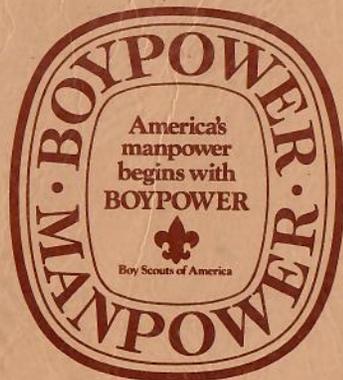


**OTETIANA COUNCIL**



**BOY SCOUTS OF AMERICA**



**474 EAST AVENUE**

**ROCHESTER, NEW YORK 14607**



**TROOP**

**CAMP LEADERS GUIDE**

**OTETIANA COUNCIL**

**BOY SCOUTS OF AMERICA**

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**Boy Scouts of America Otetiana Council, Inc. 397/  
474 East Avenue/Rochester, New York 14607/  
Phone 716-244-4210**



Dear Scoutmaster:

This manual is prepared for you, as a guide to help with your Troop's pre-camp planning, and to acquaint you with the many program opportunities available at the Massawepie Scout Camps.

Scouts dream of hiking wilderness trails and of the fun and adventure of camping in the great out of doors. Our challenge as leaders in Scouting, is to fulfill this dream by making this summer's experience the best yet for Scouts.

This manual will help you plan to meet this challenge.

We look forward to camping with you at Massawepie this summer.

Sincerely,

George S. Gulick, Jr.  
Council Camping Chm.

Edward P. Black  
Director of Camping

EPB:dp

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# Guide For Recruiting Summer Camp Leadership

It has been well established that where unit committees discharge their full responsibility of supplying their own adult leadership for summer long-term camping, the unit is benefited. More Scouts attend camp, and individual boys have a more purposeful experience.

## THE REGISTERED UNIT LEADER IS THE LOGICAL CHOICE.

1. Because they know each boy, and are better fitted to help him at camp.
2. Because they know how to work effectively with and through the Patrols and Patrol Leaders.
3. Because they rally the interest of more boys to go camping, since they are known and trusted by the parents.
4. Because they promote the continuity of the Unit Program during and after summer camp.

*Note: While it is most desirable for the Scoutmaster to attend camp with his Unit, the Unit Committee should be prepared to provide supplementary leadership that may be recruited from among the Parents, Committee Members, or members of the Institution.*

## FIRST: THE COMMITTEE SHOULD KNOW THESE FACTS:

1. It is more desirable, and sometimes easier, to secure two leaders than one.
2. Recruiting leadership is easier when it is known that a group of men, such as your Troop Committee, are working in the background, assisting the Leaders.
3. A camp Leader, in some cases, may be granted extended vacation time for scout camping, if the proper approach is made through his employer and/or union. This is only done, however, with the consent of the Leader himself.

## THIS IS HOW THE UNIT COMMITTEE SELECTS LEADERSHIP FOR LONG-TERM CAMPING

1. The registered Unit Leadership will be the first choice.
2. In the event that the registered Leaders cannot attend camp, the committee proceeds to list the possible leaders from among the Parents, the Troop Committee itself, and the sponsoring Institution.
3. The committee will then select the most desirable candidate, and assign two men from the committee to call on him.
4. The committeemen call upon the candidate, explain the plan for camping, and request that he be one of the camp leaders for the unit.

5. After sufficient time has elapsed - two to six days - the committeemen will call back to get the answer from candidate #1.
6. The same procedure is followed with candidates #2, #3, or more, until two adult leaders are secured.
7. The Council office should be notified of this selection so that your unit camp leadership can be invited to camp training sessions.



# General Information

## MR. SCOUTMASTER

### Some Reminders:

1. **TROOP ROSTERS** - Fill out completely, listing all of your campers in alphabetical order, giving address, zip code, age, telephone numbers and religious preference. Make sure they are all registered with the Boy Scouts of America. Troop Rosters are due at the Council Servicenter two (2) weeks prior to your Troop's arrival at Massawepie.
2. **CAMP FEES** - Must be paid in full at the Council Servicenter prior to departure for camp. **REGISTRATION FEES ARE TRANSFERABLE BUT NOT REFUNDABLE.** Refunds of camp fee will only be made in case of illness; injury, or family emergency, when applied for in writing, accompanied by a doctor's certificate. That portion of the camper's fee not yet spent or committed will be returned through the Unit Leader.
3. **MEDICAL RECORDS** - Complete Scout and adult medical record forms for each Scout and Scouter camping with your troop must be brought to camp with your group. No Scout or Scouter will be classified for swimming until he has completed his medical recheck. There will be an \$8.00 charge to anyone who comes to camp without his physical exam form filled out by a doctor.
4. **BAGGAGE** - All baggage should be tagged with the tags supplied your Troop by the Council Servicenter. These tags are color coded for the camp you are registered for. (Red - Pioneer; Yellow - Mountaineer; Blue - Voyageur; Brown - Forester). Tags should have the Scout's last name and Troop number on them. Instruct your Scouts to **PACK IT TIGHT - AND KEEP TO A MINIMUM.** Take enough gear for two weeks - but leave the frills at home. A suggested list is provided later in this book.
5. **TRANSPORTATION** - Is provided by Council buses. Busses leave from the Regional Market on Jefferson Rd., at Route 15-A, the day of your Troop's departure for camp. Scouts and leaders are asked to report by 7:15 A.M. on their day of departure. **EACH PERSON MUST BRING HIS OWN BOX LUNCH.** A rest stop will be provided at Camp Drum. **RETURNING** - busses are due back at the Regional Market about 6:30 P.M. the day of return from camp.
6. **EARLY ARRIVAL** - We regret that we cannot make arrangements to accept any Troop or individual Scouts prior to 1:30

P.M., the opening date of the period. These are changeover days, and require a great deal of co-ordination on the part of the Camp Staff in preparation for the new camp period.

7. **UNIFORM** - The uniform for all camp leaders is the official Boy Scout summer uniform, consisting of summer shirt, Scout shorts, long stockings. Neckerchiefs are worn at evening retreat, and the evening meal. Good uniforming in your Troop depends upon your example.

The uniform for all Scouts is the official Boy Scout Summer uniform. This consists of a Scout V-neck shirt, neckerchief, Scout shorts and long stockings.

8. **CITIZEN BAND RADIOS** - The life line of the Massawepie Scout Camps is our Citizen's Band Radio Communications system. So that there will be no interference with the camp radio system, Troops attending Massawepie will not be permitted to operate Citizen's Band radio equipment. Your co-operation in this regard is asked in the true spirit of Scouting.



# Troop And Leadership Organization

Securing the Troop Camp Leader is the responsibility of the Troop Committee.

## THE CAMP SCOUTMASTER

The top leader on a long term camp must be an adult (21 years of age). The regular Scoutmaster makes the best Camp Scoutmaster.

If your regular Scoutmaster cannot go, you can secure good and able leadership from among the following people:

1. Assistant Scoutmasters (21 years of age)
  2. Committee members or Dads\*
  3. Other interested men in the Sponsoring Institution\*
- \*Must be registered in the Boy Scouts of America

## TWO ARE BETTER THAN ONE

Most Troop Committees are successful in arranging two or more leaders to go to camp. We strongly recommend and emphasize the need for two leaders with any size Troop at camp. Many problems of coverage are solved this way, discipline problems are reduced, both men have more fun and the Troop operates more easily. We recommend two deep leadership on all camping events.

## LEADERSHIP FEES

There are no camp fees charged the Troop's top leader if at least eight (8) boy campers attend. Additional leadership may attend on the same basis, in accordance with the following camper-leader ratios:

- 16 campers - 1 additional leader - no charge
- 24 campers - 2 additional leaders - no charge
- 32 campers - 3 additional leaders - no charge

If the number of campers is not evenly divided by 8, the fee of the additional leaders is determined by the number of meals he will eat at camp. He will be issued meal tickets by the camp clerk for meals he expects to eat, and will be charged for those tickets he is issued. Meal price is as follows: Breakfast and Lunch - .50¢ - Supper and Sunday Lunch - \$1.00.

## TRAINING IS IMPORTANT

If your Camp Scoutmaster is untrained, he should take the first opportunity to attend a District Scout Leaders' Training Course, and should arrange to take part in several Troop hikes and camps during the remaining Spring months. He should also attend the "Here's How" meeting in May.

## TROOP AND PATROL ORGANIZATION

Since summer camp is the most important event of the Scouting year, it is vitally important that all members of the team participate. Every effort should be made to be certain that key boy leaders will be along. Here is the best opportunity for the Senior Patrol Leader and the Patrol Leaders and other officers to function and put into daily practice the "Patrol Method". Natural patrols of Troops should be kept intact as nearly as possible. The Council's Junior Leader Training course, held at Warren Cutler Scout Reservation, should be a "must" for your Junior Leaders.



## Health & Safety

Scouts are a healthy lot. Most boys in camp never have need for any kind of medical attention.

For the protection of every Scout, a modern, Central Health Lodge is provided. A resident staff of Physicians and a Camp Nurse is on duty 24 hours a day.

There is a First Aid station located in each camp office. Sick call is conducted at the Central Health Lodge for Camps Pioneer and Voyageur after morning and evening meals, and at the camp office in Mountaineer and Forester after the lunch meal. First Aid assistance is available at all times.

### HEALTH EXAMINATION

Each camper (Scout and adult) must have had a medical examination by his family physician prior to arrival at camp.

### HEALTH TIPS FOR YOUR TROOP

A daily health inspection of each Scout's person and quarters is requested. This is a responsibility of each Troop leader. Early detection insures prompt care. Daily bathing - personal cleanliness - is the most important item in the prevention of illness. Hot showers are available in each camp for both campers and leaders. Campers should be encouraged to use the showers daily.

### DISHWASHING

Whenever you wash dishes, on hikes or on trail trips at camp - or daily meals for cooking troops - be sure you sterilize in boiling water.

### CAMPER INSURANCE

Every camper at Massawepie is covered by a minimum Health and Accident Insurance Policy. His fee includes this insurance. Coverage commences from the time he leaves home until he returns.

### IMPORTANT!!

No Scout is covered by this insurance unless his name appears on your camp roster, and he is currently registered as a member of the Boy Scouts of America and the Scout's total camp fees have been paid.

### RIFLES, GUNS, PRESSURE EQUIPMENT, CANDLES

No firearms, ammunition, or fireworks of any kind may be kept in the possession of any camper or unit leader. Council policy prohibits the use of pressure lanterns and stoves in camp. Council policy also prohibits the use of candles by campers in camp.

### FIRE PREVENTION

Massawepie Camps are not fireproof. In order to give maximum protection to this Scout Reservation, your cooperation is needed. You will be briefed on the FIRE GUARD plan the day of your arrival. Campwide fire drills are held once a week.

### AQUATICS QUALIFICATION

All Scouts and leaders who plan to use the aquatic facilities (including boats and canoes) must take the Aquatics Qualification Test. Each person will be rated according to the following National BSA rating:

Beginner - Swim 50 feet

Non Swimmer - Anyone who does not qualify for the above Swimmer and Canoe Test - Swim 100 yards (75 yds., using side, breast or crawl stroke, and 25 yds., using elementary back stroke)



# Religious Observance

## PREPARATION

Preparation begins at home. Encourage your Scout to bring his Bible or Prayer Book to camp. Assure his parents and clergyman that no activity will conflict with religious services. Let them know you will encourage your Scout - their boy - to be reverent.

## CHAPLAINS

Catholic, Jewish and Protestant Chaplains are in residence on the Massawepie Reservation.

Invite one of the Chaplains to visit the boys at your campsite, to sit down with them at meal time, even to go along with them on a trail experience. This can be a wonderful experience for everyone.

Encourage your Scouts to attend Chapel services faithfully, and to take an active part in them. Collections are taken at Catholic and Protestant services. Collections help support the Chapel program. Scouts should be prepared to participate. Remember, the best encouragement is a good example. Attend services yourself. Your boys will follow you.

## RELIGIOUS AWARDS

Religious awards can be a valuable part of your program at camp. The camp Chaplains are available to work with your Scouts on their projects. Information and material for these awards will be available at camp.

## SCHEDULE OF SERVICES

### Sunday

Catholic 8:00 A.M. Forester Administration Building  
10:00 A.M. Pioneer Chapel  
11:30 A.M. Mountaineer (At the Jewish Chapel)

Protestant 8:00 A.M. Forester Campfire Area  
10:00 A.M. Voyageur Chapel  
11:30 A.M. Mountaineer Campfire Area

### Friday

Jewish 6:30 P.M. Mountaineer Chapel

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### Friday

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# Visitors

They are welcome at any time. Most Parents plan to visit their Scout sons at the end of the first week of each period. Accommodations for visitors ARE NOT available at the camp. A list of commercial accommodations and public campsites in the Massawepie area is available at the Scout Servicenter.

Parents should understand in visiting their sons at camp, that their son is engaged in a busy camp schedule. They should be encouraged to not ask permission to take their son from the camp for any period of time. His leaving disrupts his camp schedule, his balanced meal program and cancels his accident insurance when off the camp grounds.

Parents are invited to eat the Saturday evening buffet meal with their sons. This meal is served picnic style in each camp, and tickets are sold for it at each camp Trading Post. Other meal service is not available.

## HOW TO GET THERE

There are two routes to Massawepie Scout Camps.

Take New York Thruway to Syracuse. Then go north on Interstate 81, or U.S. Route 104 to Interstate 81, around Watertown, to Route 342. Route 342 to Route 3 at Black Creek, and on to camp - 12 miles west of Tupper Lake. Massawepie is approximately 220 miles from Rochester.



## Mail Service

All camps have daily mail service. Designate one leader of your Unit as your Mail Officer. Pick up mail at the Camp Office immediately after the noon meal.

Massawepie Camps operate a 4th Class Post Office. Mail should be addressed as follows:

Scout \_\_\_\_\_ (His Name)

Troop \_\_\_\_\_ (Your Troop Number)

Camp \_\_\_\_\_ (Pioneer - Mountaineer - Voyageur - Forester)

*Massawepie Scout Camps*

*Massawepie Rural Station*

*Tupper Lake, New York 12986*

Encourage your Scouts to write home several times while at camp. Postcards, stationery, stamps are available at each Trading Post. It's fun to receive mail - on both ends - the Scout at camp and parents at home.



## Order Of The Arrow

The Ty-ohni Lodge, Order of the Arrow, is a branch of the National Camp Honor Society. The Order recognizes those campers who best exemplify the Scout Oath and Law in their daily lives. The Order helps to maintain camping traditions and spirit, through the promotion of year round camping. In this respect, it reaches its highest effectiveness when it functions as a part of the Unit's Camping Program. Information on procedures for unit elections can be obtained from your District Executive. ALL UNIT ELECTIONS MUST BE HELD PRIOR TO ITS ARRIVAL AT MASSAWEPIE.

### ORDEALS AT CAMP

Scout Candidates who have been elected into the Order of the Arrow by their Troops may take the Ordeal ceremony at camp only if the Chapter (District) has submitted a formal request.

The intent of the Ordeals at Massawepie is to provide the ceremony for those Scouts who were unable to attend the Ordeal held by the Chapter. They will be conducted by a specially formed team of O.A. staff members.

Recognizing the important responsibility on adult leaders who attend Massawepie with a troop, it is recommended that adults not take the Ordeal at camp while they are in the leadership capacity of a troop.

Brotherhood ceremonies are not available at camp.

### OA SERVICE OPPORTUNITIES AT CAMP

Scouts who are members of the Order of the Arrow are given an opportunity to serve camp by serving as guides and supervising the parking on visiting day (on the middle week-end of a period). Scouts may do this only with the approval of their Scoutmaster at camp. Scouts who render this service do so in uniform and wear their OA sash.



Order of the Arrow TY-OHNI LODGE NO. 95

Otletiana Council, Inc., 397  
**BOY SCOUTS OF AMERICA**  
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# MASSAWEPIE TROOP ROSTER

OTETIANA COUNCIL, INC., 397

474 EAST AVENUE

ROCHESTER, NEW YORK 14607

TROOP \_\_\_\_\_ DISTRICT \_\_\_\_\_ DATES IN CAMP \_\_\_\_\_ TO \_\_\_\_\_

Print Full Name and Address (Last Name First) Alphabetically SM—Indicates Scoutmaster IN CAMP	Troop	Bus or Car	How Many Weeks will Scout stay in Camp	Which Week at Camp		Telephone Number (Include Exchange)	C-Carb. P-Prot. J-Jew Age Last Birthday	Religion At Massawepie	No. Pikes At Massawepie
				1st.	2nd.				
SM									
ASM									
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SAMPLE COPY

YOUR TROOP ROSTERS WITH FINAL  
CAMP FEES ARE DUE INTO THE  
COUNCIL SERVICENTER TWO (2)  
WEEKS BEFORE YOUR TROOP'S  
DEPARTURE FOR CAMP

## Meal Services

### PIONEER - MOUNTAINEER - VOYAGEUR

TROOP SEATING will be arranged at your Dining Hall or orientation meeting before the Saturday evening meal. Every effort will be made to have all campers seated with their own Troops. A table leader should be appointed, to be responsible for proper serving and table discipline.

WAITERS - who are fondly called "gophers" - should be at the Dining Hall twenty minutes before scheduled meal time.

Dishes and silverware for the meal will be secured from the dish storage bins for your table.

Each table will have only one waiter.

Accept only one serving of each item from the serving room, and get second serving in the same container if and when seconds are available.

Only solid garbage should be put in cans provided. Paper and trash are placed in a separate container.

Before leaving the Dining Hall, the table, benches and floor should be cleaned Sweep dirt into the aisle.

All dishes must be scraped clean in order to guarantee proper washing by the automatic washing machines.

Waiters do not leave the Dining Hall until they are dismissed by the Dining Hall Steward.

#### TABLE LEADER HINTS

1. Table leader should sit at a spot so he can hear announcements and see the Dining Hall leader.
2. All persons should remain standing until Grace has been said.
3. Scouts should not start eating until each person at your table has been served.
4. Servers remain seated while serving food.
5. Dishes are not to be stacked until the Steward asks for certain type dishes.
6. No one leaves the Dining Hall until the Dining Hall leader dismisses the group.

SERVICES

## Food for Hikes, Cook-Outs and Overnights

All special food requests must be through your Commissioner. It will help you and the camp if these requests can be made 48 hours in advance of the day special food is to be requested. Pick ups are arranged with the Commissioner.

TRAIL FOODS will be the dry food types. These dehydrated and freeze dry foods are excellent for hikes, cook-outs and trail trips.

TRAIL DAY - each camp will have a scheduled Trail Day. Dining Halls will be closed for this 24 hour period. Troops may schedule hikes, canoe and boat trips to one of the many Massawepie Outpost Camps, or plan a special out of camp trail trip during Trail Day.



## Meal Service

### FORESTER

All Meals are prepared and served on a Patrol Basis.

Food is distributed to Patrols prior to each meal.

Following is a Patrol Rotation Plan which will help insure good food preparation, a clean campsite and plenty of time for activities. The Patrol Leader is not a part of the rotation unless there are only five Scouts in the Patrol. He is the foreman of his crew - ever on the alert - ever ready with help and guidance for his Patrol. When there are only seven Scouts in the Patrol, the jobs of Fireman and Woodman are combined. When only six Scouts, the jobs of Grub-Hustler and Assistant Cook are also combined.

PATROL JOB	SAT	SUN	MON	TUES	WED	THUR	FRI	SAT
Head Cook								
Assistant Cook								
Fireman								
Woodman								
Grub Hustler								
Kitchen Cleaner-Upper								
Ass. Kitchen Cleaner-Upper								

**HEAD COOK** - Cooks food and serves it properly, with the Patrol eating as a group. Meals served on time: 8:00 A.M., 12:30 P.M., 6:00 P.M.

**ASSISTANT COOK** - Stands by the Head Cook, taking assignments from him.

**FIREMAN** - Must be on the spot ahead of the cooks, to get the fires started. He also gets the water when needed. The Fireman puts water on the fire for pot and utensil washing as soon as the fire is ready, so that it is boiling before the meal is over.

**WOODMAN** - Gathers the wood, seeing to it that there is always a 24 hour supply in case of rain. He keeps the wood covered. Cuts wood and takes care of camp tools.

**GRUB HUSTLER** - Reports to the Commissary at the Forester Administration Building for food issue at the designated times: 7:00 A.M., 12:00 Noon, 4:30 P.M. Keeps the food pack clean. Returns the food pack to the Commissary right after each meal. He checks the food issue at the Commissary, prior to returning to his Patrol site.

**KITCHEN CLEANER-UPPER** - Responsible for cleaning the kitchen area, and for having all cooking and eating equipment ready for the next meal.

**ASSISTANT KITCHEN CLEANER-UPPER** - Works under the direction of the above. Sees to it that the garbage area is clean. Flattens cans. Burns paper.



## Massawepie Scout Camps

### COMMISSARY OPERATION AT CAMP FORESTER PRINCIPLES OF FEEDING PLAN

Character building, Citizenship Training and the development of Leadership ability are among the objectives of the Scout Movement AND are the end products of effective Patrol Method in Troop operation. The preparation of daily meals in Camp Forester provides the Scoutmaster with the opportunity to have Scouts do things for themselves in a Patrol grouping. With the use of the Patrol Rotation Plan, each Scout quickly sees that his role is vital to the success of the total project. The Patrol Leader as the "crew boss" has the opportunity for significant direction and coordination. Since the jobs are rotated, each Scout has the chance to become self-reliant in each task; cooking, firebuilding, etc. Baden Powell's principle of "Learning by Doing" comes to life in Camp Forester since it is a "Do It Yourself" operation . . . permitting each Scout the freedom and joy of personal accomplishment. This method is referred to as "handbook camping" as it is exactly the method outlined in Scout literature and is the only real way to prepare meals on Troop hikes and weekend camping trips. With a truly successful operation at Summer Camp, the entire year around program of the Troop will be improved in a very positive way.

#### THE ROLE OF ADULT LEADERS

It is doubtful that anyone has ever learned to swim by sitting on the bank watching someone else . . . the same is true when it comes to development of Troop and Patrol leadership. It is caught not taught. The Camp Staff helps the Scoutmaster be successful in his role as trainer and coach of his Senior Patrol Leader and Patrol Leaders (Patrol Leaders Council). The leadership of the Troop should be the responsibility of the Senior Patrol Leader, backed by his Scoutmaster, while the Patrol Leader directs the operation of his "Patrol Camp". It is, therefore, as wrong and as harmful for a Scoutmaster to become Patrol Leader as it is for the Camp Staff to move in to "take over" the Troop.

#### METHOD OF FOOD ISSUE

Camp Forester will issue raw food for preparation by Patrols for all meals. Food will be issued three times a day. Food is issued from a Central Administration Building located within a short distance from all Troop Campsites. Each Patrol is assigned a Pack Frame, upon which the food basket fits for transporting food to the campsite. All Food is issued by Patrol count, plus

leaders and guests assigned to that Patrol.

### CAMP STAFF FEEDING

Each member of the Camp Staff will eat his breakfast and evening meal as the guest of a Patrol. Assignments will be made by the Assistant Camp Director. The number of guests per Patrol (both Camp Staff and Troop Staff) may not change during the week, however, guests may rotate among Patrols. Camp Commissioners would rotate among his assigned Troops daily. The Assistant Camp Director will keep a record of those members of the Forester Staff who will be out of camp due to day-off so that official guests may be assigned to a Patrol when they visit camp.

### STAFF SERVICE TO PATROLS

Each Staff guest will arrive at their designated Patrol site at 7:30 a.m. and 5:30 p.m. They are there to help the Troop and Patrol leaders by making suggestions on food preparations. They are not to cook! Later in the week, as the Patrol operation reaches its standard degree of effectiveness, the Staff guest can assist with Merit Badge work particularly in camping, pioneering and cooking, during this period of time. Another vital service of the Staff during this period prior to the meal is to prepare the Scoutmaster and/or Junior Leaders to conduct a Scoutcraft demonstration and instruction (i.e. axemanship, trail briefing) for their Troop or Patrol later that day or the following day.

### PATROL ROTATION PLAN USED

A vital key to successful food preparation is the Patrol Rotation plan. In every way possible the Camp Staff will ensure that it is understood and used. It is to be expressly understood that the Scouts will do all of the cooking and clean up. No useful purpose is served by making boys reliant on the work of adults.

### STAFF HAS LUNCH TOGETHER

The entire Camp Forester staff and assigned Counselors-in-Training will eat their Luncheon meals, by Patrols, in the Camp Living Demonstration Area. The Forester Camp Director, or someone he designates, will preside taking care of announcements, songs, big ideas and other program features. The Assistant Camp Director is responsible for making out a Patrol Rotation sheet for assignment of Staff to fulfill the standard functions of cook, grub hustler, fireman, kitchen cleaner-upper. This is the time for Staff coordination and meetings.

## Trading Post

There is a Trading Post located in each of the Massawepie Camps. These are operated for the convenience of all Troops, and offers the following services:

Souvenir Items of Camp  
Scout Camping Equipment  
Uniform Parts - Special Camp T-Shirts - Sweatshirts  
Handicraft Supplies  
Scout Literature

Postcards  
Stationery - Stamps  
Candy - Soft Drinks  
Ice Cream - Cookies

Soap - Toothpaste - Combs  
Razors - Razor Blades - Shaving Soap

And More!

TRADING POST HOURS - 9:00 AM to 12:00 Noon  
2:00 PM to 5:00 PM  
7:00 PM to 8:45 PM



# CAMPING At Massawepie .....

The Massawepie Scout Camps offer many types of camping opportunities tailored to the needs and desires of the individual Troop. On these pages are listed some of the combination of experiences available.

The right camping adventure for your Troop this summer will depend on the experience and training of your leadership; the skill of your Scouts; the amount of practice they have had on hikes and overnight camps; and the camping equipment the Troop owns.

	DESIGNED FOR	CAMP PROVIDES
<b>JAMBOREE STYLE CAMPING</b>	Experienced Camping Troops Troops with qualified and experienced leadership	<b>Troopsite:</b> Site with water supply, latrine <b>Housing:</b> Tents on platforms with steel cots <b>Equipment:</b> Patrol dining and cooking tarp for each Patrol, patrol table, storage box, sheep-herder stove, cooking and dining gear, "Grub Hustlers" pack, water container <b>Feeding:</b> Raw food for standard menu supplied for three meals each day <b>Staff:</b> Central program & Comm. Staff to assist Troop Leader. Medical service, outpost camps, and rental service for trail equipment
<b>SELF RELIANT STYLE</b>	Top Camping Troops Troops with qualified and experienced leadership Troops with all or most of their own equipment	<b>Troopsite:</b> Site with water supply, latrine <b>Equipment:</b> 1 rowboat, 1 canoe, life vests <b>Feeding:</b> Commissary foods available for purchase <b>Staff:</b> Medical service, commissary service, trail co-ordination
<b>DINING HALL TROOP</b>	Troops with limited experience	<b>Troopsite:</b> Site with water supply, latrine <b>Housing:</b> Tents on platforms with steel cots <b>Equipment:</b> Patrol fly, patrol table <b>Feeding:</b> Dining hall meals, except for campwide trail day <b>Staff:</b> Central Program and Comm. Staff to assist Troop Leader, Medical service, outpost camps, and rental service for trail equipment

# ..... Tailored To Your Troop

## Camping Periods

Period 1 .....	JUNE 27 - JULY 11
Period 2 .....	JULY 11 - JULY 25
Period 3 .....	JULY 25 - AUG. 8
Period 4 .....	AUG. 8 - AUG. 22

TROOP PROVIDES	CAMPS AVAILABLE	FEE
<b>Leadership:</b> Scoutmaster 21 years or older; added leadership (1 ldr. to 16 Scouts) recommended <b>Equipment:</b> That particular Troop equipment you desire to make your camp experience more comfortable <b>Feeding:</b> Patrols prepare food provided by camp	Forester	1 week - \$35.00 2 weeks \$70.00
<b>Leadership:</b> Scoutmaster 21 years or older; added leadership (1 ldr. to 16 Scouts) recommended <b>Equipment:</b> Troop Program and Scoutskills equipment, tents, cots, cooking and dining gear, tarps, stoves or grills <b>Feeding:</b> Raw food for meals prepared by Patrols	Forester	1 week - \$21.00 2 weeks \$40.00
<b>Leadership:</b> Scoutmaster 21 years or older; added leadership (1 ldr. to 16 Scouts) recommended <b>Equipment:</b> That particular troop equipment you desire to make your camp experience more comfortable	Pioneer Mountaineer	1 week - \$35.00 2 weeks \$70.00

INDIVIDUAL SCOUTS GEAR	TRANSPORTATION TO CAMP
Each Scout is expected to provide his own individual camping gear - clothing, sleeping bag or blankets and bedsack, or air mattress	Transportation to camp is provided by the Council. Buses leave from the Regional Market on Jefferson Rd. at Rt. 15-A. Scouts and Leaders must report by 7:15 A.M. on the day of departure. Each person must bring his own box lunch. A rest stop is made at Camp Drum. Arrival at Massawepie will be about 1:00 P.M. Returning buses are due back at the Regional Market at about 6:00 P.M. the day of return from camp.

RENTAL EQUIPMENT	TRAIL
Troops may rent equipment they do not possess, especially trail equipment	See special trail section of this book

## ✓ CHECK LIST OF What to Bring to Camp

### CAMPERS

Medical Exam Form  
Sweater and/or Jacket  
Extra Pairs of Socks  
Extra Sets of Underwear  
Handkerchiefs  
Two Towels, Wash Cloths  
Swimming Trunks  
Sleeping Bag or Wool Blankets  
Air Mattress or Ground Cloth  
Poncho or Raincoat  
Soap, Toothbrush, Toothpaste, Comb  
Personal Mess Kit and Eating Utensils  
Summer Scout Uniform  
Shorts, Shirt, Knee Socks, Neckerchief, Neckerchief Slide  
Flashlight, Pocket Knife  
Scout Handbook, Pencil, Paper, Compass  
Extra Pair of Shoes, Rubbers  
Knapsack or Duffel Bag

### PATROLS

Patrol Flag  
Patrol Leader's Handbook  
Patrol Log  
Patrol Stunt Equipment

### TROOPS

That special camping gear that you desire to make your Troop's experience more meaningful in the lives of your Scouts. Keep in mind we travel by bus-and the baggage space is limited.

## Program Opportunities Available at Massawepie

You and your boys want Summer camp to be the most significant experience in Troop's life.

It is a mistaken idea to think that "the program will take care of itself". On the contrary, the program should, as far as possible, be mapped out in advance, with a daily schedule and planned activities for each Patrol in camp.

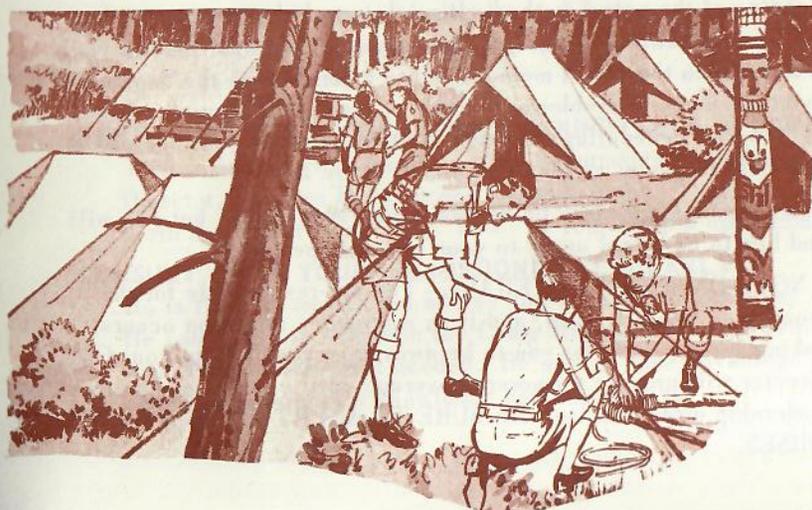
The program should provide for plenty of fun and fellowship, and be built around activities that develop initiative, leadership and self-reliance.

Scouts want Scouting when they are in camp. They are not interested in just hanging around. Keep them busy with things they want to do, without running them ragged. Help them enjoy nature. Teach them to live comfortably in the outdoors. Give them the opportunity to advance in rank, and to become more physically fit.

Program suggestions and details are found on the following pages.

Be prepared for a couple of rainy days. Have special programs ready to spring when bad weather sets in.

Every leader should bring his "Scoutmaster's Handbook". It is an excellent resource book and a must for good planning. Junior Leaders should bring their "Patrol Leader's Handbook", and each Scout should have his "Handbook" with him.



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## Your Camp Staff

Each of the men recruited as a part of your Massawepie Camp Staff is dedicated to serving your Troop's needs and working along with you to help plan the best programs possible. Their job is to work through you. These outstanding young men have been recruited from across our Council, and literally from across America. Their aim is to help you be a successful camp leader. Work along with them to accomplish this aim.

The Camp Staff functions in two parts - Program and Service

**THE PROGRAM DEPARTMENT** includes all of the Camp Directors, Program Directors, Commissioners, Aquatics personnel, Scoutcraft-Conservation Counselors, Field Sports Counselors, Handicraft specialists, the Trail Co-ordinators and their Outpost specialists and the Counselors-in-Training.

**THE SERVICE DEPARTMENT** includes the people who administer our camps from a Central Office, and include Dining Hall and Food Service operations, Health Lodge and medical service, chaplain service, Trading Posts, the warehouse trucking and busses, postal service, Quartermasters and office clerks, and our Rangers with their maintenance teams. Even though you and your Scouts may not meet all of these people, they perform the necessary services that make your camp experience successful.

**THE BUSIEST MAN IN CAMP - YOUR COMMISSIONER** - Your Troop's Commissioner is the fellow you will be working with most closely. His position is similar to that of a Neighborhood Commissioner. He has a sound understanding of Scouting's basic principles, and possesses most of the traditional Scout skills and understanding of the patrol method. His job is to help a troop get the maximum benefits from the program opportunities available at camp, to strengthen the patrol method, and to counsel with the Scoutmaster about any special problems, housekeeping needs, program ideas and program scheduling. He will not take over for you, but will be available to assist and support you in every way.

Your Commissioner may be several years your junior, but you will find him to be a real asset to your Troop's operation.

**A NOTE ON TROOP COVERAGE** - You are responsible for the Scouts you bring to camp, and if an emergency situation occurs, making it necessary for you to be away from your Troop, your Camp Director will provide temporary coverage until you can make other leadership arrangements. **BE SURE TO ALERT HIM IF A NEED ARISES.**

## Some Suggestions on Planning Your Troop Program for Massawepie

### **OBJECTIVE - WHAT THE SCOUTMASTER WANTS**

You have done some thinking on your own, Mr. Scoutmaster, about what the Troop should get out of camp. May we suggest that you again review your Scoutmaster's Handbook - especially that section on "The Summer Camp Adventure", review this camp leader guide, and the Spring and Summer Program Helps from "Scouting" magazine. They all will be helpful.

### **DETERMINE - WHAT YOUR SCOUTS NEED IN CAMP**

On an individual basis, review with each Scout his camp objectives.

### **FIND OUT - WHAT THE BOYS WANT**

Give each Scout an opportunity to express his ideas for both Patrol and Troop activities. Use your "Green Bar" as a reviewing committee.

### **REPORT - YOUR CAMP PLANS**

Review your camp plans with your Troop Committee, and enlist their support.

### **SEND - YOUR BOY LEADERS TO JUNIOR LEADER TRAINING AT WARREN CUTLER SCOUT RESERVATION**

They will then "Be Prepared" to assist you in the total camp program.

### **ARRIVE - IN CAMP - IN A "READY" POSITION**

Ready to launch your program plans. First meet your Commissioner. Confer with him on your program plans. Get settled in your own camp-site.

### **DON'T MISS - THE SCOUTMASTERS' ROUNDTABLE IN CAMP**

This is an important meeting of all Scoutmasters with the Camp Director, Program Director and Commissioner. They will explain the "where" and the "how" of your camp's operation.

### **CONSULT - WITH YOUR COMMISSIONER REGULARLY**

He is there to assist and advise you throughout your camp stay. He can help you schedule the Camp Staff specialist to assist your Troop where best needed. Be sure to take advantage of your Commissioner's knowledge and experience.

## "The Day" - From Rochester . . To Massawepie Taps . .

- 7:15 A.M. Scouts at Genesee Valley Regional Market  
Unit Leader accounts for all boys on roster  
Busses loaded (each Troop MUST have adult on bus)  
Collect and check ALL medical blanks before par-  
ents leave
- 220 mile trip to Massawepie Camps  
"Be Prepared" to point out interesting spots - sing  
songs, play games, etc. If you don't have something  
to occupy the boys - they will find something
- Arrive at Massawepie Scout Camps. A staff member  
will board your bus and remain with you for rest of  
day
- Unload gear and proceed to unit site - roll call
- Change into swim trunks
- Proceed (with towel and medical blanks) to Medical  
re-check area
- Cook's Tour of camp, including table assignments  
in dining hall - also food distribution plan at  
Forester
- Waterfront for swim tests
- Return to troop site
- Assign Patrol Sites
  - Store personal gear
  - Show location of latrine and washing area
  - Dress and prepare for retreat
- 5:30 P.M. Waiters to dining hall (one for every 8 Scouts in  
camp) Grubmasters to Administration Bldg. at  
Forester
- 5:45 P.M. Camp Retreat at Main Flag Pole
- 6:00 P.M. Dinner
- Free time and/or SM-SPL meeting with Commission-  
er. (Good time for Troop-Patrol camp orientation  
tour)
- 8:30 P.M. Opening Campfire (in some camps this may be de-  
layed until Sunday evening)
- 10:00 P.M. Taps - all Scouts in bed - lights out. (Coffee avail-  
able for adult leaders in dining hall)

## Typical Day In Camp

- |       |   |
|-------|---|
| 7:15  | REVEILLE  |
| 7:30  | WAITER'S CALL                                       |
| 7:45  | COLORS  |
| 8:00  | BREAKFAST   |
| 8:30  | CAMP SERVICE  |
| 9:15  | TROOP AND<br>PATROL                                 |
| -     | PROGRAM   |
| 11:45 | PROGRAM   |
| 12:00 | WAITERS CALL  |
| 12:30 | LUNCH   |
| 1:15  | SIESTA - MAIL CALL                                  |
| 2:15  | TROOP AND<br>PATROL                                 |
| -     | PROGRAM   |
| 5:00  | PROGRAM   |
| 5:30  | WAITERS CALL  |
| 5:45  | RETREAT   |
| 6:00  | DINNER  |
| 7:00  | TROOP AND PATROL<br>PROGRAM<br>AND TROOP ACTIVITIES |
| 9:00  | CALL TO QUARTERS                                    |
| 9:15  | TATOO   |
| 9:30  | TAPS  |

Merit Badges By Appointment  
Anytime



## Camp Advancement

### PROCEDURE

All advancement at camp is accomplished by the methods approved by the Advancement Committee of the OTETIANA COUNCIL, INC.

These are:

1. **PREPARATION** - by the Scout through participation in the troop and patrol program.
2. **EXAMINATION** . conducted by the Scoutmaster and the Troop Leader Council.
3. **REVIEW** - conducted by members of the Troop Committee Board of Review (and then District Board of Review for Star and Life, and Council Board of Review for Eagle). This step must usually occur after the Troop returns home.
4. **ADVANCEMENT REPORT** - upon completion of the Board of Review, the regular report of advancement is submitted to the Council's Servicenter
5. **RECOGNITION** - After steps two and three, a Troop Court of Honor is held to present the awards. This step should be planned for the Fall, in October or November.

### SECOND AND FIRST CLASS

Advancement can, and should be, a big part of your camp program. Most advancement can be handled in the course of regular Patrol and Troop activities, and should be a natural result of a good Scouting program. Special help is available for training in advancement skills through your Commissioner. We will have a special outpost camp for Second and First Class skills that you may schedule (through your Commissioner) your Scouts into for special, concentrated instruction on those skills needed. (BE SURE EACH SCOUT BRINGS HIS OWN ADVANCEMENT CARD AND HANDBOOK).



### ADVANCEMENT CHART

Prepare an Advancement Chart for the Scouts attending camp. Post the chart on the campsite bulletin board. Its a good incentive for camp advancement!

### MERIT BADGES

To have a successful merit badge program, your Scouts should start planning before coming to camp. Some merit badges are easily earned in a camp period, while others take much longer. A Scout completing only a portion of merit badge requirements should request a partial completion slip from the Camp Counselor, so he may complete the badge back in his community. Merit Badges at camp are limited to those outdoor subjects which are best passed in Camp. Qualified Counselors are appointed by the Director of Camping and approved by the Council Advancement Committee. The Scoutmaster's signature on the merit badge application indicates that the Scout has reviewed the requirements, and has permission to make an appointment with the Merit Badge Counselor. The Scoutmaster's signature also indicates that the Scout has read the merit badge booklet.

The Scout visits the Merit Badge Counselor, who reviews the requirements and sets a time schedule that is mutually advantageous for instruction. This instruction can be at any time during the day, and may be on an individual basis or with other Scouts taking the same merit badge. Consideration will, of course, be given to special Troop needs and activities. Instruction may be given by a qualified person designated by the Merit Badge Counselor, or may be assigned to the Scout as a project, but only the counselor may give final approval, and certify to the satisfactory completion of the merit badge.

The Scoutmaster should recognize that the merit badge program is an individual project, and will necessarily take Scouts away from the Troop for periods of time. But the Scout's growth in new fields of interest, and his ultimate achievement of Scouting's higher ranks,



benefit both himself and the Troop. It is important that the Scoutmaster give his boys continuous guidance in the merit badge program, and work with the Merit Badge Counselor to see that the Scout gets the maximum benefit.

#### MERIT BADGES AVAILABLE AT CAMP

Archery	Fishing	Pioneering
Astronomy	Forestry	Reptile Study
Athletics	Geology	Rowing
Bird Study	Hiking	Signaling
Botany	Insect Life	Small-Boat Sailing
Basketry	Indian Lore	Soil & Water
Camping	Leatherwork	Conservation
Canoeing	Lifesaving	Weather
Cooking	Nature	Wildlife Management
Conservation of	Personal Fitness	Woodcarving
Natural Resources		Zoology



## Planning A Waterfront Program

Certainly, one of the highlights of your camp experience will be aquatic activities.

These activities include recreational swim periods, rowing, canoeing, lifesaving, Scout life guard, sailing, the mile swim and advancement through the aquatic merit badge program.

Planning begins before camp. A good waterfront program begins with a "waterfront inventory" of your Troop. How many non-swimmers? How many need the First Class swim? Who needs swimming and lifesaving merit badges for Eagle? To conduct your waterfront inventory, a shake-down swim or two before camp is very valuable. Last year's camp records will help. Your better swimmers can help with instruction and guard duty. Give each Scout the qualification tests outlined below.

Remember, that even if you are not a skilled waterfront technician, your leadership and administration of your Troop's waterfront program can be one of the most enjoyable and beneficial parts of your stay in camp.

#### BEGINNERS TEST

Jump feet first into water over your head, come to the surface, level off, swim twenty-five feet, turn sharply and return to the starting point.

#### SWIMMERS TEST

Swim seventy-five yards in a strong manner, using one or more of the following strokes: side, breast, trudgeon or crawl. Swim twenty-five yards on your back, using an easy, restful stroke. Rest by floating (of if not buoyant, with just enough motion to stay afloat).

#### SCHEDULING YOUR TROOP'S AQUATIC PROGRAM AT CAMP

The waterfront is available for your Troop's use every day. It is recommended that Troops schedule their swim periods - preferably two a day - one in the morning and one in the afternoon, of about 30 minutes each.

While at the waterfront, the Scoutmaster (or assistant) is in charge of the swim period, and must be present at the waterfront. The Aquatic Director and his staff will be present at all times for overall supervision of your aquatic program. The aquatics staff helps the Troop and its junior leadership organize the swim period, and helps provide protection and instruction according to the needs of that Troop.

In planning your aquatics program, work closely with your Commissioner, who will alert the Aquatics Director prior to your arrival at the waterfront, of the kind of instruction you may require. Be sure

all non-swimmers are provided with ample opportunity for instruction and help. More advanced swimmers should practice for advanced swimming achievements and aquatic Merit Badges.

### **BOATING AND CANOEING**

May be scheduled as a Troop activity. Your Commissioner will arrange with the Aquatic Director for instruction and demonstrations if needed. Boating and canoeing for individual Scouts is available after supper. The Scouts must have their Scoutmaster's permission and have passed the boating qualifications test below. These tests are given at the beginning of each camp period by the waterfront staff.

#### **ROWBOAT TEST**

Pass the beginner swimming test. Demonstrate ability to launch a boat properly, row a straight course for 100 yards, turn and come back, land and moor boat properly.

#### **CANOE TEST**

Pass the swimmer test. Demonstrate ability to launch a canoe properly, paddle a straight course for 100 yards, turn and come back, land and rack canoe.

Jump out of a canoe into water over your head, hold on to canoe, then climb back into canoe without swamping. Get into a swamped canoe and paddle it to shore.

### **MERIT BADGE PROGRAM**

Swimming, lifesaving, rowing and canoeing merit badges are all available at camp. Just like "back home", a Scout fills out the merit badge application, receives his Scoutmaster's permission and makes an appointment with the Counselor. Instructions can be offered during the Troop swim and at other times by appointment with the Counselor.

### **THE DAY YOUR TROOP ARRIVES**

Each Scout will be given a swim classification test by the Aquatic Staff in their camp.

(Note: A Scout must have his medical inspection before taking his swim test)

### **SAFE SWIM DEFENSE PLAN**

Designed to give your Troop maximum aquatic safety when you are running a Troop Swim at camp or on a campout during the year.

1. Qualified supervision
2. Physical fitness (once a year medical checkup)
3. Safe swimming area
4. Lifeguards
5. Look-out
6. Ability groups

7. Buddy plan
8. Good discipline

### **OTHER AQUATIC ACTIVITIES**

Arrange for these through your Commissioner.

#### **MILE SWIM**

Your qualified swimmers may earn the Mile Swim achievement. Check with your Commissioner for your camp's schedule.

#### **SCOUT LIFE GUARD**

This award is the highest technical training your Scouts can attain in Aquatics. Does your Troop have a qualified Scout Life Guard? It should! Each camp waterfront is ready to work with Scouts who wish to qualify for this award.

#### **AQUA-STRONOMY CONVOCATION**

- A. A Troop swim at 7:30 P.M.
- B. Followed by a campfire at the waterfront at 8:00 or 8:30 P.M.  
Marshmallows can be purchased at the Trading Post, and arrangements can be made for purchase of franks and rolls.
- C. Review of astronomy follows
- D. Schedule through your Commissioner - suggested time length of program-2 hrs.

#### **BLUEBERRY BREAKFAST**

- A. An early morning canoe trip across the lake to pick blueberries
- B. Return for an early dip at the waterfront
- C. Blueberry pancake breakfast at your campsite
- D. Arrange through your Commissioner

#### **CANOE TRIPS**

Canoe trips can be scheduled through your Commissioner and Trail Co-ordinator. All participants must have passed their canoe test. The group must be led by an adult Scouter who has passed his canoe test. Both trips are available, on property and off property.

**WATER SAFETY & AQUATIC FUN ARE, INDEED,  
AN IMPORTANT TROOP PROGRAM OPPORTUNITY  
AT CAMP . . . . .**

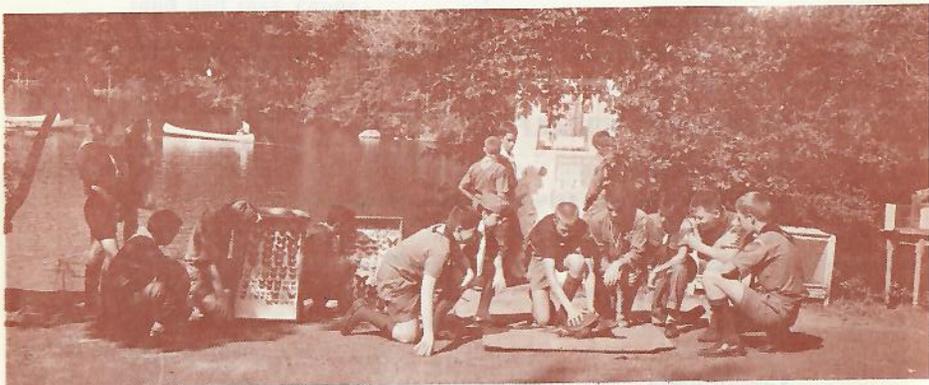
**REREAD THIS SECTION**

## Program Things to do at Camp

Here are a lot of things to do. Going to camp is like walking into a big supermarket, with shelf after shelf of good things available for your selection.

Naturally, too much of one thing makes bad Troop program diet, and causes "belly-achin' ". Again, some Troops go away hungry. They haven't had enough to do. Others are so stuffed they're too tired to move.

Some of these activities can be conducted in your own Troopsite, with your own leadership. Other activities can be conducted on the trail or in the camp skill areas. For any of these program opportunities, you can request staff assistance through your Commissioner. Your Commissioner is also prepared to help you plan these activities. Do not hesitate to work along with him.



"LET'S GO SHOPPING"



## Program Things to do at Camp

PROGRAM ACTIVITIES LISTED ON THESE PAGES ARE AVAILABLE DAILY FOR YOUR TROOP. REQUESTS FOR HELP WITH THESE ACTIVITIES SHOULD BE MADE TO YOUR COMMISSIONER. STAFF MEMBERS ARE PREPARED TO OFFER HELP ON EACH OF THESE.

### AXEMANSHIP

Basic skill in knife and axemanship includes firewood selection and types of cooking fires. Suggested time: 1-2 hours.

### HIKES, OVERNIGHT CAMPS AND TRIPS

Out of camp experiences including day hikes, overnight camps and trips to places of interest, will stimulate your First and Second class advancement, and provide opportunities of practicing camp skills on the trail. It is recommended that this experience be preceded by a session on hike skills and preparation, available through your Commissioner and Trail Co-ordinator. Ask your Commissioner for details.

### FISHING

This is a good early morning or after supper program. Cane poles with hook and line are available at each camp office.

### CAMP CRAFT

Your Commissioner can meet with you and your Patrol Leaders to plan a demonstration of any of these activities: aluminum foil cooking, tin can craft, camp making, including tent pitching, ground beds and simple camp construction. Suggested time: 1-1½ hours.

### TRAILING - TRACKING

A combination of trail signs and tracks can add fun and knowledge to a Patrol or Troop day hike. Suggested time: 1½ hours.

### STALKING

You need practice to learn stalking, and the best practice you can get is playing stalking games. Your Commissioner can share some games with you. Suggested time: 1 hour.

#### DEER MOUSE



#### BEAVER



#### BLACK BEAR



#### OTTER



#### MUSKRAT



### MAP AND COMPASS

Basic skills in map and compass includes orienting a map, following a map, map symbols; how a compass works, following a compass bearing and measuring. Suggested time: 1-2 hours.

### KNOT TYING AND LASHING

Should include basic tenderfoot knots, and instruction in square, diagonal, and shear lashings. Suggested time: 1½ hours.

### COOKING

Advanced camp cookery, including aluminum foil cooking, dutch oven cooking, twist on a stick, etc. Suggested time: 1½ hours.

### EDIBLE PLANTS AND WOODS LORE

A First Class advancement help. A hike into the woods, noting and identifying trees and various plants that have edible parts. Your Commissioner can arrange for a member of the Scoutcraft-Conservation staff to accompany your Troop. Suggested time: 1-1½ hours.

### NATURE - SCAVENGER HUNT

Instructions and materials needed to conduct this fun nature program are available from your Commissioner. Suggested time: 1-2 hours.

### NATURE ORIENTATION

Designed to give the Troop an idea of the part nature can play in Troop program at camp. This should be scheduled for your Troop with the Scoutcraft-Conservation Director in your camp. Suggested time: 1-2 hours.

### AQUATIC LIFE

The lake, ponds, streams and puddles at camp have much more in them than fish. Collect fish, frogs, and salamanders too - the life in the water plays an important part in nature's plan. This is a good activity - ask your Commissioner! Suggested time: 1 hour.

### PLANT LORE

Each season brings new plants - some useful, some unusual, some dangerous, some beautiful. Wherever we go in the woods there are plants around us. We try to learn something about their growth and relationships with each other and the rest of nature. Suggested time: 2 hours.

### NIGHT SKY

Strasenburgh Planetarium come to life! The moon, planets and stars are bigger at camp. Your Troop can discover new constellations. This activity is available in your own campsite. Suggested time: 1 hour.

### AQUA-STRONOMY CONVOCATION

See "Planning a Waterfront Program" section.

### ROCKS AND MINERALS

Identify minerals and get a start on rock and mineral collecting, fossils, etc. Suggested time: 1-1½ hours.

### HORSEMANSHIP

A horseback ride is available at the Tupper Lake stables, located just outside Tupper Lake, New York. An adult must accompany the Scouts, and arrangements and price per Scout is available through your camp Trail Co-ordinator

### ANIMAL LORE

From amoebas to Scouts, camp is alive with animals. A hike gives some idea of how to spot animals and signs on the trail. Suggested time: 2 hours.

### ARCHERY RANGE

Why not try an inter-Patrol match? A great early evening activity. One of your older Scouts can qualify as an "Archery Range Officer" to help operate the range for your Troop - or a Patrol. Suggested time: 1-2 hours.

### CAMP HOUSEKEEPING

"Cold dishwasher". "Messy tents". "Latrine always dirty" - A Patrol Leaders Council meeting can help solve these problems. Invite your Commissioner to this meeting. Suggested time: 1 hour.

### EVENING FUN

Camp-wide games, campfires, songs, skits - your Commissioner can help you plan these programs with your Patrol Leaders Council.

### RAINY DAY PROGRAM

It never rains at Massawepie. However - there are days when the dew is extra heavy!

A list of simple games geared to a confined area is available from your Commissioner. Staff men are available to assist, when you request.

# The Land Of High Adventure

Our President, Richard M. Nixon, said in his inaugural that we "join in a high adventure - one as rich as humanity itself, and exciting as the times we live in."

We feel that the Trail Program of Massawepie is a "high adventure" - a highlight of each Scout's camp experience. This "high adventure" is a challenge to your Scouts' skill and adventure as a Scout. It is THE program he will best remember of his camp experience. Massawepie offers one of the finest trail programs of any camp in America. The opportunity for "high adventure" is there, whether it be in a mountain climb, an extended trail trip over the rugged and beautiful Adirondack terrain, or a canoe trip down a fabled route of the early pioneers of our country. Or if you would like to take a day hike of see America from a mountain top - we have it!

Make sure your Scouts have the opportunity.

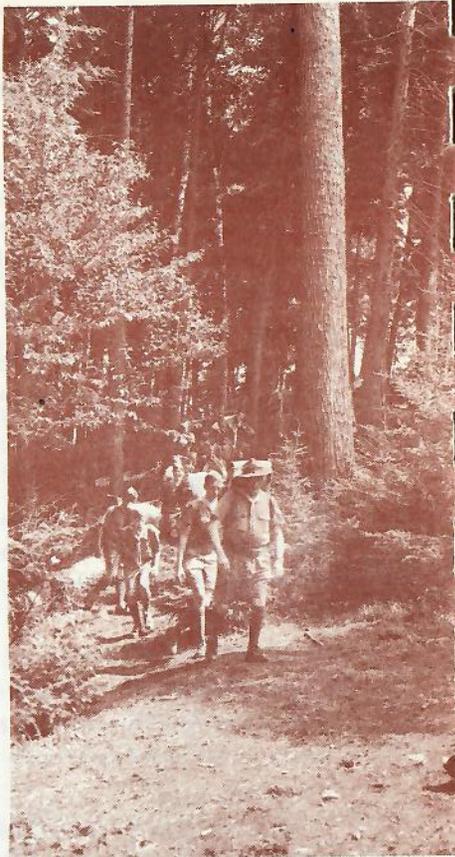
A special TRAIL PROGRAM brochure is available to all camp leaders. This booklet will explain the WHAT - WHEN - and WHERE of our Massawepie Trail Program.

Here is some basic information about the TRAIL PROGRAM -  
**ON MASSAWEPIE**

All 3600 acres of wilderness. This allows many opportunities for boys to hike and camp, putting into practice the skills and leadership they have been developing during the year. Because there may be 1000 or more Scouts at Massawepie's 4 camps at one time, special procedures are outlined here to guide you in planning.

## PLANNING IN THE CITY

In recent planning sessions for camp, each unit decides upon a trail program for their unit. A "Pack and Paddle" sheet is part



of your "TRAIL PROGRAM BROCHURE". After completing this form, you mail it to camp - several weeks ahead of your unit's arrival.

## FIRST DAY IN CAMP

During your first day in camp, you will meet with your Commissioner and the Trail Co-ordinator, who will review your plans with you, making any last minute changes you feel should be made. If any help is needed to plan your trail program, your Commissioner will work with your unit leadership at camp to plan those experiences.

## TRAIL COORDINATION

Trail requests are on a priority system. If your camp is on trail Tuesday-Wednesday, your camp has first choice on all sites during this time. If you stay out beyond this day, and another unit has priority and wants the site you are in, it will be necessary for you to move to another outpost for the additional time of camp.

## TRAIL INSTRUCTION

Before your trail day, an instruction session will be held. This meeting is for all adult and junior leaders in your unit. Trail camping procedures packing methods, use of dutch ovens, and handling of dehydrated foods will be demonstrated. Your junior leaders should then train the other boys in your unit - under the guidance of your Commissioner Aide.

## ASSIGNED OUTPOSTS

Please use the outpost assigned to you. Many times an emergency call comes into camp, and the staff must know your outpost location to convey information. Check in at the camp office when you return from any trail trip.

## OUTPOST EQUIPMENT

Each outpost is equipped with a dutch oven and a trail shovel. These remain in the outpost. Please do not remove them. Please report any damaged equipment to the Trail Co-ordinator.

## FOOD AND EQUIPMENT

Your Trail Co-ordinator will set up your food order for your meals on trail. Announcements will be made in your camp as to times for you to pick up food and equipment. All food and equipment is issued from the trail store.

All equipment obtained from the trail department must be promptly returned, complete and clean. Any part missing must be paid for by the unit using the equipment.

## EMERGENCIES ON TRAIL

If any emergency occurs on trail, send for help immediately. There is always someone on duty in the Health Lodge or the Central Office. Do not attempt to move persons who have had an accident. Apply First Aid measures and wait for medical help.

Please do NOT hike on the town or camp roads unless the trail markers follow them. Logging trucks and private cars travel along these roads. This endangers your boys.

## FIRES

Fire is a constant threat at Massawepie. Duff (dead evergreen needles) is very flammable, but sometimes does not appear to be burning until days later. Always build your fires on raised fireplaces or altars, or on the shore where no flammable material is found. Dig and drown your fire several times, feeling the ashes and area around it with your hands. If you discover a fire, send for help from the nearest camp.

## TRANSPORTATION

Transportation of groups will be arranged by the Central Trail Co-ordinator.

## INCLEMENT WEATHER

For those "special troops" who have the unusual experience of being rained upon - and complete their trail trip - and remain dry and HAPPY - we have a special Troop award - THE SUPER SOGGY TRAIL AWARD. To qualify, the Troop must undergo the above, and have their Commissioner attest their qualification.

MASSAWEPIE OUTPOST CAMPS AND TRAIL CAMP (OUT OF CAMP) INFORMATION IS AVAILABLE IN YOUR "TRAIL PROGRAM BROCHURE".

## NEW STAFFED OUTPOSTS

Two new "day hike" outposts will be available at Massawepie. These are not overnight camp sites - they are scheduled for day use only, and staff specialists are available for special programs in survival training and super trail experiences.

## SAILING OUTPOST

The John H. Stern Sailing Outpost will be located at Vingo, on Massawepie Lake. This outpost will feature instruction and an experience in sailing. A fleet of sailboats will be available for use, under staff instruction. Scouts must be qualified as swimmers to use the sailboats.



## STAFF SPECIALISTS

Staff specialists from the Trail Department are available to visit your unit while at an outpost camp, for instructions and an experience in survival skills and super trail experiences.

Survival Skills will feature an instructor who will offer your boys an experience and demonstration in survival techniques.

## ADDITIONAL OUTPOSTS

Several "new" outposts have been established at Massawepie to replace those that were located on Deer Pond (new Camp Forester). These are listed in your "Trail Program Brochure".

## OUT OF CAMP TRIPS

Detailed information available in your "Trail Program Brochure".

Trail trips to Mt. Marcy, Whiteface and Ampersand Mountains and to Mt. Morris or the Cranberry area, with 50 miles of trails, or the Lake Placid trail at Northville, which covers 170 miles, are available. Canoe trips through the Adirondack country are also offered for those units who have qualified and who are hearty canoeists.

Boys are transported to their starting points for both Trail and Canoe trips by bus, and returned from their concluding point by bus.

Canoes are transported by truck and canoe trailer. There is a charge of 40¢ per mile, for bus transportation, and 30¢ per mile for hauling canoes. Combined units, using the same vehicle, split the costs. Units are billed for transportation charges, and bills are payable to your Trail Co-ordinator upon your return to camp.

## NOW THEN, MR. SCOUTMASTER!

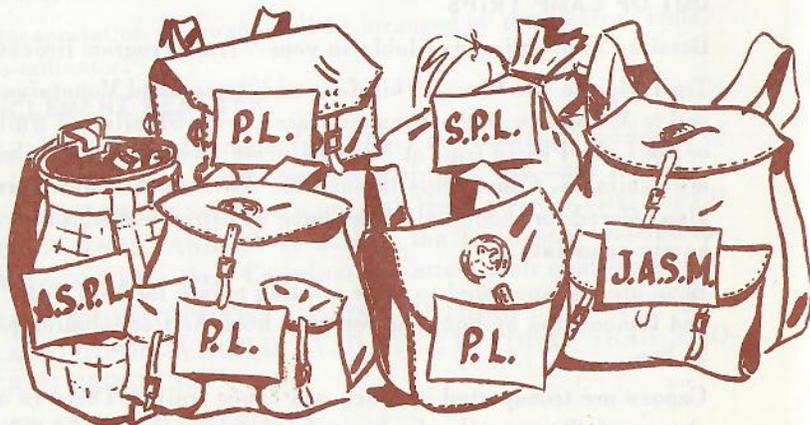
You've done some thinking on your own about what the Troop should get out of camp?

The Troop Leader's Council has made a list of things they think the Troops should get out of camp?

You've read the program pages of this manual and know what program opportunities Massawepie has to offer?

You know the Boy Leadership resources of your Troop?

## LET'S LAY OUT OUR PLANS WITH OUR PATROL LEADERS COUNCIL



LET EACH CARRY HIS SHARE  
and so  
LET'S LAY OUT  
OUR SKELETON DAILY PROGRAM

SAMPLE COPY

### TROOP PROGRAM PLANNING

YOU WILL BE  
GIVEN THIS →  
CHART AT THE  
"HERES HOW"  
MEETING

\*\*\*  
This is what your  
troops PROGRAM  
CHART might look  
like after you  
complete the  
suggested steps  
listed below

\*\*\*  
A.  
Attend Heres How  
(program orientation  
meeting) with your  
Senior Patrol Ldr.  
There, you will hear  
of all the opportu-  
nities for camp program.

B.  
Meet with your troop's Junior  
Leaders to "brainstorm" things  
to do in camp.  
Make a big list of these things.

C.  
Arrange the selected "things to do"  
in the form of a program as shown  
in the sample - to the right - →  
Be sure to use pencil so you can  
change or modify it later.

D.  
BRING IT TO CAMP WITH YOU  
Confirm and finalize your program with  
the help of the COMMISSIONER assigned  
to your troop in camp.

## MASSAWEPIE Scout Camps

	MONDAY	TUESDAY	WEDNESDAY	
	REVEILLE	REVEILLE	REVEILLE	
FAST	COLORS/BREAKFAST	COLORS/BREAKFAST	COLORS/BREAKFAST	COL
	CAMP SERVICE	CAMP SERVICE	CAMP SERVICE	C
CH	9:45 Looking INSTRUCTION FOR EAGLE + WOLF PATR for Towers	9:45 PATROLS PLAN THEIR 5 MILE HIKE	9:45 PACK FOR TRAIL SHARE DOWN INSPECTION	1:40 OH
	10:45 INSTRUCT SWIM NEED Help. New Swim	10:45 INSTA SWIM	11 INSTR SWIM	11:45 S
	11:30 PATROLS FINISH PATROL FLAGS FOR TOMORROW'S RETREAT	11:30 INSTR. MAP READING	11:45 FINISH PACKS -	FISI - W - BE
	LUNCH	LUNCH	LUNCH	
	SIESTA	SIESTA	SIESTA	
	1:30 EAGLE + WOLF BEGIN TOWERS	TRAIL FOOD COOKERY (STAFF NEEDED) FREE SWIM + BOATING	LEAVE FOR PATROL HIKE	Hill H
	SWIM	5:00 PM TROOP STAFF MEETING	ON TRAIL ↓	SHO
	RETREAT	RETREAT	RETREAT	
	DINNER	DINNER	DINNER	
	MERIT BADGE WORK		CAMP FIRE STAR HIKE	
	TAPS	TAPS	TAPS	

### PROGRAM PLANNING GUIDE

CAMP SCOUTMASTER

**HERE'S SOME BLANK PAGES TO  
MAKE YOUR SKELETON PLANS . . . .**

**SKELETON DAILY CAMP PROGRAM**

MORNING

AFTERNOON

EVENING

SPECIAL TODAY

**SKELETON DAILY CAMP PROGRAM**

MORNING

AFTERNOON

EVENING

SPECIAL TODAY

**SKELETON DAILY CAMP PROGRAM**

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**SKELETON DAILY CAMP PROGRAM**

MORNING

MORNING

AFTERNOON

AFTERNOON

EVENING

EVENING

SPECIAL TODAY

SPECIAL TODAY

Thank you very much.

Sincerely,

Edward P. ...

Scoutmaster

## SKELETON DAILY CAMP PROGRAM

MORNING

AFTERNOON

EVENING

SPECIAL TODAY



J L T

## Junior Leader Training Warren Cutler Scout Reservation

Dear Scoutmaster:

It is good to know you will be camping with us at Massawepie this summer.

One of the highlights of our Council Program is our Junior Leader Training Course. The purpose of this course is to train your Junior Leaders in the basics of the Patrol Method, Scout skills, leadership techniques and Scout program techniques. These young men are then in a better position to help make your Troop's program better when your Troop arrives at Massawepie.

The Warren Cutler Junior Leader Training Camp is a one week experience, conducted prior to your Troop's scheduled arrival at camp.

To be eligible for participation in this program, the boy must be 13 years old or a First Class Scout, or hold office as a Junior Leader for six months.

The fee is \$30.00 per boy for this outstanding one week experience.

Won't you take a moment and fill out the reverse side of this letter, which is a reservation for your Junior Leaders for this summer's training camp at Cutler.

Thank you very much.

Sincerely,

Edward P. Black  
Director of Camping

# Training Agreement

If accepted as a Junior Leader representing my Scoutmaster, I will participate in the training camp with the following understanding:

1. I realize that this is an intensive training experience and not a vacation. I will be expected to do my best in learning the skills of Scoutcraft and Leadership to better build, serve and achieve Scouting in my Troop.
2. I agree to try to pass this training on to my own Troop and to assist in every way possible with the operation of the Troop Program.

Signed \_\_\_\_\_  
Scout

CHECK-IN TIME WILL BE AT 1:30 P.M. SUNDAY

DEPARTURE TIME WILL BE AT 11:00 A.M. SATURDAY

Detach and Mail Application to:  
OTETIANA COUNCIL, INC. - 474 EAST AVENUE - ROCHESTER, NEW YORK - 14607

## APPLICATION FOR THE 1970 JUNIOR LEADER TRAINING CAMP WARREN CUTLER SCOUT RESERVATION

It is recommended that:

Scout \_\_\_\_\_ Phone Number \_\_\_\_\_

Address \_\_\_\_\_ City \_\_\_\_\_ Zip \_\_\_\_\_

Troop No. \_\_\_\_\_ Age \_\_\_\_\_ Rank \_\_\_\_\_ Leadership Position \_\_\_\_\_ District \_\_\_\_\_

be approved as a candidate for membership in the Junior Leader Training Camp for:

JUNE 28-JULY 4  JULY 5-JULY-11  JULY 12-JULY 18  JULY 19-JULY 25

Please check circle if your troop will be at Massawepie Camps the first period.

Enclosed is the full camp fee of \$25.00

Enclosed is a registration fee of \$10.00 to be credited to the camp fee of \$30.00

All camp fees of \$30.00 per participant must be paid by JUNE 1, 1970

Signed \_\_\_\_\_

PARENTAL APPROVAL

We recognize the importance of this experience and have already given this young man a specific job in Troop Training Projects.

Signed \_\_\_\_\_ Title \_\_\_\_\_

(SCOUTMASTER OR TROOP COMMITTEE CHAIRMAN)

Address \_\_\_\_\_ City \_\_\_\_\_ Zip \_\_\_\_\_ Phone \_\_\_\_\_

# An Advertisement

The "greatest" event in the Scout year is the fun filled - men only - BEAVER WEEKEND, held the first weekend of June each year. (In '69 it will be JUNE 6).

This is when adult Scouters - old and new, tired and true, journey to Massawepie to help prepare the camp for the on-rush of Scouts later in the month. You and your adult Scouter - and non-Scouter - friends are invited to participate.

We provide your meals (Friday night snack, 3 meals Saturday and Brunch Sunday) and "camper" lodgings. You provide your skill and talents to the camp for a day - this ranges from artistic endeavors to manual labor - we have a job to fit your ability.

It's a great day! We even surprise you a couple of times during the day with a special tour by our "Social Director"!!

The day for 1970 is JUNE 6. (Arrive Friday Evening JUNE 5)

Some transportation is available on a first come-first served basis. Cost \$2.00, which covers transportation and box lunch. Register with the Camping Service - prepayment in advance - at the Servicenter. This is limited. But many Scouters form car-pools among their own Troops.

Come on along! We promise you'll have fun, top fellowship and a great day's work for our Scouts.

BEAVER WEEKEND - JUNE 6.

George S. Gulick, Jr.  
Camping Committee Chairman