maintenance						X			
Chemistry	Y	X		X					
COPE (5)		X							
First Aid (1)	Y								X
Geocaching	Y		X						
Motorboating (4)	Y	X		X					
Shotgun Shooting (1)					X				
Scouts must be 15 or older to take BSA Lifeguard.									
BSA Lifeguard (2, 5)					X				

1. These merit badges are longer than one hour. Do not schedule another class during these times.
2. Lifeguard Training will require the Scout to spend all day at the waterfront. Scouts must be at least 15 years old and a Blue Swimmer. There is an additional \$75 fee for this training. Participants may need to complete testing on Saturday morning. Successful completion of the course earns ARC Lifeguarding w/ First Aid, CPR/FPR w/ AED in addition to BSA Lifeguard.
3. WP – Wilderness Patrol Scouts will have priority sign up for these 2:00 p.m. classes.
4. Participants must hold a CT Safe Boaters Certificate or, if resident of another state, the appropriate equivalent.
5. Not a merit badge.
6. Recommended for Scouts 13 years and older. Experience has shown younger Scouts are unlikely to complete all requirements.
7. Some time in the afternoon and/or evening will be needed to complete badge requirements.

2012 ADVANCEMENT PREREQUISITES/POSTREQUISITES

Updated: 1/27/12

Advancement Opportunities	Requirements (1)	Comments
Art	4	
Athletics	3, 5, 6b	
Automotive Maintenance	----	Scouts should be 14 years or older
Camping	8d, 9a-b	Boys must be prepared for Req. 7b and 5e: bring pack and equipment appropriate for overnight
Canoeing	---	Must qualify as a blue swimmer
Chemistry	7a-d	Do one of these prior to arrival at camp Scouts should be 14 years or older
Chess	---	Scouts should be 13 years or older
Climbing	---	Scouts should be 13 years or older
Cooking	4a, 7d	There is a \$3 cost for supplies for this class
Cycling	8, 9	Scouts should be 13 years or older
Engineering	4	Scouts should be 13 years or older
Environmental Science	---	Scouts should be 13 years or older
Fire Safety	6a, 11, 12	Recommended for first year Scouts
First Aid	2d	Scouts are required to have a family first aid kit to show the counselor. Scouts should be 14 years or older
Fish & Wildlife Management	5, 8	
Fishing	9	We cannot guarantee the fish are willing to be caught. Limited equipment is available for use from the camp.
Geocaching	9	
Indian Lore	1, 2	Must participate in Native Games
Lifesaving	----	Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a blue swimmer.
Metalwork	4	Cost for materials
Motorboating	----	<i>CT Safe Boating Certificate required.</i> Must be 14 years old and qualify as a Blue Swimmer.
Orienteering	7	
Personal Fitness	8	Scouts should be 13 years or older
Photography	---	Scouts may bring their own digital camera
Reptile & Amphibian Study	8	
Rowing	---	Must be Blue Swimmer
Sculpture	3	
Shotgun Shooting	----	Shooters must purchase ammunition, available at the range, for \$6.00 per box of 25 shells. Scouts should be 14 years or older
Small Boat Sailing	---	Must be Blue Swimmer Scouts should be 13 years or older
Sports	4, 5c	
Swimming	----	Must bring long pants, long sleeved button down shirt, shoes and socks that can get wet for clothes inflation. Must be a Blue Swimmer.
Weather	8, 10	
Wilderness Survival	5	Should be prepared to build and sleep in shelter one night at camp. Scouts should be 13 years or older
Woodcarving	---	Totin' Chip required.

Important Information:

1. Prerequisites should be completed before coming to camp but may be completed afterwards.
2. In order to receive credit for a prerequisite requirement, Scouts must have a blue card with the item signed off by a counselor, or present the required work (or evidence of having completed the work) to the camp counselor.
3. Requirements not completed before or during camp will result in a partial being issued for that merit badge.
4. **Prerequisite requirements will NOT be reviewed in class.**

ACTIVITIES AND AWARDS



SCOUT & BUDDY ACTIVITIES

ACTIVITY	AREA	6:30	9:00	10:00	11:00	2:00	3:00	4:00	7:00	8:00	9:00
Aqua Trampoline	W					X	Mon – Thurs		M, T, Th		
Blacksmithing	P						Thursday				
Bug Wall Exploration	E										Mon
Canoe Slalom	W							Thurs			
CPR Certification (ARC) (5)	W								M, T, Th		
Delicious Geology	E								Thurs		
Frisbee Golf Course	C						X				
Frontier Cooking	S						Thurs				
Geocaching (3)	S								Mon		
Learn To Swim	W			X	X	WP					
LOBO Activities (3,7)	V					Monday – Friday 1-5pm					
Manners Matter (3)	D									Wed 8:30	
Marksmanship Tournament	R							Mon/ Tues			
Mile Swim	W	X									
Mountain Biking	C						Mon, Tues, Wed				
Mountain Boarding (1)	S						Monday				
Native Games	H						Wed				
Open Air Rifle	B						Mon – Tues				
Open Archery	A						Mon – Thurs		M, T, Th		
Open Boating	W							Mon - Thurs	M, T, Th		
Open Climbing	T						Mon – Thurs				
Open Crafts	H						Mon – Thurs		M, T, Th		
Open Paintball	B						Wed – Thurs				
Pick-up Sports Open	C						Thursday				
Open Rifle Shooting	R						Mon – Thurs		M, T, Th		
Open Swimming (4)	W		X				Mon – Thurs		M, T, Th		
Polar Bear Swim	W	X									
Pottery (1)	H						Mon - Wed		M, T, Th		
SCUBA BSA (3,7)	W						Wednesday				
Snorkeling BSA	W					X					
Spin Art	H						Wed/Thurs				
Stoney Lonesome (1,2)	S						Mon-Thurs				

- (1) Scouts must be 13 years old or older to participate in these activities
- (2) Stoney Lonesome includes:

Knife throwing	Mountain Boarding
Sling shot	Pioneer Tools
Branding	Axe throwing
- (3) Scouts must be at least 14 years old to participate in these activities
- (4) Open swim after 7:00 p.m. only if available daylight allows and/or PFD is worn
- (5) There is an additional fee for CPR certification. All three sessions must be attended.
- (6) Scouts must be at least 14 years old to participate in these activities
- (7) These activities require an additional fee.

Area Key: H = Handicrafts A = Archery Range W = Waterfront P = Pine Grove
 C = Clark Field R = Rifle Range E = Ecology Center V = Various Locations
 S = Scoutcraft T = Climbing Tower D = Dining Hall B = Between Waterfront and Handicrafts



TROOP & PATROL ACTIVITIES

ACTIVITY	AREA	6:00	1:00	2:00	3:00	4:00	7:00	8:00	9:00
Canoe Overnight*	W						By Appt.		
Canoe Slalom	W					Thurs			
Conservation Project*	E				X				
Dawn/Dusk Canoe Hike*	W	By Appt.					By Appt.		
Ecology Jeopardy	E						Tues		
Funyak Soccer*	W						Thurs		
Geocaching	S						Mon		
Hermit Area Tour* And Overnight	H						By Appt.		
Nature Hike	E				Wednesday				
Orienteering Challenge	S					Thurs			
Open Sports Field	SP						X		
Outpost Overnight*	S							By Appt.	
Patrol Crafts	H					X			
Troop War Canoe*	W				X		X		
Water Polo*	W				X		X		

* Unit Leader must sign up on Sunday evening with the Program Area Director. Area directors will be available Sunday evening at Clark Field immediately following dinner with the exception of Aquatic activities sign up which is at the waterfront.

CAMP-WIDE EVENTS

ACTIVITY	1:00	2:00	3:00	4:00	7:00	8:00	9:00
Opening Campfire						Sunday	
Friendship Fires						Mon – Thurs	
Open Program			Mon – Thurs		Mon, Tues, & Thurs		
Volleyball Tournament			Monday				
Frisbee Tournament			Wednesday				
SPL Selected Sport			Tuesday		Tuesday		
SPL Selected Activity					Thursday		
All Faith Service	Wednesday						
Fire Hose Competition					Wednesday 7:15 – 8:30		
Hermit Pilgrimage					Monday 7:45		
Land & Sea Events		Friday 2:30					
Closing Campfire						Friday	

The entire camp is encouraged to attend camp-wide events. The more people who participate in the activities the more enjoyable they are. This schedule is subject to change at the discretion of the Program Director.

CAMP PROGRAM DESCRIPTION

AQUATIC PROGRAMS

Aqua Trampoline	Scouts can take turns every 15 minutes to jump, jettison or be jettisoned for fun and fitness.
Dawn/Dusk Canoe Hike	Take your unit on an early morning or late evening exploration of West Hill Pond. Canoe Hikes depart each day at 6:00 am or 7:00 pm from the Boating Area. Be sure to sign up with the Aquatics Director at least 24 hours in advance to reserve your time in the early morning or late afternoon sun.
Mile Swim Award	Work your way up to the Mile Swim Award. Scouts interested must be blue swimmers and be at the Waterfront at 6:30 AM on Monday for the first session. Scouts will swim 150 yards on Monday, 200 yards on Tuesday, 400 yards on Wednesday, and 800 yards on Thursday and Friday will swim one mile.
Polar Bear Swim	Join our wide-awake, alert and enthusiastic waterfront staff for an early morning swim at our waterfront. Be sure to get there at 6:30 AM in order to be the first people into the lake. Everyone who attends at least three mornings during the week earns the Polar Bear segment.
Canoe Overnight	Your unit or patrol departs from the Bogan Waterfront and makes its way to an outpost campsite on the lake. There your unit can enjoy an evening sleeping under the stars on the shore of West Hill Pond. Be sure to sign up with the Aquatics Director at least 24 hours in advance.
Troop War Canoe	During the day your unit or patrol can take the war canoes out onto the lake. Explore the lake in style, race against your troop in one of the fastest canoes on the lake. Each canoe seats 10-12 individuals. Be sure to sign up with the Aquatics Director at least 24 hours in advance.
SCUBA BSA	Participants who sign up for this activity at the Pre-Camp Leaders meeting will be scheduled to attend a three-hour period where detailed safety instruction will take place followed by an opportunity to explore the depths of the lake. <i>Those who complete this instruction will be awarded the SCUBA BSA award.</i> A \$40 fee must be paid in advance by the pre-camp meeting and at least 4 participants are required for the adventure to take place. Participants must be at least 14 years old and Blue Swimmers. A SCUBA specific health assessment is required.
Safe Swim Defense & Safety Afloat	These courses outline the safety points a unit needs to have in place for swimming and boating outings. For any unit aquatic activity, at least one adult leader must be current with the appropriate training.
Canoe Slalom	Maneuver your canoe through markers alternating which side you pass them on, much like ski slalom. This patrol activity qualifies for the All-Camp Challenge.
Water Polo	Bring your troop down and compete against each other or challenge another troop to a competition in the game of Water Polo. Be sure to check with the Aquatics Director at least 24 hours in advance to ensure that our arena is available for your competition when you want it.
Funyak Soccer	An on-the-water soccer game. You and your teammates must score on the opposing team from your boat. Team with the highest score at the end wins!
Snorkeling BSA	Scouts will learn the basics of snorkeling, how equipment is used properly and have a chance to explore the under water world of West Hill Pond.
Life Guard Certification	Successful completion of this all week course earns the participant ARC Lifeguarding w/ First Aid, CPR/FPR w/ AED in addition to BSA Lifeguard. Lifeguard Training will require the Scout to spend all day at the waterfront. Scouts must be at least 15 years old and a Blue Swimmer. There is an additional \$75 fee for this training. Participants may need to complete testing on Saturday morning. This training is also open to adults.
CPR Certification	For a fee of \$30 individuals can earn their American Red Cross CPR certification from a qualified and knowledgeable Red Cross Instructor. This class meets Mon., Tues. and Thurs. at 7:00 PM. Sign up with the Waterfront Director on Sunday.
Open Swim	Take a dip in our sun-heated lake during one of our many open swim times.
Open Boating	Explore West Hill Pond by boat during one of our many open boating times.

ECOLOGY AND CONSERVATION PROGRAMS

Bug Wall Exploration	Rock the night with games, music and creepy crawlies.
Conservation Project	Help preserve the beauty of Camp Sequassen by conducting a conservation project. Many projects are available, contact the Ecology Director for details.
Delicious Geology	Join the Eco staff for an ice cream glacier demonstration. To be eaten by all when finished!
Ecology Jeopardy	Test your Ecology knowledge against other Scouts to discover who holds the most knowledge of the outdoor world.
Nature Hike	Take a guided tour through the Sequassen woods for fun and knowledge. There's a lot you can learn just by walking around.

HANDICRAFTS PROGRAMS

Native Games	Play some games other than Nintendo!
Patrol Crafts	If you need a patrol flag drop by Handicrafts during this session to work on one. You supply the pole; we'll supply the rest.
Pottery	Learn basics of pottery making and begin work on pottery merit badge.
Open Crafts	Bring your own projects to the craft area; we'll help you get them done. Craft kits are available in the Trading Post. You don't even have to be taking a merit badge!
Spin Artist	Take home an artistic masterpiece made on the Handicraft Center's Spin Art contraption. No artistic talents required. Bring a buddy.

LIFE SKILLS AND SPORTS PROGRAMS

Frisbee Golf	There were way too many trees in camp to build a traditional golf course. As a result a Frisbee golf course was constructed for your enjoyment. Contact the Sports Director for details; you are welcome to bring your own Frisbee.
Mountain Biking	Mondays, Tuesdays and Wednesdays a mountain bike trek departs from the bike rack and heads through the various trails of Sequassen.
Open Climbing	Scouts and Scouters can challenge gravity at the Camp's 35' tower.
Open Sports Field	Bring your troop down and make use of Clark Field for sports. The field is lighted until 9:00 most evenings and available for use when not being used for camp program.
Pick-Up Sports Open	Sports Area Director organizes pick-up games of various sports and activities.
SPL Selected Sports	Senior Patrol Leaders are able to pick from a list of sporting activities in which they wish to participate. This decision is made on Monday and the tournament held on Tuesday.
Sports Instruction	Need some help in sports? Our staff is eager to help you better understand the rules and perfect your skills in the sport of your choosing.
Ultimate Frisbee & Volleyball Tournaments	Units compete against each other for the titles of Ultimate and Volleyball Champion.

OUTDOOR SKILLS PROGRAMS

Firebuilding Contest	Scouts compete to see who is the Camp's best qualified pyro-master.
Frontier Cooking	Thursday the Scoutcraft area will be filled with the smell of baked goods. Drop by during the afternoon to see what's cooking.
Geocaching	Your patrol will have to find their way through our camp with a GPS and some clues. May the best patrol win!
Leave No Trace	Learn the principles of Leave No Trace here at Camp Sequassen. Open to leaders and campers.
Mountain Boarding	Similar to skate boarding but the board has big wheels and hand brakes. All you need is an incline and total disregard for what happens next.
Orienteering Challenge	Think you know how to use a map and compass? Try out our orienteering courses for a challenge you won't forget!
Outpost Overnight	A patrol with an adult leader can join one of our Scoutcraft staff on an Outpost Overnight in the Southern woods of Sequassen. Be sure to sign up with the Scoutcraft Director on Sunday.
Scoutmaster Cook-off	Unit leaders prepare their best campout dish in competition for the coveted cook-off award.
Stoney Lonesome	Expand your frontiersman skills at our adventurous area with tomahawk throw, sling shot, two-man saw, branding, knife throwing, etc.
Totin' Chip	Totin' Chips earned here for Scouts of all ages.
Trek Safely	Learn safe hiking guidelines with Trek Safely for your next venture. Open to leaders.

SHOOTING SPORTS PROGRAMS

Open Archery	Enjoy the warm summer sun at our archery range as you pull back on one of our high quality bows, take aim and fire at the target.
Open Rifle	Head up to our .22 caliber range and practice your shooting at one of our targets.
Open Air Rifle	Perfect your marksmanship at our new range. More shooting, less waiting in line.
Open Paintball	Use the skills you learned on the rifle range to ring the bells on our paintball range.
Marksmanship Tournament	This tournament is at both the archery and rifle ranges. If 5 Scouts from the unit shoot, this will qualify for the all-camp challenge.

COMMISSIONER PROGRAM

Owaneco Award	Our knowledgeable staff will dedicate a period of time each day to assist Scouts and Scouters with the Owaneco Trail Award.
Honor Troop	Troops actively participating in the summer camp program offerings earn recognition for their units' commitment to the goals of Scouting.
Super Troop	Go down in Sequassen history when your Troop is listed on a plaque as the Super Troop for your week at camp.
Honor Patrol	Patrols that perform as a working unit within the Troop may earn the designation of Honor Patrol while at summer camp.

CAMP-WIDE EVENTS

Alarm Test	Test of camp emergency alarm system and procedures. See instructions elsewhere in this guide.
All Camp Challenge	Troop or patrol strives to participate in as many program area activities as possible during their week at camp. Betcha can't do all 15. (see page 47)
All Faith Service	All camp programs come to a halt during the All Faith Service held at the Maxim All Faith Chapel.
Canoe Slalom	If you are a master boater you can join the race with your teammates on West Hill Pond. This event qualifies for the all camp challenge.
Closing Campfire	The staff along with units will perform in this closing campfire, the best performance of the week. Various awards and recognition will also be given out during this program.
Fire Hose Competition	At the Bogan Waterfront units gather and compete to see who can dominate the bucket on the rope. Units use a fire hose to push the bucket to the other side of the beach in this aerial tug of war. Dress to get wet and have a great time!
Friendship Fires	Unit initiative.
Go Green	Help the environment by collecting, sorting and depositing as many recyclables as you can by Thursday's SPL meeting. This is part of the All Camp Challenge.
Hermit Pilgrimage	Each week groups depart from Clark Field and make their way to the Hermit Area in silence. Once there the history of Camp Sequassen is portrayed in a creative and engaging performance.
Land and Sea Games	Join your troop for an all out crazy competition. Wacky games to test your teamwork!
Open Program	Most program areas are closed Wednesday evenings to allow participation in the fire hose competition.
Opening Campfire	Join our staff at the amphitheater as they introduce themselves at our opening campfire.
SPL Selected Activity	Senior Patrol Leaders will be provided with a list of games (not sports) to choose from for the Thursday evening activity. SPLs will decide on the activity during the Tuesday Senior Patrol Leader meeting.
SPL Selected Sports	Units will compete in sports selected by the senior patrol leaders. Competition winners will play staff Thursday after lunch.
Staff vs. Camper Sport	The Sequassen Staff takes on the winning unit in the SPL selected sport of the week/volleyball tournament.

FRIENDSHIP CAMPFIRES

To promote friendship and scouting fellowship, unit leaders are encouraged to host a Friendship Campfire in their campsites.

It's easy. It's fun. And your Scouts will take home a special memory from camp.

Here's what you do...

- Determine that your Scouts are interested in hosting a campfire.
- Invite a troop to your site for a campfire (optional).
- Feel free to invite staff to your campfire, they like to perform!
- Plan a short program to have fun and promote fellowship.
- Order your Campfire Kit at Sunday check-in or from the Commissioner at least 24 hours in advance. A form is available in the Appendix of Camp Forms or from your camp Commissioner.
- Pick up the Campfire Kit from the Commissioner after the evening meal.
- Enjoy your campfire!



CONSERVATION AND SERVICE PROJECTS

A list of camp-wide conservation and service projects has been developed for units and patrols to complete during their stay at Camp Sequassen. A list of service projects will be located on the kiosk outside of the Trading Post.

Please contact your Camp Commissioner if your unit or patrol is interested in doing a camp-wide conservation or service project. All projects must have the approval of the Camp Ranger prior to beginning the project. The camp will provide any equipment, supplies or materials.

Examples:

- Painting various surfaces in camp
- Campsite improvements
- General camp improvements
- Removal of stream obstructions
- Installation of water diversion bars on heavily used trails
- Camp-wide litter clean up and control
- Trail building
- Trail clearing and maintenance
- Tree pruning and planting



Be sure to register your unit's project with the Camp Commissioner before you begin as another unit may have reserved it before you. Projects are allocated on a first-come first-served basis.

HONOR TROOP AWARD

The Honor Troop Award was developed to recognize units attending Camp Sequassen for their excellence and commitment to the Scouting program. Units will receive either a blue or red ribbon depending on where they place in the Honor Troop Tier.

First Tier: (Blue/Gold Ribbon)

- 1) Troop must participate in all camp-wide activities including retreat, games, and the opening and closing campfire during their week in camp.
- 2) Troop must have a campsite visitation score of 90 (+) four out of five days that the troop is in camp.
- 3) The SPL must participate in all five daily SPL council meetings.
- 4) Troop must display good Scout Spirit while in camp (i.e. good sportsmanship, manners, singing in the dining hall, etc.). The Camp Staff will decide upon determination of Scout Spirit.
- 5) Troop Scouts must participate in the advancement program at the camp.
- 6) Troop should complete a service project while in camp.
- 7) Troop must have two adult leaders in camp at all times.
- 8) All troop leaders, both youth and adult, must play their respective roles effectively while their troop is in camp.
- 9) At least one patrol participates in the All Camp Challenge.

Second Tier: (Red/Gold Ribbon)

- 1) Troop participates in camp-wide activities including retreat, games, and opening and closing campfires during their week in camp.
- 2) Troop must have a campsite inspection score of 70 (+) four out of five days that the troop is in camp.
- 3) Troop must display Scout Spirit while in camp (i.e. good sportsmanship, manners, singing in the dining hall, etc.). Determination of Scout Spirit will be decided by the Camp Staff.
- 4) Troop Scouts participate in the advancement program at camp.
- 5) All troop leaders, both youth and adult, perform their respective roles effectively while their troop is in camp.
- 6) SPL participates in at least two SPL council meetings.
- 7) Troop participates in All Camp Challenge.

SEQUASSEN SUPER TROOP

This weeklong competition will reveal the troop that best displays Scout Spirit, skill and participation throughout the week of camp. Super Troop points will be awarded for specific activities a troop performs during their stay at camp. This activity is meant to be fun and participation is optional. The activities are set up so both small and large units have the opportunity to win Super Troop.

Award: Each week the Super Troop winner will have their unit number affixed to a plaque that will be displayed in the English Dining Hall alongside past years' winners.

The Head Commissioner will do scoring. All scores will be kept secret until the closing awards ceremony. In the event of a scoring tie, the Commissioner, Program Director and Camp Director will make a decision based on Scout Spirit.

1) Daily Campsite visitation results

Each day of the week visitations will be made of the campsites. For each day, the visitation results will be ranked and the top three scoring troops will earn super troop points.

When units tie, points will be awarded to all troops involved in the tie. Daily points will be awarded in the following manner:

1 st :	10 points
2 nd :	5 points
3 rd :	2 points

2) Participation and appearance at daily flag ceremonies

During two different ceremonies, an unknown staff member will review units at the evening flag ceremony. The unit that appears to be in full uniform and displays the most Scout spirit, including troop and patrol flags, will be awarded 20 points.

3) Camp wide activity participation

If one of the troop's patrols completes the All Camp Challenge the troop will be awarded 15 points.

4) Honor Troop and Honor Patrol

In order to be eligible for Super Troop the unit must strive to meet all requirements for First Tier Sequassen Honor Troop (see page 43) and at least one patrol must participate in the Honor Patrol program (see page 46).

5) Friendship Fire

Units are encouraged to run friendship fires in their sites during the evening hours. Units that host a friendship fire and those units that attend a friendship fire will be awarded 10 Super Troop points. The Camp Commissioner should be notified **before** the friendship fire is held.

6) Polar Bear Swim participation

For each day a troop participates in Polar Bear swim the unit will receive 15 points toward the Super Troop award.

7) Camp service project or conservation project participation

This is an optional point earner. If a troop coordinates and completes a service project with the Commissioner's approval they will earn 10 points.

8) Spirit Stick

Each evening, at flag ceremony, a unit which has demonstrated superior Scout spirit that day during camp will be awarded the spirit stick and will control the stick until the next evening. Control of the stick comes with a right and a responsibility. The right is to leave the dining hall before others and the responsibility is to affix a small totem onto the stick before returning it. Each troop will receive 5 points for each day they are awarded the Spirit Stick.

9) Participation in Friday Campfire Program

Troops will receive 5 points on Friday if they have a pre-approved song, skit or stunt for the Friday campfire. All submissions for the campfire must be approved by the Commissioner and Program Director by Thursday afternoon.

10) SPL Participation in Meetings

Troops will receive 15 points if their SPL participates in daily meetings held after lunch each day.



ALL CAMP CHALLENGE

Troop _____ Patrol Name _____ Campsite _____

In order to complete the All Camp Challenge, the unit/patrol must actively participate in a total of seven of fifteen activities in at least four program areas. Please have the Area Director initial this form showing your participation.

Sports

Volleyball Tournament	Monday 3:00	_____
Frisbee Tournament	Wednesday 3:00	_____
SPL Selected Sport	Tuesday 3:00 / 7:00	_____

Handicrafts

Native Games/Incredible Craft Projects	Wednesday 4:00	_____
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Outdoor Skills

Orienteering Challenge	Thursday 4:00	_____
Firebuilding Contest	Tuesday 3:30	_____
Frontier Cooking	Thursday 3:00	_____

Waterfront

Canoe Slalom	Thursday 4:00	_____
Funyak Soccer	Thursday 7:00	_____
Firehose Competition	Wednesday 7:15	_____

Ecology

Ecology Jeopardy	Tuesday 7:00	_____
Bug Wall	Monday 9:00	_____
Go Green (Recycling)	Anytime	_____

Shooting Sports

Marksmanship Tournament	Monday/Tuesday 4:00	_____
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Commissioner's Challenge

Owaneco Trail Award Participation	Any Time	_____
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Turn this form in to Camp Commissioner when completed.

ORDER OF THE ARROW ACTIVITIES



There are many exciting things happening at camp this year with Owaneco Lodge.

OA Day: As always, every Tuesday will be OA day. All members are asked to wear their sashes all day long. They are also asked to participate in a service project that will take place during siesta. After a long day at camp, members are invited to an Ice Cream Social/Crackerbarrel in the Dining Hall.

Brotherhood: So it's been about 10 months since you went through your ordeal. You've been active, attending ordeals and chapter meetings. You even went to that scrumptious Winter Banquet. What now? Well then, it is time to seal your membership into the order by become a Brotherhood member. Just see our Lodge Representative and he will tell what you will need to do. Brotherhood conversion will take place on Tuesday evening before the crackerbarrel.

Owaneco at Camp: Owaneco Lodge will be busy this summer. Look for the lodge at Native American games. Owaneco merchandise will be available for purchase in the Trading Post. Look for other exciting events throughout the summer sponsored by Owaneco Lodge.



THE OWANECO TRAIL AWARD



SPONSORED BY THE OWANECO LODGE 313
ORDER OF THE ARROW

Earning the Award

The Owaneco Trail Award is a six segment award that helps campers become better acquainted with Camp Sequassen. The award is open to all campers at Camp Sequassen and is earned by completing requirements for Outpost Trail, Service Project, Boundary Trail, Hermit's Trail, Nature Trail and Historic Trail segments. Those interested need prior approval from their unit leader. Upon completion of the requirements for a segment the unit leader must initial and date the attached application form. The candidate should retain the application form until all segments are completed. Segments do not have to be completed in any order. Once the requirements have been completed the Lodge Chief, Summer Lodge Chief, Camp Director, Camp Ranger or Campmaster can sign-off on the award and the award patch and segments can be purchased. Segments and the Owaneco Trail Award Patch are available for purchase at the camp trading post.

Outpost Trail Segment

Date Initials

- _____ _____ 1. Hike to Outpost along the trail, starting at the Trail Center outside the trading post.
- _____ _____ 2. While on your hike, find the Judd's Brook inscription and write it down.
- _____ _____ 3. Camp one night at Outpost. (This can be done in a group)
- _____ _____ 4. Make a plaster cast of two different animal tracks in camp.

Service Project Segment

Date Initials

- _____ _____ Earn the Sequassen Service Award by performing a four hour service project in camp which is approved and supervised by the camp ranger. A patch is awarded upon completion of this requirement.

Boundary Trail Segment

Date Initials

- _____ _____ 1. Hike the entire trail, starting and ending at the Trail Center outside the trading post.
- _____ _____ 2. Locate the "Lost Village".
- _____ _____ 3. Locate three surveyors pins/pylons along the trail.
- _____ _____ 4. Visit the Four Corners Marker. Make a copy of the face of the marker, and identify the names of the four towns.

The Hermit's Trail Segment

Date Initials

- _____ _____ 1. Hike the entire trail starting and ending at the Trail Center outside the trading post.
- _____ _____ 2. Put something green on the Hermit's Grave.
- _____ _____ 3. Take a drink from the Hermit's Spring.
- _____ _____ 4. Sleep one night in the area of the Hermit's Grave (this can be done in a group).
- _____ _____ 5. Memorize the inscription on the Hermit's Grave.

The Nature Trail Segment

Date Initials

- ____ _____
- ____ _____
- ____ _____
- ____ _____
- ____ _____
1. Hike the nature trail starting and ending from the nature center at the Carl Cohen Lodge.
 2. Hike the safety trail from the nature center down to the beaver dam. Explore Cedar Swamp.
 3. Make a salad from at least three edible plants and share this with your counselor.
 4. Identify the leaves of ten trees along the trail.
 5. Identify ten plants along the trail.

The Sequassen Historic Trails Segment

Date Initials

- ____ _____
- ____ _____
- ____ _____
- ____ _____
1. Locate and write down the following inscriptions and present them to your counselor.
 - A. Hermit's Grave
 - B. Hidden Inscription (a.k.a. Deep Woods Inscription)
 - C. Judd's Brook
 - D. Inscription from both fireplaces in the English Dining Hall.
 - E. Sequassen Constellatina
 - F. Aspermont Camp
 - G. Sargent Cottage
 - H. Honor Tree in the Pine Grove
 2. Memorize the following, and repeat them for your counselor.
 - A. Inscription from both fireplaces in the English Dining Hall.
 - B. Hidden Inscription (a.k.a. Deep Woods Inscription)
 3. Read "Sequassen Past and Present," and give a brief history of the camp to your counselor.
 4. Locate and write down any eight of the following inscriptions and present them to your counselor.
 - A. Loomis Hall
 - B. Savino Lodge
 - C. Zimmerman Lodge
 - D. English Chapel
 - E. Platt Field
 - F. Clark Field Flagpole
 - G. Carl Cohen Lodge
 - H. Gates Health Lodge
 - I. Friendship Lodge Philia Plaque
 - J. Dining Hall Dedication Plaque
 - K. International/Nature Center (South side of Cohen Lodge)

Owaneco Trail Award

Unit Leader's Approval

Scout _____ has permission to work on the Owaneco Trail Award at Camp Sequassen.

	Scoutmaster		Date
	Date Completed	Initials	Received
Hermit	_____	_____	_____
Outpost	_____	_____	_____
Boundary	_____	_____	_____
Nature	_____	_____	_____
Historic	_____	_____	_____
Service	_____	_____	_____

Lodge Approval

Scout _____ from Troop # _____
(Troop # and Town)

has completed the above listed segments of the Owaneco Trail, and has qualified for the Owaneco Trail Award.

Lodge Chief/Summer Lodge Chief/Camp Director/Camp Ranger
Campmaster

Date

Trail Award Received: _____

2012 ADULT PROGRAMS & TRAINING OPPORTUNITIES



ADULT SCOUTER PROGRAMS

Along with programs that are run for the Scouts, Scouter programming is also an important part in the camp schedule. Scouters dedicate time out of their busy schedules to support the Scouting movement and to help the Scouts in their unit be successful on the Scouting trail. The commissioner staff is a Scouter's link with the camp administration and a commissioner can meet most Scouters' needs. Camp Sequassen makes special efforts to accommodate the unit program while in camp. If the camp can assist in a unit activity in any way please let the Commissioner or Program Director know.

ACTIVITY	DAY	TIME	DESCRIPTION
Scout Leader Cook-Off	WED	3:00	This is an annual cook-off in which Scouters can show off their culinary skills. This year we shall see who is the king or queen of campfire cooking. See page 56.
Staff vs. Scouter Volleyball	MON	1:00	An annual challenge that has turned into a Camp Sequassen tradition. Will the staff or Scouters hold the trophy after the weekly challenge?
Horseshoe Pickup Match	WED	2:00	Meet at the Dining Hall Sandpits and play a pickup game of horseshoes.
Wilderness Bocce Game	THURS	3:00	Meet on Clark Field, our Sports Director will take you to the special wilderness Bocce course. Playing on a level, grassy field is not challenging enough for our Scouters.
Scoutmaster Merit Badge	DAILY	-----	Earn the Scoutmaster Merit Badge by completing various activities while in camp. See page 55.
Scouters' Challenge	THURS	3:00	Recall the days when you were a Scout and have fun demonstrating your finely honed, expert outdoor skills prowess.
Leader Trainings	MON -- FRI	VARIES	Leave No Trace, Youth Protection, Climb on Safely, Trek Safely, Safe Swim Defense and Safety Afloat will all be offered during your week at camp. Schedule is listed under Scouter Training Opportunities. See pages 56-57.
Daily Leaders Meetings	DAILY	11:30	The Program Director and Commissioner meet with unit leaders daily to address questions, concerns, and pass information to support Scouting and camp operation.
Required Training	MON – FRI	9:00 AM	Leader Specific Training & Introduction to Outdoor Leader Skills courses for Scoutmasters/Assistant Scoutmasters conducted on-site by the Council Training Committee. See page 57.

SCOUTMASTER MERIT BADGE

In order to earn the Camp Sequassen Scoutmaster Merit Badge, a leader must complete six out of the fourteen items. Once the six items have been completed, have the Camp Director sign your form for final approval.

1. Earn at least one rocker while at camp. _____
Program Director
2. Participate in two Scoutmaster Competitions. _____
Program Director
3. Help teach a skill in a merit badge class. _____
Area Director
4. Learn a new skill during the week. _____
SPL
5. Attend daily Scoutmaster Meetings. _____
Program Director
6. Relax and enjoy yourself. _____
Commissioner
7. Help your Scouts learn a new skit or song for Friday night's campfire. _____
Commissioner
8. Complete Basic Leader Training for Scoutmasters or two of the following: Safe Swim Defense, Safety Afloat, Climb on Safely, Leave No Trace, Trek Safely, Youth Protection. _____
Program Director
9. Participate in the Scouters' Challenge. _____
Program Director
10. Troop participates in Camp All Faith Service. _____
Chaplain
11. Participate in a Friendship Campfire with another unit. _____
Commissioner
12. Teach a merit badge. _____
Program Director
13. Meet somebody new and make him/her feel special. _____
Commissioner
14. Give the Camp Director, Program Director, Commissioner or Camp Registrar a high five, twice. _____
Commissioner

Camp Director

Date

Adult Leader (please print)

SCOUT LEADER COOK-OFF

Annual Camp Sequassen Scout Leader Cook-Off

Unit leaders, start leafing through your recipe books today! On Wednesday unit leaders will gather with their ingredients to begin cooking the top culinary meal at Camp Sequassen.



Prior to camp, unit leaders may purchase no more than twenty-dollars (\$20) in food and presentation products to create their masterpieces. If you have a favorite dutch oven/wok/etc. bring that along with you, however, we do have dutch ovens if you need to borrow ours. Leaders may compete in one or more of the following categories; appetizer, main course, dessert.

At 3:00 cooking will begin and must conclude by 5:00. A select group of Camp Sequassen staff members will serve as judges for this competition. The Cook-Off crown will be awarded to the King or Queen of the competition after dinner.

Participation qualifies for the cook-off rocker.

SCOUTERS' CHALLENGE

The Scouters' Challenge is designed to give the adult leader an opportunity to demonstrate proficiency in skills expected of a First Class Scout – it's also intended to remind you of how much fun it is to be a Scout. Challenges will be conducted Thursday, 3:00-5:00, in the Scoutcraft area. Scores will be kept. Recognition will be made. Enjoy.

SCOUTER TRAINING OPPORTUNITIES

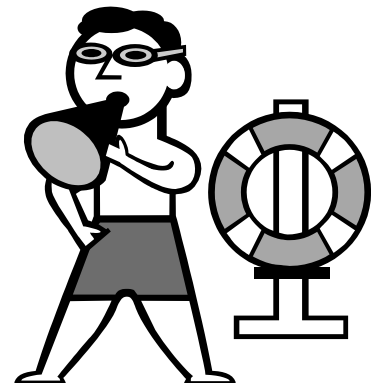
BSA Lifeguard

BSA Lifeguard certification has been established as a means to provide units with qualified individuals within their own membership to give knowledgeable supervision for activities on or in the water. The first standard in the Safe Swim Defense and Safety Afloat guidelines establishes the need for qualified supervision. An adult currently certified as a BSA Lifeguard meets this requirement.

BSA Lifeguard certification will increase the unit leadership's awareness of aquatic safety and ensure every unit will have a BSA lifeguard ready to serve before engaging in aquatic events.

Not every BSA Lifeguard candidate will be able to complete all the requirements in one week of camp. Because of the amount and nature of the requirements, a candidate should plan on spending the majority of the camp days working on Lifeguard Training. Participants may also need to complete testing on Saturday morning.

There is a **\$75** fee for this course. Successful completion earns ARC Lifeguarding with First Aid, CPR/FPR with AED in addition to BSA Lifeguard. Questions should be directed to the Waterfront Director.



Youth Protection Training

Youth Protection Training is required for all registered volunteers. The signs and types of child abuse are discussed and policies and reporting procedures of the Boy Scouts of America and local authorities are also shared during the session. This training will be offered by request. If you are interested in taking Youth Protection Training during your week at camp, please speak to the Commissioner on Sunday so that the course may be scheduled.

Safe Swim Defense and Safety Afloat

This session is open to all Scouters and is required for any unit planning on an aquatic outing, including pool parties. This course will discuss your role in providing a safe aquatic program for your Scouts. This will be offered at the waterfront on Mondays at 7:00 pm.

Climb On Safely

Climb on Safely is required when a unit wishes to go climbing. This course will explore the role of climbing and climbing safety in the Boy Scouts of America. This will be offered on Friday mornings at 9:00 in the Pine Grove.

Trek Safely

This session is open to all Scouters and Scouts to prepare them for hikes with their units. It will be offered in the Pine Grove on Thursday at 7:00 pm.

Leave No Trace

This session is open to all Scouters and Scouts who wish to learn Leave No Trace camping methods offered in the Pine Grove area on Tuesday at 7:00 pm.

Scoutmaster and Assistant Scoutmaster Leader Specific Training

This training will be available for any adult leader who is functioning as a leader in their Boy Scout troop. Scoutmaster/Assistant Scoutmaster Leader Specific Training is offered Monday and Tuesday, 9 am-3 pm, in the Dining Hall. Introduction to Outdoor Leader Skills is offered on Wednesday through Friday at various outdoor locations around camp. Completion of the Outdoor Leader Skills Training will require the participant to get "checked off" on all items listed on the Personal Record of Requirements Completion form found in the Appendix of Camp Forms. There is a \$5 fee for each course. To register for this training, fill out the registration form also available in the Appendix of Camp Forms, one per participant, and submit along with the fees at the time of the unit's precamp leader's meeting.





DAILY SCOUT LEADER ROUNDTABLE AGENDA

(Monday – Friday @ 11:30 AM – 12:30)

Opening

Comments and Concerns

Daily Program Feature (See Below)

Air and Share

Adjournment

DAILY PROGRAM FEATURES

Monday	Youth Protection Scouter Challenge/Opportunities Service Opportunities at Sequassen Religious Awards Program
Tuesday	2012 Program Calendar Highlights (Camp Sikorsky, Scout Day at Lime Rock, Fright Night, Fishing Derby, Philmont 2013, Jamboree)
Wednesday	Off Season Program Options: Range Instructor – Rifle/Shotgun Climbing/COPE Instructor Campmasters/Work Parties
Thursday	Camp Evaluation Sequassen Alumni Association Leave No Trace
Friday	Connecticut Yankee Council Scout Executive’s Minute

Leaders Meetings are essential to a unit’s enjoyment at camp. During the meeting it is important that all questions and concerns are addressed so that your unit has the best stay possible. Our staff is here to support your unit. Please let us know when things need to be improved or when things are going well.

Please see
Appendix
for Camp Forms