

2020

CAMP SEQUASSEN



SCOUTS BSA

LEADER'S GUIDE



CONNECTICUT YANKEE COUNCIL, BSA
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Sequassen Loyalty Song

We may be far beyond the mountains
Upon the sea or in the air
But we will never forget Sequassen
We'll take her spirit everywhere

Chorus:

Oh Camp Sequassen, our Camp Sequassen
We'll love you still where 'ere we roam
And guard your honor with pride and courage
Loyal to our camping home

The years may roll until with sorrow
Our heads are bent with grief and care
But we will sing for our Camp Sequassen
And take her spirit everywhere

And when the day comes that we are leaving
We'll smile and cheer and sing our song
For we'll return to our Camp Sequassen
It's the place good Scouts belong

And now we sing for those who have passed on
We met them here in years gone by
They lived and worked here, they touched our hearts here
May their spirits never die

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UNIT RESOURCES AND CAMP FORMS

SEE SEPARATE APPENDIX

Mission Statement:

It is the mission of the Boy Scouts of America to serve others by helping to instill values in young people and, in other ways, to prepare them to make ethical choices during their lifetime in achieving their full potential. The values we strive to instill are based on those found in the Scout Oath and Law.

Camp Mission:

Camping is vital to success in achieving the BSA mission. The Scouting program comes alive in the outdoor setting where Scouting values can be learned, shared and lived in an exciting, age appropriate adventure. Scouts will learn skills that will build self-confidence and self-sufficiency; they will live in a value oriented, structured environment that will develop character and leadership; they will learn about the natural world and form strong ideals on conservation; they will engage in activities that will develop in them fitness of body, mind and spirit. Camping provides an outdoor classroom where lessons learned and achievements earned will provide a path to reaching personal goals and extraordinary citizenship.

Personal Conduct:

The camp staff's commitment is to provide a safe, fun, educational experience for every camper who visits Camp Sequassen. Inappropriate behavior such as the use of alcohol or drugs, lack of respect for others or their property or willful abuse of camp property or the environment will not be tolerated. Failure to honor the camp rules or the instructions from a camp staff member will result in dismissal from camp without a refund.

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, Sports, and STEM/**Trades**. 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.

Camp Sequassen was opened in 1927. Since then, thousands of Scouts have camped and lived the Scouting program and made it their second home. 2020 marks the 93rd Anniversary of Camp Sequassen and the 22nd anniversary of Connecticut Yankee Council. Thank you for joining us at Camp Sequassen.

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, 203-951-0237 or directly to the Camp Director's office during the summer at 860-379-2009.

2020 CAMP DATES

Week 1.....June 28 – July 4
Week 2.....July 5 - 11
Week 3.....July 12 - 18
Week 4.....July 19 - 25
Week 5.....July 26 – August 1
Week 6.....August 2 – 8
Week 7.....August 9 - 15

2020 CAMP FEES

Scout	<u>Camp Fees</u> \$470
Second Week or Second Family Member	\$420
Participating in:	Add \$50 for Discover Adventure Add \$40 for Eagle Week Add \$150 for BSA Lifeguard Add \$275 for SCUBA merit badge (offered any week minimum registration is received by May 31)
Adult Leader Fee	\$125 Two adult leaders attend FREE with 10 Scouts. An additional adult leader attends free with each additional 10 Scouts attending camp.
Unit Deposit	\$200
Daily Rate	\$90/day Mon-Fri \$40/day Sat-Sun



**Special
Multi-Week
Pricing
see page 10**



Early Registration Bonus!

Each Scout registered & paid in full by 4/1/2020* will receive a free Camp Sequassen hat. Hats can be personalized with unit number, town and city for a nominal fee.

* Available for new Scouts joining a Troop in 2020 if registered & paid in full by 5/15/20.

The unit will also receive two hats for up to two adult leaders, registered to attend camp for the week, if 65% of the unit's youth attending camp with their Troop qualify for the Early Registration Bonus.

* Camper fees are due no later than the date of the appropriate week's pre-camp leaders meeting (see page 12 of the Leader's Guide).

Twenty dollars of every paid Scout registration is deposited in a fund for camp improvements and maintenance. 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. Notification of any balance due will be made as soon as possible. Full payment is due by three weeks prior to the start of the camp week.

Applications for Camperships should be submitted with the deposit by May 1.

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

CAMP CARDS – “A SCOUT IS THRIFTY”

A Scout is Thrifty: The 9th point of the Scout Law says, in part, that “A Scout works to pay his own way and to help others.” The Camp Card program is designed to assist a unit in helping their Scouts with the cost of camp while learning the value of their efforts - experience in sales, money management, planning, goal setting, and increasing their self-esteem. In addition to helping a Scout pay for camp, it’s a great way to start earning the Salesmanship merit badge. For more information, go to www.ctyankee.org/campcards

REFUND POLICY

Each week requires a \$50 non-refundable deposit per Scout. Full refund, minus the non-refundable deposit, is available if requested by June 15. Refund of camp fee minus \$150 is refundable if withdrawal is made on or after June 16 but prior to the start of the camp session. Refund requests must be made in writing to the Camp Registrar. No refund requests will be accepted after August 31. Refund Request Forms are available on the Council website.

TROOP REGISTRATION

Summer camp registration will be done online for summer 2020. Troop youth rosters, entered online, are due by March 15. Unit registration numbers as of March 15 will be used to assess eligibility to “hold” a site (minimum of 10 Scouts required) and determine available space for sharing a site, if needed.

When the roster is entered, a minimum of the \$50 non-refundable per Scout deposit is due.

To be eligible for the Early Registration Bonus, a Camp Sequassen Hat (\$20 value), youth registration fees must be paid in full online or received in the Council office by April 1. (The unit coordinator is responsible for tracking which individual Scouts are eligible for the Sequassen hat bonus.)

The unit will also receive two hats for up to two adult leaders, registered to attend camp for the week, if 65% of the unit’s youth attending camp with their Troop qualify for the Early Registration Bonus.

Fees paid after April 1 are due no later than the date of the leaders meeting for each week of camp (see page 12 for pre-camp meeting dates).



Unit leaders should submit rosters and pay for their troop as a group.

Access to the online registration for summer camp will close two weeks prior to the start of your camp session.

If you are unable to use the online registration system for summer camp, contact the Camp Registrar, 203-951-0237, to discuss options.

REGISTERING UNIT ADULTS

All adults, attending camp with a unit, overnight or for 24 hours or more, need to be listed on the Troop's camp roster by name so that required paperwork (current Youth Protection Training status, annual health and medical records, etc.) may be verified.

Not all unit adults will be charged the full camp fee. Adults may be added to the Troop's online camp roster without paying a deposit or camp fee. Adult schedules should be submitted at the pre-camp meeting after which the registrar will adjust the adult fees as needed.

Please note that units will be assigned seats in the dining hall based on the number of "full week" adults. (For example: Unit checks in at camp with 10 Scouts. Unit qualifies for two no charge adults based on youth attendance and pays the \$125 adult fee for an additional two adults. Unit is assigned seats in the dining hall for 10 Scouts and four adults, total 14.) For any meal that unit attendance exceeds the number of seats assigned to the unit, extra participants' meals must be paid for separately and additional people should plan to be seated at a "guest" table.

If a unit anticipates three or more additional people for any meal, the specific meal and number of "guests" needs to be provided at Sunday check-in or, in the case of Sunday or Monday meals, a minimum of 48 hours in advance.

MERIT BADGE SELECTION

Merit badge selections will be submitted using the online registration system. Once a Scout is listed on a troop roster (or registered as a provisional Scout) and a minimum of the \$50 non-refundable deposit is paid, merit badge selections may be entered. Please note minimum age requirements and extra fees where applicable.

Access to the online registration for summer camp will close two weeks prior to the start of your camp session. Please plan to have all your Scouts' merit badge selections entered before the online system closes.

Specific instructions for using the online system are available on the website at: sequassen.org

YOUR UNIT'S CAMP PATCHES

The Camp Sequassen summer camp patch comes in three distinct versions – Bronze, Silver and Gold. The color of the patch provided to the Troop will be determined by the percentage of the Troop's Scouts (BSA unit youth registrations as of June 30) attending summer camp at Camp Sequassen.

Bronze for units bringing up to 60% of its registered Scouts to Sequassen summer camp
Silver for units bringing between 61% and 79% of its Scouts to Sequassen summer camp
Gold for units bringing 80% or more of its registered Scouts to Sequassen summer camp

GOLD STATUS

Troops achieving Gold Status, as indicated above, qualify for GOLD treatment during their week at camp. In addition to the camp patch, identifying their unit as having exceeded the BSA National Council's unit camping standard and a gold banner for its flagstaff, gold units may register one leader at no charge, in addition to the number of leaders qualified for based on youth camp attendance.

"WE LOVE SEQUASSEN" LOYALTY RECOGNITION

A sequentially numbered segment (rocker) in recognition of a second through seventh year of attendance at Camp Sequassen summer camp is available at the camp's Trading Post. The site leader should procure the appropriately numbered segments for the unit's Scouts before departing camp. An order form is available in the Appendix of Camp Forms.

EAGLE WEEK

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 and 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 register as a provisional camper using the online registration system. Scouts may camp with their unit if coordinated in advance with the Camp Director. **This program is scheduled for the fifth, sixth and seventh weeks of camp only.** Because this program requires special staffing, there is an additional \$40 fee for participating in the Eagle Week program.

COUNSELOR IN TRAINING PROGRAM

Scouts who are at least fifteen years old 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 the 1st 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.

Registration for the CIT program is NOT available online. Interested Scouts may call Carolyn Cruson at 203-951-0237 for more information or may go to: sequassen.org to print out the CIT Application.

PROVISIONAL CAMPERS

Scouts are always welcome to attend camp as a Provisional Camper, i.e., a camper who comes without the rest of his unit. To register, please register online using the Individual Registration section.

Provisional registrations, and all applicable documentation, should be submitted at least three weeks prior to the session start date. Payment and merit badge selections should be done online. The required current health form and other optional forms, such as the swim classification form and dietary restrictions form, should be submitted to the Milford Scout office. 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 vehicle until you are assigned to a campsite. Campers will be informed of their assigned campsite during the check-in process on Sunday.

MULTIPLE SESSION DISCOUNT

More Summer Camp, More Savings, More Fun – Do you want to return to Camp Sequassen for another week of camp or to experience some of our awesome specialty programs? Receive discounts for additional weeks of camp.

# of Weeks your Scout attends Camp	Cost per week
1st	\$470
2nd	\$420
3rd	\$350
4 th +	\$250

* specialty program fees still apply

Examples:

If your camper attends 3 weeks of camp

Regular fee: 3 weeks x \$470 = \$1,410

Discounted to \$1,240 that's a **\$170 savings!**

If your camper attends 4 weeks of camp

Regular fee: 4 weeks x \$470 = \$1,880

Discounted to \$1,490 that's a **\$390 savings!**

If your camper attends 5 weeks of camp

Regular fee: 5 weeks x \$470 = \$2,350

Discounted to \$1,740 that's a **\$610 savings!**

Register for all the Scout's weeks at camp. Pay the appropriate fee for the first and second weeks of camp. For subsequent weeks, pay only the \$50 deposit. Contact the Camp Registrar, 203-951-0237, and give the Scout's name and list of weeks he/she is registered. The Registrar will discount the fees for 3rd, 4th, 5th, 6th and/or 7th weeks and notify you when fees are revised, at which time you may return to the registration system and pay the balances.

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 may be separated from camp until a corrected medical form and/or adult caregiver is provided.

SITE RESERVATIONS FOR FOLLOWING YEAR

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 exclusive use of a campsite but may work with the Registrar to be co-located with another unit. When a campsite is shared, the incumbent unit will have priority to reserve the site and week for the following year if they have met the minimum attendance requirement.

A unit may reserve its site and week of camp for the following year by submitting an online reservation no later than September 30 and paying the \$200 non-refundable 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). If an online reservation with deposit is not submitted, the site becomes available at 9:00 am on October 1. Campsite deposits will automatically be credited to the unit's camper fees for the coming summer and should be used as part of the unit's payment of camp fees.

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. When submitting an online campsite reservation, you may indicate your site preference. Site assignments are not guaranteed. A \$200 non-refundable deposit fee is required to hold your space in the camp session. The deposit will be credited toward the coming summer's camp fees.

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

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 for weeks 1-5 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.

Pre-Camp Meetings for weeks 6-7 will be held at Camp Sequassen. The meetings will begin promptly at 7:00 p.m.

The following information will be collected or needed at the meeting:

- ✓ Medical forms for Scouts and adults
- ✓ Administration of Medication Forms for Scouts
- ✓ Individual Plan of Care (when applicable)
- ✓ Proof of current Youth Protection Training for all adults
- ✓ **Adult attendance schedule, if needed**
- ✓ Dietary restrictions forms for Scouts and leaders
- ✓ Code of Conduct Acknowledgement
- ✓ Discover Adventure Consent Forms and Tubing Waiver Forms
- ✓ SCUBA packets including SCUBA specific medical assessments
- ✓ Unit Swim Classification Forms (optional)
- ✓ Patrol Cooking Request Form (optional)
- ✓ Campfire Kit Orders (optional)
- ✓ Registration & fees for SM/ASM Leader Training (optional)

The following information should be submitted online prior to the pre-camp meeting date:

- ✓ Complete camp roster
- ✓ Brunch orders and payments
- ✓ Photo orders and payments
- ✓ Balance of camp fees (if any)
- ✓ Merit badge selections for each Scout

Submitting your unit's health forms, swim classification form, and merit badge registrations by the date of your pre-camp meeting will help ensure a more streamlined check-in on your first day at camp. Please submit everything you have available by the meeting date 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 1Thursday, June 4, 2020
Week 2 Thursday, June 11, 2020
Week 3 Wednesday, June 17, 2020
Week 4 & 5..... Thursday, June 25, 2020
Weeks 6.....Thursday, July 9, 2020
Week 7.....Thursday, July 16, 2020

Pre-Camp
Leaders Meetings
are 7:00-9:00 pm
Weeks 1-5 - Milford Scout Office
Weeks 6-7 - Camp Sequassen

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 203-951-0237 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 submit all merit badge registrations online by the pre-camp meeting date so we can better serve your unit.**

CAMP CHECK-IN PROCESS

Units may begin the camp check-in process no earlier than 1:00 pm.

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 health needs should report to the Health Lodge. While the unit leader is checking-in, other Scouts and leaders may proceed to their campsite and prepare for 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 responsibility shared by the Camp Director and unit leaders. 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 Scout 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/her absence from camp. If you know a Scout will not be coming to camp, please cancel his/her 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
Fire bucket	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 sundry items may 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.

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 injuries requiring more than wound washing and a band-aid are emergencies and must be reported to the Camp Health Lodge and Camp Office.

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 speaker (PA) system may also be used to communicate 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/assigned positions.

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

- Name and nickname
- Age and health status
- 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. Camp Staff will report to their assigned positions.

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 if 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.

ACTIVE SHOOTER: Critical information regarding an active shooter (what, where, direction of movement, etc.) will be announced over the PA system. All personnel are to follow program area staff instructions or disperse into the woods. RUN and/or HIDE; RESIST only as a last resort. The "All Clear" will be announced on the PA system and a prolonged steady blast of the siren. Stay hidden until the all clear is sounded.

GENERAL CAMP OPERATION

Leadership Guidelines: Every troop staying in camp must be under the supervision of at least two adult leaders registered with the Boy Scouts of America. Both must be at least 21 years of age. Units with coed youth members, even those including parent and child, require male and female adult leaders, both of whom must be 21 years of age or older and registered members of the BSA. All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders. The 72 hours need not be consecutive.

Connecticut Yankee Council requires all adults serving as leaders at summer camp to be current with Youth Protection Training. Please submit proof of YPT completion for all adults attending camp with the unit at the pre-camp leaders' meeting. A print out of a unit's training report and/or individual completion certificates may be used to comply with this requirement.

Camp Sequassen Code of Conduct: As Scouts and Scouters, we all agree to do our best to live by the principles of Scouting by following the Scout Oath, Scout Law, Scout Motto, and the Outdoor Code. You will find a copy of the Camp Code of Conduct in the Appendix of Camp Forms, page 13. Please review this with the youth, parents, and adults who will be at Camp Sequassen this summer. We ask that you collect copies of the signed Code of Conduct for your records. Please complete and submit the Code of Conduct Acknowledgement (Appendix of Camp Forms, page 14) with your unit's registration paperwork. As always, your unit's adult leaders are responsible for the supervision of its membership, maintaining discipline, security, and the Camp Sequassen Code of Conduct.

Uniforms: Scouts and Scouters are required to wear the official B.S.A. field (Class-A) uniform to dinner each evening. **Uniforms should be worn properly with shirts tucked in.** During other times, Scouts should dress in activity (Class-B) uniform or other appropriate attire for their activities. Uniformed troops will get extra credit towards Honor Troop and Super Troop recognition.

Camp Dress Code: During times other than evening flags and dinner, Scouts should dress in activity (Class-B) uniform or other modest, non-revealing attire appropriate for their activities. Yoga pants and biking shorts should not be worn. Appropriate swimwear for females are one-piece, lifeguard style swim suits and for males are shorts (not brief) style trunks.

Quiet Hours: Quiet hours start at 10:00 pm **with the sounding of Taps.** After this time, **until reveille,** 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.

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 13) 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. All visitors are required to wear wrist bands while on camp grounds.

Visitors will be asked, when they sign-in, if they plan to be eating any meals at the dining hall while in camp. Meals should be paid for at check in and seating will be provided at a guest table (see page 18).

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 BSA 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.

For a camper to carry his/her personal emergency medications (e.g., EPI pen, inhaler, Insulin, etc.) while at camp, the State of Connecticut Department of Public Health (DPH) requires a statement signed by the individual's medical provider authorizing self administration.

The current BSA Annual Health and Medical Record, a three part (A, B and C) medical history and physical evaluation form, is required for all Scouts and adults attending resident camp. 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 topicals such as Bacitracin.

A fillable PDF of the current BSA medical form including the CYC Addendum and Authorization to Self Administer is available at: sequassen.org

Medical forms must be completed to the Health Officer's satisfaction before the individual may stay or participate in camp activities. To avoid delaying the start of a Scout's full participation 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 B2: The State of Connecticut requires both parent and doctor signatures to authorize administration of the medications entered on each line.
2. Part C (lower right): Provider must sign and date the form in the spaces provided. A "stamped" signature is not acceptable. Double check for the DATE!

Individual Plan of Care*: An Individual Plan of Care is a plan for a Scout with special health care needs, considerations, or disabilities that make it necessary to plan or make accommodations for the time they are in camp. There are many possible reasons to have an Individual Plan of Care. The most common ones include Asthma, Anaphylactic Reaction (EPI Pen), or Diabetes. In most cases, this plan already exists with schools for students with these issues. Parents can use their copy or can get a copy from their school nurse. If a copy of the Individual Plan of Care cannot be obtained from the school, a parent can develop a plan with the Scout's medical provider's input. All medications must have a medical provider medication order with instructions. A parent cannot order/direct medication administration. If you have any questions please feel free to contact CampDirectorSEQ@ctyankee.org

*Connecticut State Youth Camp Requirement

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 the unit. Unmarked, unclaimed items will be disposed of on September 30.

Telephones: The camp telephone is for emergency purposes and camp related business only.

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

Camp Fax: 860-379-8977

Mail Service: Mail is delivered daily to Camp Sequassen. Mail for campers should be addressed as follows:



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, major credit cards, personal checks and Travelers' Checks.

Shower Houses: Shower houses are provided for the convenience of campers and leaders. Shower houses are equipped with individual locking shower stalls so scheduling Scout and Scouter shower times is unnecessary. 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 during 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.

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.

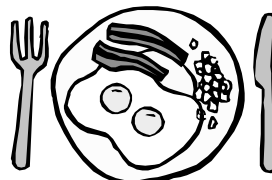
Family Brunch: A Family Brunch will be held from 9:30 – 10:15 AM on Saturday for parents and guests. Brunch tickets may be purchased during check-in on Sunday or online prior to arrival at camp. Ticket prices are: Adults --- \$8.00, Youths between 12 and 6 --- \$6.00. There is no charge for youths 5 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, if needed. Arrangements for meals should be made when the guests sign in at the Alderman Administration Center with the Camp Director.

If a unit anticipates three or more additional people for any meal, the specific meal and number of "guests" needs to be provided at Sunday check-in or, in the case of Sunday or Monday meals, a minimum of 48 hours in advance to ensure availability of guest seating and food.

Meal costs for visitors and guests are:

Breakfast	\$7.00
Lunch	\$8.00
Dinner	\$9.00



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.

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 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 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 **or in showers**)
- ❖ 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, shotguns, pistols, pellet and BB guns, air soft guns, paintball guns, bows, blowguns, slingshots and crossbows (Police may be exempted from this policy but must inform the Camp Director of their situation)
- ❖ Privately owned bikes, guns, bows, chain saws, and/or climbing gear
- ❖ 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 an adult. 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 open 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.

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.

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: A Scout is reverent. Recognizing that reverence is an integral part of the character-building process of the Boy Scouts of America an all faith service will be held immediately after lunch on Wednesday at the Maxim All Faith Chapel. Our goal is to instill respect for all beliefs while giving pause to examine the strength and comfort we derive from our own convictions. Everyone is expected to attend this brief service as an expression of our common bond with the creator in the brotherhood of Scouting.

Ticks: Ticks are part of the natural environment and have been found at all the council camps. Tick bites can result in serious diseases and health problems. All tick bites should be reported to the Camp Health Officer and leaders must ensure Scouts are reminded to check themselves daily for ticks and signs of tick bites.

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. Information about encountering bears is posted on your campsite bulletin board.

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

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 1600 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 camp facilities/resources. Camp Sequassen 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.



2020 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: The Camp Program Director 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. 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 cannot be completed at camp. These requirements may be completed before or after attending camp but must be completed before the merit badge is awarded. In order to complete the badge at camp, prerequisites must be accomplished before arriving at camp (when 2020 merit badge revisions are published, the prerequisite list will be available online). The summer camp merit badge program requires advanced planning by Scouts and leaders prior to arrival at camp. Scouts may sign up for a merit badge before completing the prerequisites.

Partials: A Scout completing only a portion of a merit badge's requirements will be issued a "partial" (green) merit badge report. Camp counselors may only give credit for requirements actually completed at Camp Sequassen. Partials are valid until a Scout's eighteenth birthday. Scouts and units are responsible for maintaining their merit badge records from summer camp, including the partial report(s).

Wilderness Patrol: The Wilderness Patrol is designed for new Scouts attending 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. Scouts will earn the Fingerprinting merit badge during the morning sessions and there will still be time available to earn at least one additional merit badge. Unit leaders are responsible for signing the rank requirements completed by a Scout at camp and should spend time each day reviewing and signing off on completed requirements. Unit Leaders will be provided a list of instructed skills at check-out.

Discover Adventure 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, shooting sports, aquatic activities, tubing on the Farmington River and other exciting activities. There is an additional \$50 fee for this program. Additional details of program opportunities for senior Scouts can be found on page 35 of this guide.

Order of the Arrow Day: Every Tuesday is 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 at the dining hall. Also, all Scouts are encouraged to work on the Owaneco Trail award (see Appendix of Camp Forms), 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 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 11:50 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 nights 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 42, may be done as a troop or patrol but need to be scheduled with the appropriate Program Area Directors. To schedule these activities, please sign up with the area director no later than Monday of your camp week.

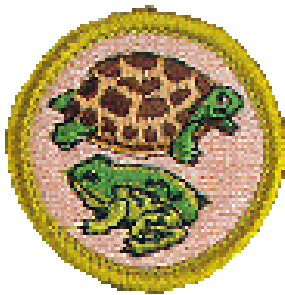
Merit Badge Progress Reports: On Wednesday morning a by-unit merit badge progress report will be provided to unit leaders. The report will list any Scout who is having difficulty completing a merit badge and the reason for the difficulty. With your support and encouragement the Scout may be able to complete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

High and Low COPE (Challenging Outdoor Personal Experience): COPE teambuilding sessions will be conducted for Scouts as a special afternoon program for older Scouts in our Discover Adventure Program. Adult leaders are encouraged to visit the COPE/Climbing Tower area to see what is available for their Scouts in the off season. Adult COPE orientation sessions will be arranged upon request. Ask the Program Director to help make a reservation.






Merit Badge Schedules



SEQUASSEN – BOY SCOUT RESIDENT CAMP

Summer of 2020 – 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	Reveille Campsite Cleanup
7:00 AM		Reveille	Reveille	Reveille	Reveille	Reveille	
7:45 AM		Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	Campsite Cleanup	
8:00 AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising	Break Down Campsites & Pack Gear out to Transportation
		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	SPL Meeting 7:50 am BREAKFAST	
9:00 AM		MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	Photos Distributed Merit Badge Paperwork Review
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	
10:15 AM (SAT)							Closing Flag Ceremony
11:00 AM	Staff arrives at camp	MB Instruction WP Instruction Scouter Roundtable 11:50	MB Instruction WP Instruction Scouter Roundtable 11:50	MB Instruction WP Instruction Scouter Roundtable 11:50	MB Instruction WP Instruction Scouter Roundtable 11:50	MB Instruction WP Instruction Scouter Roundtable 11:50	Units Depart Camp
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	
1:00 PM		SPL Meeting	SPL Meeting	SPL Meeting All Faith Service	Staff vs. Camper Sport		Staff Departs Camp
1:30 PM	Unit Check-In, Medical Checks, Swim Tests, Camp Tours, Shooting Sports, Dining Hall, and Waterfront 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 Blacksmithing	MB Instruction		
3:00 PM	Campsite Setup	WP Instruction Open Program Areas Volleyball Tournament	WP Instruction Open Program Areas Frisbee Tournament	WP Instruction Open Program Areas Blacksmithing	WP Instruction Open Program Areas	2:30 Camp Wide Land and Sea Competition	
4:00 PM	Camp Leaders Meeting						
5:00 PM		Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	
5:45 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					Troop Activities	
7:45 PM	Assemble for Campfire	Open Program Hermit Pilgrimage (7:45)	Open Program	Fire Hose Competition (begins at 7:15)	SPL Meeting (6:45) Open Program	Assemble for Campfire	
8:00 PM	Opening Campfire Program					Closing Campfire Program	HAVE A SAFE TRIP HOME. WE WILL SEE YOU NEXT YEAR.
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	

AQUATICS AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00
BSA Lifeguard (1,8,11)				X			
BSA Lifeguard Recert (8,11,15)			X	X			
Canoeing (11)		X					
First Aid (10)		X					
Kayaking (11)	X	X		X			
Learn-To-Swim (8)	X		X	WP			
Lifesaving (4,11,14)		X					
Rowing (11)	X	X					
Motorboating (5)	X	X					
SCUBA Diving (12)	X (offered weeks when minimum registration met by May 31)						
Stand Up Paddleboarding / Snorkeling BSA (8,10,11,13)	X						
Sm. Boat Sailing (9)		X			X		
Swimming (11,14)	X		X	X			

Activities	6:30	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Canoe Overnight (2,11)		Mon-Tues						By appt. (M-Th)
Canoe Slalom						Thursday		Monday
Conquistadors (7)								M, T, Th
CPR Certification (3)								
Dawn/Dusk Canoe Hike (2,11)	By appt. (6:00)							By appt. Wed. 7:15
Firehose Competition (7)		Wed - Fri						
First Aid Certification (3)								
BSA Lifeguard Recertification (15)				X	X			
Log Rolling		Merit Badge Classes				Mon - Thurs		Th
Mile Swim Award (11)	X					Mon - Thurs		M, T, Th
Open AquaTrampoline (11)						Mon - Thurs		Th
Open Boating (11)						Mon - Thurs		T, Th
Open Swim (6)								
Paddleboard Yoga (2,11)	M, W, F (6:00)							
Polar Bear Swim	X							
Safe Swim Defense & Safety Afloat								Tuesday
Saturn (11)						Mon - Thurs		T, Th
Sequassenman Relay (7,16)								Tuesday
Troop Snorkeling (2,11)						Mon - Thurs		
Troop War Canoe (2)	Mon - F (6:00)					X		Thurs
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 \$150 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, water polo, canoe overnight, paddleboard yoga, Troop snorkeling and should be done with the Waterfront Director no later than Monday. Appointments are made on a first come first served basis. Every effort will be made to accommodate your unit.
- 3) Please see the Waterfront Director on Sunday if interested in American Red Cross CPR certification. All three evening 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 available to Scouts and adults. Adults may also take First Aid/CPR training with the merit badge class Monday-Friday, 10-noon.

Waterfront Notes continued on next page

Waterfront Notes continued

- 4) It is recommended participants have Swimming Merit Badge prior to enrollment.
- 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
- 11) Must be a Blue swimmer.
- 12) SCUBA Diving Merit Badge will require participants to spend all day at the waterfront. Scouts must be at least 14 years old and a Blue Swimmer. A SCUBA specific medical form is required in addition to the regular camp medical record. There is an additional \$275 for this program. Successful completion of this week long program earns the Scout the SCUBA Diving Merit Badge, SCUBA BSA patch, the NAUI SCUBA Diving Certification Card and SAHI Basic First Aid and CPR certification. Adults may also take this course to earn the diving and first aid certifications. Registration deadline for this merit badge is May 31. A minimum of four youth participants is required for the course to be held. Maximum class size: 8.
- 13) Stand Up Paddleboarding & Snorkeling BSA 2-pack. Must attend all sessions M-F to earn both patches.
- 14) Not recommended for first year Scouts.
- 15) There is a \$50 fee for Lifeguard recertification. Candidate must have own CPR pocket mask or buy one for \$15. Must attend both one hour classes, 11 am–noon & 2-3 pm, Monday-Friday)
- 16) Sign up for Sequassenman Relay at the SPL meeting on Tuesday.

CHALLENGE AREA							
Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	By Appt
Climbing (1,6)		X					
Cycling (1,6)				X			
Exploration (2,9)	X						

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00	
Challenge the Wall (6,7)	Merit Badge Classes				Tuesday			
Discover Adventure (2,4,8)				Mon – Thurs, 2-5 pm				
Night Climbing (3,6)							Tuesday 8:30-10	
Open BMX (5,6,7)					Mon & Wed			
Open Climbing (3,6)					Thursday			
Tour de Camp (6)							Thursday	
Twilight Zipline (6)							Monday	

Challenge Area Schedule Notes:

- 1) Scouts must be 13 years old or older
- 2) Scouts must be 14 years old or older
- 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) There is an additional \$50 fee for participation in this program. Signed parental permission and White Water Tubing Waiver required. Must be a blue swimmer. Minimum registration of 2 required. Maximum class size of 12.
- 5) Wearing long pants and long sleeved shirt is recommended.
- 6) Do not bring personal bikes or climbing gear to the challenge area.
- 7) This activity qualifies for the All Camp Challenge.
- 8) Program time may be adjusted due to staff availability.
- 9) Some time in afternoon or evening will be needed to complete the badge requirements.

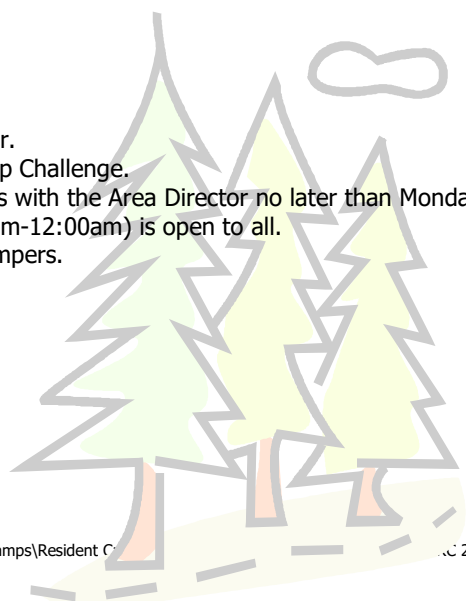
ECOLOGY/CONSERVATION AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00	APPT.
Astronomy (1,5)		X						
Chemistry (2)			X					
Environmental Science (1)	2 sessions 9 – 11 10 - 12							
Forestry			X					
Geology		X						
Mammal Study				WP				
Mining in Society				X				
Nature	X							
Nuclear Science (2)	X							
Oceanography			X					
Reptile & Amphibian Study				WP				
Soil & Water Conservation	X							
Space Exploration (1)				X				
Weather				WP				

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00	8:00	9:00
Astronomy Hike (5)	Merit Badge Classes								Tuesday
Bird Beak Battle Royale					Monday				Monday
Bug Wall Exploration (3)						M, W, Th			
Conservation Project (4)							Tuesday		
Ecology Jeopardy (3)					Monday - Thursday				
Ecology Open House					Anytime				
Go Green						Tuesday			
Owl Pellet Jigsaw					Wednesday				
Plant/Tree Identification (6)							Thurs		
Tasty Geology									

Ecology Schedule Notes:

- 1) Must be 13 years old or older.
- 2) Scouts must be 14 years or older.
- 3) This activity qualifies for All Camp Challenge.
- 4) Sign up for Conservation Projects with the Area Director no later than Monday.
- 5) Astronomy hike (Tuesday, 9:00pm-12:00am) is open to all.
- 6) Recommended for First Year Campers.



HANDICRAFTS AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	APPT.
Animation (1,4)	X			X			
Art				WP			
Leatherwork (2)	X	X	X				
Metalwork (1,2)		X					
Music		X					
Photography (4)			X				
Pulp and Paper				X			
Sculpture				WP			
Woodcarving (2)	X	X	X				

Activity	9:00	10:00	11:00	2:00	3:00	4:00	7:00	Appt
Blacklight Crafts	Merit Badge Classes						Wed 8:30-9:30	
Individual Open Crafts					M, T, W, Th		M, T, Thurs	
Rollercoaster Challenge					Tuesday			
SEClue					Monday			
Spin Artist					Mon & Tues			
Tri-Craft-alon (3,5)					Wednesday			
The Voice (3)					Thursday			

Handicraft Schedule Notes:

- 1) These merit badges/activities are for Scouts 12 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 Supplies\$5.00
 Woodcarving Supplies \$1-3.00

- 3) This activity qualifies for All Camp Challenge
- 4) Some time in afternoon or evening will be needed to complete the badge requirements.
- 5) Entry fee of \$3 for supplies required.



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<http://classroomclipart.com>

SCOUTCRAFT/OUTDOOR SKILLS AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Camping	X	X		X			
Fire Safety / Scouting Heritage				WP			
Geocaching (2,4)		X					
Orienteering	X						
Pioneering		X					
Search & Rescue			X				
Signs, Signals & Codes (2,5)			X				
Wilderness Survival (5)			X	X			Wed

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Basic Scout Skills	Merit Badge Classes				Monday-Thursday		
Firebuilding Contest (1,3)					Tuesday		
Geocaching Challenge (1,4)					Tuesday		
Hessian Hike (6)							Wed (8:30-10) By appt.
Leave No Trace Training							
Lumberjack Olympics					Monday		
Orienteering Challenge (1,3)					Wednesday		
Pioneering Challenge					Thursday		
Scout Leader Cookoff (1)					Wednesday		
Stoney Lonesome (1,5)					Mon - Thurs		

Scoutcraft Schedule Notes:

- 1) Activities will meet in the Scoutcraft Area at the scheduled time.
- 2) May require some open time during the week.
- 3) This activity qualifies for All Camp Challenge.
- 4) This activity is for Scouts 14 and older.
- 5) This activity is for Scouts 13 and older.
- 6) Hike starts at the Waterfront, bring a flashlight.



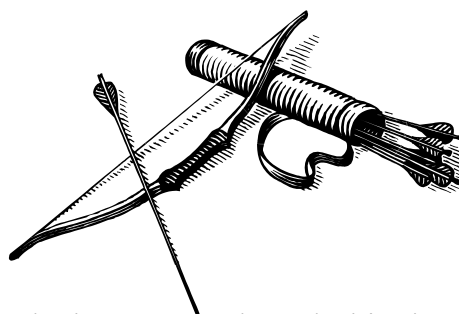
SHOOTING SPORTS AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Archery (5,10)	X	X	X				
Rifle Shooting (4,6,8,10)	X	X	X				
Shotgun Shooting (2,10)		X					

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00
Archery Trap (9,10)	Merit Badge Classes						M, T
Battleship Rifle (10)							Tues
Carnival Shoot (10)							Tues
Clout (3,7,10)					Mon & Tues		
Long Range Archery (9,10)					W & Th		
Open Archery (1,10)					M - Th	M, T, Th	M, T, Th
Open Rifle (1,10)					M - Th	M, T, Th	M, T, Th
Rifle/Archery Marksmanship Tournament (3,10)					Qualifying Rounds Mon-Tues, 3-5 Finals Wed, 4:15		
Sequassen Top Shot (10)					Mon - Thurs		M, T, Th
Triple Crown (10)						Thurs	
3D Archery (10)							Thursday

Shooting Sports Schedule Notes:

- Open shoot periods may be canceled due to weather, staffing issues or to meet the needs of shooting sports merit badge classes. Announcement will be made at **lunch or dinner** if the schedule is to be changed.
- 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. To qualify, shooters must purchase ammunition available at the range for \$6.00 for a box of 25 shells, minimum of two boxes required for qualification. Scouts may need to be at the range during open time to practice/qualify for the merit badge. **Class limited to 12.**
- This activity qualifies for All Camp Challenge.
- Class limited to 16.
- Class limited to 24.
- Recommended for Scouts 13 years and older. Experience has shown younger Scouts are unlikely to complete the shooting requirements.
- This activity is for Scouts 13 years and older who have earned the Archery merit badge.
- Must not have already earned the rifle shooting merit badge.
- This activity is for Scouts 14 years and older.
- Do not bring personal bows or guns to camp.



SPORTS/ENTERTAINMENT AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00	By Appt
Chess (2)				X				
Fishing (8)				WP				
Game Design (5)	X							
Journalism			X					
Moviemaking (2,8)		X						
Personal Fitness (2)	X	X						
Sports/Athletics			X					

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00	8:00
Badminton Tournament (7)	Merit Badge Classes				Wednesday			
Disc Golf					M,T,W			
Disc Golf Masters Tournament					Thursday			
Frisbee Tournament (3)					Tuesday			
Hermit Pilgrimage (6)								Monday 7:45
Lawn Games							M&Th	
Open Sports Field (1) / Pick Up Sports Open (4)					Thursday		Tues & Thurs	
Sequassenman Relay (3,7)							Tues	
Volleyball Tournament (3)					Monday			

Sports Schedule Notes:

- 1) Clark Field is available for troop recreation until 9:00 PM, Tuesday & Thursday, unless a camp wide activity is making use of the field. Check with the Sports Area Director for exact scheduling details and equipment requirements.
- 2) These merit badges and/or activities are for campers 13 and older.
- 3) This activity qualifies for All Camp Challenge.
- 4) Sports activity as selected by the Sports Area Director.
- 5) These merit badges and/or activities are for campers 12 and older.
- 6) Pilgrimage forms at Clark Field at 7:45 PM.
- 7) Sign up for the Sequassenman Relay at the SPL meeting Tuesday. Sign up for the Badminton Tournament at Wednesday's SPL meeting.
- 8) Some time in afternoon or evening will be needed to complete the badge requirements.

STEM/TRADES AREA

Merit Badges	9:00	10:00	11:00	2:00	3:00	4:00	7:00	By Appt
Digital Technology (1)				X				
Automotive Maintenance (2)		X						
Engineering (3)	X							
Plumbing (2)	X							
Robotics (2)		X						
Woodwork (2)				X				

Activities	9:00	10:00	11:00	2:00	3:00	4:00	7:00	8:00
Cyber Chip	Merit Badge Classes						Mon	
Escape Room (4)							T & Th	
Learn to Code for Beginners					Tues			
Learn to Code for Advanced						Tues		
Rube Goldberg Challenge (4,5)							Mon	
Open Trades Shop					Wed & Thurs			

STEM/Trades Schedule Notes:

- 1) These merit badges and/or activities are for campers 12 and older.
- 2) These merit badges are for campers 14 and older.
- 3) These merit badges are for campers 13 and older.
- 4) Advance sign up for these activities is required and should be done with the STEM/Trades Director.
- 5) This activity qualifies for All Camp Challenge.

SENIOR SCOUT PROGRAMS

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 Discover Adventure program. 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 calendar and nothing else.

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

Merit Badges

Automotive Maintenance

Chemistry

Exploration

First Aid

Geocaching

Motorboating

Nuclear Science

Plumbing

Robotics

SCUBA Diving Merit Badge

Shotgun Shooting

Woodwork

Activities

Geocaching Challenge

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

Snorkeling around Teddy Bear Island

Stand Up Paddleboarding / Snorkeling BSA – 2 pack (including use of Sea Scooters)

Long Range Archery Shooting

Archery Trap Shooting

DISCOVER ADVENTURE PROGRAM

Participation in the Discover Adventure Program requires an additional \$50 fee. The program will provide time for merit badge work in the morning and high adventure activities in the afternoon. There is also an option for an evening activity. A minimum of **two** participants is required. Maximum enrollment is **12** Scouts/Venturers.

Scouts enrolled in the program will participate from **2:00** PM to 5:00 PM in extreme activities scheduled by the staff. The schedule/times may change due to program and staff availability. The schedule could be affected by inclement weather. Scouts will participate in adventures that include activities from our Challenge Area, Aquatics Area, and Shooting Sports Area.

Adventures include:

Low & High COPE elements

Exclusive access to the BMX course

Ziplining

Mountain Boarding/Mountain Biking

Shotgun Shooting

Long Range Archery

Boundary hike of Camp Sequassen

Disc Golf

Waterfront Picnic

Tubing on the Farmington River

Additional options for night time adventures may include:

Night hike on Sequassen's trails

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

The Wilderness Patrol program has been designed to support the troop program for Scouts working on the Tenderfoot through First Class requirements. The program experiences and activities will enable Scouts to develop their outdoor skills, practice the Patrol Method and help them learn to work in groups and grow as individuals. This program is not designed to complete a specific rank. 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 participants will realize they have learned an extraordinary number of skills while having a blast working as a patrol member. Scouts 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.

We strongly urge troops to enroll their new Scouts in our Wilderness Patrol.

The Wilderness Patrol meets everyday during the week from 9:00 am – Noon.

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	7:00-8:00
Wilderness Patrol Activities Fingerprinting Merit Badge	Merit Badge Period	Open Program – Monday - Thursday Basic Scout Skills – Monday - Thursday	Monday/Tuesday Totin' Chip

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, Wilderness Patrol Scouts may hone their Scout skills at the Scoutcraft Area Monday-Thursday, or select their own activity from the open program offerings. Monday or Tuesday evening they should plan to earn their Totin' Chip, if needed.

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.

The following merit badges/activities are available to Wilderness Patrol Scouts at 2:00:

- Art
- Fire Safety/Scouting Heritage
- Fishing
- Mammal Study
- Reptile and Amphibian Study
- Sculpture
- Swimming (must be a Blue Swimmer)
- Weather
- Learn to Swim is available at 2:00 and should be a priority for Scouts who need to develop swimming skills. It is not a merit badge.

Diligent Scouts should be able to complete at least one merit badge **during 2 pm session**.

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 enrolls 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 (3)	Y				WP				
Camping	Y	X	X		X				
Canoeing (1)				X					
Fire Safety/Scouting Heritage (3)	Y				WP				
Fishing (3,7)	Y				WP				
Forestry				X					
Geology			X						
Journalism	TBD			X					
Kayaking		X	X		X				
Learn-to-Swim (3, 5)		X		X	WP				
Leatherwork		X	X	X					
Lifesaving (1)				X					
Mammal Study (3)					WP				
Mining in Society					X				
Music	TBD		X						
Nature		X							
Oceanography				X					
Orienteering	Y	X							
Photography (7)	Y			X					
Pioneering (1)			X						
Pulp & Paper	TBD				X				
Reptile & Amphibian Study(3)	Y				WP				
Rifle Shooting (6,9)		X	X	X					
Rowing		X	X						
Sculpture (3)					WP				
Search & Rescue				X					
Soil & Water Conservation		X							
Sports / Athletics	Y			X					
Swimming		X		X	X				
Weather (3)					WP				
Wilderness Patrol (1,5)			X						
Woodcarving		X	X	X					
Scouts 12 or older may select from this section as well as the section above									
Animation (7)		X			X				
Digital Technology	Y				X				
Game Design	Y	X							
Metalwork (1,11)			X						
Scouts 13 or older may select from this section as well as the sections above									
Astronomy (7)			X						
Chess					X				
Climbing (1)				X					
Cycling	Y				X				
Engineering (7)	Y	X							
Environmental Science (1)		(A) X 9-11 / (B) X 10-12							
Moviemaking (7)			X						
Personal Fitness	Y	X	X						
Signs, Signals & Codes (7)	Y			X					
Sm. Boat Sailing (1)				X		X			
Space Exploration					X				
Wilderness Survival	Y			X	X				Wed – required overnt
Scouts 14 or older may select from this section as well as the sections above									
Automotive Maintenance (1)	TBD		X						
Chemistry	Y			X					
Discover Adventure (1,5,10)					Monday-Thursday, 2-5 pm				
Exploration (7)		X							
First Aid (1)	Y			X					
Geocaching (7)	Y		X						
Motorboating (4)	Y	X	X						
Nuclear Science		X							
Paddleboard/Snorkeling BSA (5)		X							
Plumbing		X							
Robotics (1)	TBD		X						
SCUBA Diving (8)		X (offered weeks when minimum registration met by May 31)							
Shotgun Shooting (1,7,11)			X						
Woodwork					X				
Scouts must be 15 or older to take BSA Lifeguard.									
BSA Lifeguard (2,5)					X				

Please see notes on next page.

Notes: Merit Badge Classes

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 \$150 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.
8. SCUBA Diving Merit Badge will require participants to spend all day at the waterfront. Scouts must be at least 14 years old. A SCUBA specific medical form is required in addition to the regular camp medical record. There is an additional \$275 fee for this program. Successful completion of this weeklong program earns the Scout the SCUBA Diving Merit Badge, SCUBA BSA patch, the NAUI SCUBA Diving Certification Card and SAHI Basic First Aid and CPR certification. Adults may also take this course to earn the diving and first aid certifications. Registration deadline for this merit badge is May 31. A minimum of four youth participants is required for the course to be held. Maximum class size: 8.
9. Must not have already earned rifle shooting merit badge.
10. Additional \$50 fee for this program.
11. Additional materials will need to be purchased to complete these merit badges.

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
3D Archery	A								Thurs		
Aqua Trampoline	W					Mon – Thurs			M, T, Th		
Archery Trap (3)	A								M, T		
Astronomy Hike	AC										Tues
Basic Scout Skills	S					Mon-Thurs					
Battleship Rifle	R								Tues		
Bird Beak Battle Royale	E					Monday					
Blacklight Crafts	H									Wed 8:30-9:30	
Blacksmithing	P					Wednesday					
Bug Wall Exploration	E										Mon
Carnival Shoot	A								Tues		
Clout (1)	SG					Mon & Tues					
Conquistadors	W								Mon		
CPR Certification (ARC) (5)	W			Mon & Tues					M, T, Th		
Cyber Chip	TS								Mon		
Disc Golf Course	C					M, T, W					
Disc Golf Masters Tournament	C					Thursday					
Ecology Open House	E					Mon – Thurs					
Lawn Games	C								M, Th		
Learn To Swim	W		X		X	WP					
Discover Adventure (3,6)	V					Monday – Thursday			2-5 pm		
Escape Room	TS								T & Th		
Learn to Code	TS						Tues (Beg)	Tues (Adv)			
Log Rolling	W					Mon – Thurs			Th		
Long Range Archery (3)	A					W, Th					
Lumberjack Olympics	S					Monday					
Marksmanship Tournament – Qualifying Rounds	A/R					Mon-Tues					
Marksmanship Tournament - Finals	A/R							Wed 4:15			
Mile Swim	W	X									
Night Climbing	T									Tues 8:30	
Open Archery	A						M-Th	M, T, Th	M, T, Th		
Open BMX	B					Mon & Wed					
Open Boating	W					Mon – Thurs			Th		
Open Climbing	T					Thursday					
Individual Open Crafts	H					Mon – Thurs			M, T, Th		
Open Rifle Shooting	R						M-Th	M, T, Th	M, T, Th		
Open Swimming (4)	W					Mon – Thurs			T, Th		
Open Trades Area	TS					T, W, Th					
Owl Pellet Jigsaw	E							Tues			
Paddleboard Yoga	W	M,W,F 6-7									
Pick-up Sports Open	C					Thursday			T, Th		
Pioneering Challenge	S					Thursday					
Polar Bear Swim	W	X									
Roller Coaster Challenge	H					Tuesday					
Rube Goldberg Challenge	TS					Mon - Thurs			Mon		
Saturn	W					Monday			T, Th		
SEClue	H					Mon - Thurs			M,T,Th		
Sequassen Top Shot	R & A					Mon, Tues					
Spin Art	H										
Stand Up Paddleboarding / Snorkeling BSA (3,7)	W		X								
Stoney Lonesome (1,2)	S					Mon – Thurs					
Tasty Geology	E								Thurs		
The Voice	H					Thursday					
Tri-Craft-alon (8)	H					Wednesday					
Tour de Camp	B								Thurs		
Triple Crown	A							Thurs			
Twilight Zipline	CP								Mon		

Activity Notes:

- (1) Scouts must be 13 years old or older to participate in these activities
- (2) Stoney Lonesome includes: Knife throwing, Mountain Boarding, Pioneer Tools, Branding, and Tomahawk 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. Both morning or all three evening sessions must be attended. Sign up with Aquatics Director by Sunday evening.
- (6) These activities require an additional fee.
- (7) Stand Up Paddleboarding & Snorkeling BSA 2-pack. Must be Blue Swimmer and attend all sessions M-F to earn both patches.
- (8) Entry fee of \$3 for supplies required

Area Key: AC = Alderman Center C = Clark Field E = Ecology Center R = Rifle Range T = Climbing Tower
 A = Archery Range D = Dining Hall H = Handicrafts S = Scoutcraft V = Various Locations
 B = BMX Course P = Pine Grove SG = Shotgun Range W = Waterfront CP = COPE
 TS = Trades Shop

TROOP & PATROL ACTIVITIES

See program details on pages 43-46.

ACTIVITY	AREA	6:00	1:00	2:00	3:00	4:00	7:00	8:00	9:00
Badminton Tournament **	C				Wednesday				
Canoe Overnight*	W						By Appt. M-Th		
Canoe Slalom	W				Thurs				
Challenge the Wall	T				Tuesday				
Conservation Project*	E					M, W, Th			
Dawn/Dusk Canoe Hike*	W	By Appt.					By Appt. Tues		
Ecology Jeopardy	E								
Geocaching Challenge	S				Tuesday				
Orienteering Challenge	S				Wednesday				
Open Sports Field	SP				Thursday		T, Th		
Sequassenman Relay **	V						Tues		
Troop Snorkeling*	W				Mon - Thurs				
Troop War Canoe*	W	M - F			X		Thurs		
Water Polo*	W				X		X		

* Unit Leaders must sign up for these activities with the appropriate program area director no later than Monday.

** SPLs sign up for these activities at the SPL meetings.

CAMPWIDE 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			Tuesday				
All Faith Service	Wednesday						
Fire Hose Competition					Wednesday 7:15 – 8:30		
Hessian Hike						Wed 8:30-10:00	
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.
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 no later than Monday.
Canoe Slalom	Take a zig-zag course to Teddy Bear rock and back. Win or lose, your canoe paddling skill will improve.
Conquistadors	Groups of three Scouts head down to the waterfront to try and navigate a canoe through the perils of West Hill Pond in an attempt to reach the famed island. Groups will encounter dangers in the water they must overcome along the way on their quest. Be prepared to get wet. Participation counts toward the All-Camp Challenge.
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 or Mon. & Tues. from 10 am-noon. All sessions per time period must be attended. Sign up with the Waterfront Director on Sunday.
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 no later than Monday to reserve your time in the early morning or late afternoon sun.
BSA 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 \$150 fee for this training. Participants may need to complete testing on Saturday morning. This training is also open to adults. BSA Lifeguard certification renewal available for \$50 fee.
Log Rolling	Swift footed Scouts can stay on a rolling log – but not for long.
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.
Open Boating	Explore West Hill Pond by boat during one of our many open boating times.
Open Swim	Take a dip in our sun-heated lake during one of our many open swim times.
Paddleboard Yoga	Rise with the sun on our beautiful West Hill Pond to start your morning with focus and balance. This journey will take you on a self discovery to find your inner self. You may get wet. Advanced sign up is required. See the Aquatics Director no later than Monday.
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 patch.
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.
Sequassenman Relay	Think Ironman Triathlon, but with you and three of your best friends. This relay consists of a mile run, canoe trek to the island, and a half mile swim from the island back to the waterfront. Sign up is at the SPL meeting on Tuesday. Participation counts toward All-Camp Challenge.
Stand Up Paddleboarding / Snorkeling BSA – 2 Pack	Older Scouts will learn finer points of Stand Up boarding and Snorkeling to earn BSA patches for these activities. Completing the course will get you a ride on a Sea Scooter.
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 no later than Monday.
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 no later than Monday to ensure that our arena is available for your competition when you want it.

CHALLENGE PROGRAMS

Challenge the Wall	Does your Troop/patrol have what it takes to conquer the Great Wall of Sequassen? Head up to the Challenge Area and see if you have what it takes to Challenge the Wall. Participation counts toward All-Camp Challenge.
Night Climbing	Scale the Climbing Tower in total darkness – keep your hairy side up.
Open BMX	Put your bike riding skills to the test on our rolling course with jumps and bumps to test your balance and control. Long sleeved shirts and long pants are recommended to save your skin. Participation counts toward All-Camp Challenge.
Open Climbing	Scouts and Scouters can challenge gravity at the Camp's 35' tower.
Tour de Camp	Take a tour around camp using two wheels instead of your two feet. Starting at the BMX course, see all of what Sequassen has to offer.
Twilight Zipline	Fly through the skies of SEQ on our very own zipline and beat the sun before it sets. Head on up to the Challenge Area with a buddy to experience the flight. Pilot's license is not needed.

ECOLOGY AND CONSERVATION PROGRAMS

Astronomy Hike	Join the merit badge class for late night star gazing. Bring your chair/ground cover.
Bird Beak Battle Royale	Use the engineering process to learn about the adaptation in bird beak size over time. Scouts will design and build their own bird beaks. Come to the Ecology Center to test your fitness in this epic challenge.
Bug Wall Exploration	Rock the night with games, music and creepy crawlies. Participation counts toward All-Camp Challenge.
Conservation Project	Help preserve the beauty of Camp Sequassen by conducting a conservation project. Many projects are available, contact the Ecology Director for details.
Ecology Jeopardy	Test your Ecology knowledge against other Scouts to discover who holds the most knowledge of the outdoor world. Participation counts toward All-Camp Challenge.
Ecology Open House	Adult campers are invited to the Nature Center for a behind the scenes look at what's involved in delivering a top notch ecology program. We make it look easy but it ain't. Come see for yourself.
Owl Pellet Jigsaw	Take a piece of owl poop. Study it carefully and then assemble the skeleton of what it was before it got eaten. How cool is that?
Plant/Tree Identification	A short walk around Sequassen brings you into contact with many species of plants and trees. Come out and meet them. Open to Scouts and leaders.
Tasty Geology	Have you ever wanted to learn about the formation of various types of rocks? Well, if you have and you like ice cream, this is the program for you. Stop by the Ecology Center to learn more. Who said rocks can't be sweet!

HANDICRAFTS PROGRAMS

Blacklight Crafts	The Handicrafts Lodge turns dark and transforms into a blacklight painting gallery. Scouts will have the opportunity to use paints and colors best seen under blacklight.
Individual 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 have to be taking a merit badge to work a craft project.
Roller Coaster Challenge	Do you have what it takes to build the best roller coaster at SEQ? You and your buddy will be challenged by the Handicrafts staff to build the best roller coaster outside of Six Flags. Points will be awarded in various categories. Stop by Handicrafts if you have any questions.
SEClue	Participate in a crime scene investigation by finding clues around camp and using fingerprinting dusting kits to solve the mystery.
Spin Artist	Take home an artistic masterpiece made on the Handicraft Center's Spin Art contraption. No artistic talents required. Bring a buddy.
The Voice	Impress four staff "coaches" singing with or without accompaniment, solo or in a group to earn SEQ bucks. Participation counts toward All-Camp Challenge.
Tri-Craft-Alon	Teams of three campers participate in three crafty events. Entry fee of \$3 required for supplies. Participation counts toward All-Camp Challenge.

SCOUTCRAFT/OUTDOOR SKILLS PROGRAMS

Basic Scout Skills	Are you a little rusty with your basic knots and first aid? Need a refresher to earn a requirement for Second Class? Stop by the Scoutcraft Area to brush up on your basic Scouting skills. Scouts will receive one on one or small group instruction to develop the skills they need to progress on the path to Eagle.
Firebuilding Contest	Scouts compete to see who is the Camp's best qualified pyro-master. Participation counts toward All-Camp Challenge.
Geocaching Challenge	Your patrol will have to find their way through our camp with a GPS and some clues. May the best patrol win!
Hessian Hike	Take a walk on the wild side and visit a local historic site. Bring your flashlight.
Leave No Trace	Learn the principles of Leave No Trace here at Camp Sequassen. Available to leaders and campers by appointment.
Lumberjack Olympics	Scouts will use the 2 man saw, ax and branding equipment in a timed race in order to assemble the best-looking brand in the shortest amount of time. Stop by the Scoutcraft area to test out your skills.
Orienteering Challenge	Think you know how to use a map and compass? Try out our orienteering courses for a challenge you won't forget! Participation counts toward All-Camp Challenge.
Pioneering Challenge	Calling all lashing aficionados. Scouts will compete to build the best project in a 2 hour period of time using limited resources. It will be judged on creativity, strength and efficiency.
Stoney Lonesome	Expand your frontiersman skills at our adventurous area with tomahawk throwing, branding, knife throwing, mountain boarding, and using pioneer tools.

SHOOTING SPORTS PROGRAMS

Archery Trap	Shoot at a flying disc using a bow and arrow. Targets are hard to hit but you'll have fun - hit or miss.
Battleship Rifle	Take aim at a squadron of battleships and try to sink them all.
Carnival Shoot	Stop by the Archery Range for a fun filled afternoon of carnival style games. No clowns or gimmicks. Tokens are not required.
Clout	Archers compete to land arrows closest to a far off flag. Participation counts toward the All Camp Challenge.
Long Range Archery	For experienced archers, take the "Long Shot" at targets at varying distances. Hone your skills to become a great archer.
Marksmanship Tournaments	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.
Open Archery	Enjoy the warm summer sun at our archery range as you pull back, take aim, and fire at the target.
Open Rifle	Head up to our .22 caliber range and practice your marksmanship skills.
Top Shot	Do you think you're good with both a rifle and a bow? Think you have what it takes to be Sequassen's Top Shot? Complete rigorous challenges at each range to prove it.
Triple Crown	Three Challenges, One Champion. Scouts and Buddy Pairs will compete in various challenges in order to be Triple Crown Champions. Visit the archery range to test your skills.
3D Archery	Tired of regular archery? Come try this hunting simulation where you can shoot at animal-shaped targets at stations in the woods.

SPORTS/ENTERTAINMENT PROGRAMS

Badminton Tournament	Think tennis, but more intense. This tournament style game will pair you and your buddy with another team. Win the match and face another worthy opponent. Last team standing wins! Sign up is at the SPL meeting on Wednesday.
Disc 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.
Disc Golf Masters Tournament	Come down to the Torin Bond Disc Golf Course with a buddy and enjoy a game of disc golf on our beautiful 18 hole course. Do you have what it takes to outwit, outplay, and outlast your competition. The winner will be presented with the official SEQ Green Jacket.
Hermit Pilgrimage	Long ago – before your Mom or Dad were born – a hermit made Sequassen his home. He's gone but his legacy lives on. Visit his grave. Learn all about it.
Lawn Games	Enjoy an evening on Clark Field with various backyard games including CanJam, Cornhole, Bocci, etc. Bring a buddy and meet new friends.
Pick-Up Sports Open / Open Sports Field	Sports Area Director organizes pick-up games of various sports and activities. When Clark Field is not being used for camp program, your troop can play the game of their choice. The field is lighted until 9:00 most evenings.
Ultimate Frisbee & Volleyball Tournaments	Units compete against each other for the titles of Ultimate Frisbee and Volleyball Champion. Participation counts toward All-Camp Challenge.

STEM/TRADES PROGRAMS

Cyber Chip	This is required for Scouts taking Digital Technology, Programming, and Photography merit badges. If a Scout already has Cyber Chip, you need to show your Cyber Chip card to your merit badge counselor.
Escape Room	This game requires Scouts to work in a group to discover clues and solve puzzles to accomplish a set list of tasks to reach the ultimate goal of escaping the room in a limited amount of time. Complete the challenge with a buddy or your patrol. Advance sign-up is required.
Learn to Code	Curious about learning the language of computers? Stop by our new STEM & Trades Area to learn the basics of coding. There is a session for beginners and another for those who know how to code but want to learn more.
Open Trades Shop	Scouts may work on STEM/Trades merit badge requirements if they need additional time outside of the class sessions.
Rube Goldberg Challenge	Do you enjoy intentionally designing a system to perform a simple task in an indirect and overly complicated way? If so, the Rube Goldberg Challenge is for you. Advance sign up is required. Participation counts toward All-Camp Challenge.

ADMINISTRATION 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.

CAMPWIDE EVENTS

Alarm Test	Test of camp emergency alarm system and procedures. See instructions on pp. 14-16 of 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 16. (see page 53)
All Faith Service	All camp programs come to a halt during the All Faith Service held at the Maxim All Faith Chapel.
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.
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.
Staff vs. Camper Sport	The Sequassen Staff takes on the winning unit in the Ultimate Frisbee Tournament of the week.

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 yellow** ribbon depending on where they place in the Honor Troop Tier.

First Tier: (Blue/Gold Ribbon)

- 1) Troop must participate in a majority of 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 85 (+) four out of five days that the troop is in camp.
- 3) The SPL, or his/her designee, must participate in all 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 must 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: (Yellow/Silver 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 organization, preparation, 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 Program Director will do the scoring with the assistance of the Commissioner. 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.

Prerequisite: In order to be eligible for Super Troop the unit must have at least one patrol participate in the Honor Patrol Program (see page 52).

1) Daily Campsite visitation results

Each day of the week visitations will be made of the campsites. Daily points will be awarded in the following manner:

<u>Score</u>	<u>Points</u>
100-96	5
95-91	4
90-85	3

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 two units displaying the most Scout spirit, including troop and patrol flags, will be awarded 20 points. Five additional points awarded if all Scouts are in uniform.

3) Camp wide activity participation

If one of the troop's patrols competes the All Camp Challenge the troop will be awarded 25 points. 5 additional points awarded for completing 75% of the challenges. 10 additional points for completing all challenges.

4) Friendship Fire

Units are encouraged to hold 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 15 Super Troop points. The Camp Commissioner should be notified **before** the friendship fire is held/attended.

5) Camp service project or conservation project participation

If a troop coordinates and completes a service project with the Commissioner's approval they will earn 25 points.

6) 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 enter and 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.

7) Participation in Friday Campfire Program

Troops will receive 10 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 lunchtime.

8) SPL Participation in Meetings

Troops will receive 15 points if their SPL, or his/her designee, participates in daily meetings.

9) All Faith Service

Troops will receive 10 points for attending the All Faith Service on Wednesday.

10) Gold Unit

Troops meeting the requirement for Gold Status will receive 10 points, Silver Troops will receive 5 points.



HONOR PATROL REQUIREMENTS/APPLICATION

Campsite: _____ **Unit #:** _____ **Patrol Name:** _____

Purpose: To reinforce the Patrol as a working unit within the Troop while at camp

Requirements:

_____ 1. Develop two goals for each patrol member, they can be academic goals or personal goals, and state them below. Achieve at least 80% of these goals while at camp.

NAME	GOALS
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

_____ 2. Have a Patrol flag and display it at morning and evening flag ceremonies.

_____ 3. Show Patrol spirit during your week at camp.

_____ 4. Patrol members must participate in at least eight All Camp Challenge events.

_____ 5. During your stay at camp, Do Your Best as a Patrol to observe the Scout Oath and Law, Do A Good Turn Daily and Be Prepared.

NOTE: This must be turned in to the Program Director upon completion.



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 eight of **sixteen** activities in at least **five** program areas. Please have the Area Director initial showing your participation.

Sports/Entertainment

Volleyball Tournament	Monday 3:00	_____
Frisbee Tournament	Tuesday 3:00	_____

STEM/Trades

Rube Goldberg Challenge	Monday 7:00	_____
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Handicrafts

The Voice	Thursday 3:00	_____
Tri-Craft-alon	Wednesday 3:00	_____

Outdoor Skills

Orienteering Challenge	Wednesday 3:00	_____
Firebuilding Contest	Tuesday 3:00	_____

Waterfront

Conquistadors	Monday 7:00	_____
Firehose Competition	Wednesday 7:15	_____
Sequassenman Relay	Tuesday 7:00	_____

Ecology

Ecology Jeopardy	Tuesday 7:00	_____
Bug Wall	Monday 9:00	_____

Shooting Sports

Marksmanship Tournaments	M-T 3:00, W 4:15	_____
Clout	Wed or Thurs 3:00	_____

Challenge Area

Challenge the Wall	Tuesday 4:00	_____
BMX	Monday or Wednesday 3:00	_____

Turn this form in to Camp Program Director when completed.

ORDER OF THE ARROW ACTIVITIES



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

OA Day: Every Tuesday is 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 **six** 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. See our Lodge Representative(s) and they will tell what you will need to do. Brotherhood conversion will take place on Tuesday evening **after dinner**.

Owaneco Trail Award: The Owaneco Trail Award is a six segment award that helps campers in becoming better acquainted with Camp Sequassen. Interested Scouts who would like to earn this award, which is sponsored by the lodge, can find the requirements in the Appendix of Camp Forms.

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



2020 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 57.
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.
Leader Trainings	MON – FRI	VARIES	Leave No Trace, Youth Protection, Climb on Safely, Safe Swim Defense and Safety Afloat will all be offered during your week at camp. Schedule is listed under Scouter Training Opportunities. See page 58.
Daily Leaders Meetings	DAILY	11:50	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 58.
BSA Lifeguard	MON – FRI	9 AM – 5 PM	Get certified as an ARC/BSA Lifeguard and never be bored or unemployed again. There is a \$150 fee for this training. Recertification also available. See page 57.
CPR Training			American Red Cross CPR certification is available for \$30. Choose from a two-day course, Mon & Tues, 10 am-noon, or a three session course, Mon, Tues & Thurs at 7 pm. Sign up with the Waterfront Director on Sunday.

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.

SCOUTER TRAINING OPPORTUNITIES

BSA Lifeguard

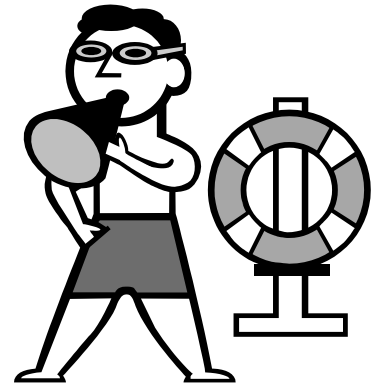
BSA Lifeguard certification has been established as a means to provide units with qualified individuals within their own membership to give knowledgeable supervision for activities on or in the water. The first standard in the Safe Swim Defense and Safety Afloat guidelines establishes the need for qualified 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 \$150 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.

A class for renewing your certification is available for \$50, meeting Monday-Friday, 11-noon and 2-3 pm. All sessions must be attended.



Youth Protection Training

Youth Protection Training is required for all adults attending Connecticut Yankee Council summer resident camp programs. 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. Adults attending camp should supply a copy of their training certificate prior to or at check in at camp. If a certificate has not been supplied, this training must be taken within the first 24 hours of camp which may be done online at the Alderman Administration Center.

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 Tuesdays 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 in the Pine Grove area by appointment..

Leave No Trace

This session, open to all Scouters and Scouts who wish to learn Leave No Trace camping methods, is offered in the **Scoutcraft** area by appointment.

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, 9 am-noon, in the Dining Hall.

Introduction to Outdoor Leader Skills is offered at various outdoor locations around camp, Wednesday, 9 AM-3PM and overnight Wed.-Thurs. Adults taking IOLS must participate in the Scout Leader Cook-off (see p. 57) and spend Wednesday night tent camping with the Wilderness Patrol at Roger Sherman. Adults need to come prepared with basic camping gear (tent, sleeping bag, etc.) for the overnight.

There is a \$5 fee for each course. To register for this training, fill out the registration form 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 ADULT LEADER ROUNDTABLE AGENDA

(Monday – Friday @ 11:50 AM – 12:20)

Opening

Program Updates

Commissioner Updates

Topic of the Day

Comments and Concerns

Adjournment

SUGGESTED AGENDA TOPICS FOR OPEN DISCUSSION

Youth Protection

Service Opportunities at Sequassen

Religious Awards Program

2020 Program Calendar Highlights

(Camp Sikorsky, Scout Day at Lime Rock,

Fishing Derby 2021, Philmont 2021)

Merit Badge Progress Reports

Sequassen Alumni Association

Off Season Program Options:

Range Instructor – NRA RSO/Rifle/Shotgun/Pistol Training

Climbing/COPE Instructor

Campmasters/Work Parties/Sequassen Alumni Association

Camp Evaluation

Merit Badge Blue Cards

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.

NOTES

Please see
Appendix
for Camp Forms