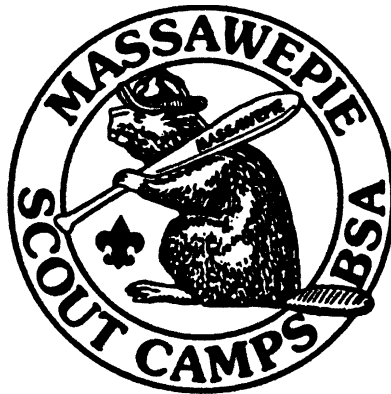


Massawepie Scout Camps



2011

*Guide For
Unit Leaders*

Seneca Waterways Council, BSA

Mission Statement

It is the mission of the Seneca Waterways Council Boy Scout summer camping program to provide each Scout with an outdoor experience through which he has opportunities to: be challenged; work toward advancement; be active with his troop, patrol and others; achieve while learning; develop as a person; enjoy the Adirondack forest; and have fun. This booklet outlines the possibilities toward mission fulfillment.

Questions? Call the Seneca Waterways Council Camping Department at 585-241-8545

Contacts

The "2010 Guide for Unit Leaders" and all forms are available online at the Seneca Waterways Council website camping page at www.senecawaterways.org

Massawepie Scout Camps

Camp Business Office (summer only): 518-359-2281

Camp Fax (summer only): 518-359-2007

Camp Director: Steve Weisenreder, 585-241-8547

Email: s.weisenreder@senecawaterways.org

Camping Administrative Assistant: Joyce Perkins, 585-241-8545

Email: joyce.perkins@senecawaterways.org

Seneca Waterways Council

474 East Avenue, Rochester, NY 14607

Camp Operations Director: Don DeClerck, 585-374-5770

Email: don.declerck@senecawaterways.org

Director of Support Services: Mark Catlin, 585-241-8570

Email: mark.catlin@senecawaterways.org

Council Executive: Stephen Hoitt, 585-241-8550

Table of Contents

Section 1 Information for all

Massawepie History and Facts	4
Policy on Proper Supervision of Scouts	5
Camp Leader Qualifications	5
Camp Conservation Rules	6
Fee and Payment Due Dates	7
Pioneer Overview	8
Camp Equipment & Troop Equipment.	9

Section 2 Health, Safety & Food Service

Physical Exams	11
Medication Policy	12
Health Services & Medical Care	13
Camp Guidelines.	14
Camp Hazards & Precautions.	15
Bears in Camp	17
Emergency Procedures	18
Food Service.	20
Food Sanitation & Safety for Patrol Cooking Units	20

Section 3 Program, Advancement, & Activities

The Merit Badge Program.	21
Merit Badge Program Areas	22
Trail Blazers (first year program).	25
COPE.	26
Moutain Fox (older boy program).	26
The BarkEater Program	27
NEW Massawepie Outpost Awards	28
Order of the Arrow	28
Open Program Activities	28
Adult Leader Activities	29
Honor Troop.	29
Out of Camp Trips.	30
Massawepie Outposts	32

Section 4 Schedules, Forms & Maps

Available separately from www.senecawaterways.org

- Sunday in Camp Pioneer
- Master Schedule
- Merit Badge Schedule
- Merit Badge Prerequisites
- Saturday in Camp Pioneer
- Personal Equipment Checklist
- Massawepie Property Map
- Massawepie – Pioneer Map
- Massawepie – Adult Leader Registration Form

Massawepie History

The word "massawepie" is a Native American name meaning "lake by the marsh." Despite this, it is believed that few Indians had ever lived in the Massawepie area.

One of the first recorded European visitors to the area was Sir John Johnson, a member of the British royalty. In 1777, during the Revolution, he fled from the American Colonists along the Raquette River.

Addison Child of Boston purchased the Massawepie area, some 15,000 acres, in 1858. He paid the Biglow & King Mining Co. \$1 to \$3 per acre and named the property Childwold.

In 1890 Child erected a large resort hotel overlooking Massawepie Lake. (The location was in the area of today's Camp Pioneer.) Besides the main hotel building, there were two boathouses, several smaller buildings and cottages, a bowling alley, a golf course, and a casino. The capacity of the hotel was about 250. The resort was quite well known and was visited by several important people before it closed in 1909. Sometime after, the Sykes family bought the property and used it for a family retreat. The hotel was torn down in 1946.

Seneca Waterways Council made an extensive search for larger camp facilities to serve the then growing boy population of Monroe County. In 1951 the council purchased 2900 acres surrounding Massawepie Lake. The first Scout camp at Massawepie, Pioneer, opened in 1952. Camp Mountaineer opened a year later, 1953. Camp Voyageur opened in 1956 followed by Camp Forester in 1969. Over the years more land was purchased; the total today is over 3600 acres.

Massawepie Facts

LOCATION: Massawepie Scout Camps, owned by Seneca Waterways Council is located in the Town of Piercefield on Route 3, twelve miles west of Tupper Lake. Situated in New York State's Adirondack Park, the reservation is about 250 miles from Rochester.

GEOGRAPHY: The last glacier formed the Massawepie topography about 10,000 years ago. Massawepie Lake (450 acres; 1512 feet above sea level) and the nine ponds (700 acres total) were formed when chunks of ice broke off from the glacier into the deposited sand and gravel. Also on the property are the Grasse River and five streams. The renowned Massawepie Esker, a sensitive geological feature, is prominent. Also found are numerous wetlands. Among them are: the third largest mire (peat land complex) east of the Mississippi; a black spruce timber land bog; a dwarf shrub bog; blueberry bogs; and an inland poor fen.

CAMPS: Camps Voyageur, Forester, and Mountaineer are not currently in operation as Boy Scout summer resident camps. The last of these to discontinue operations was Mountaineer in 1999. You will be attending Camp Pioneer, which also serves as the base camp for the Seneca Waterways Council's nationally recognized **Massawepie High Adventure Trek Program**.

OTHER ITEMS: ◇ Miles of hiking trails ◇ has a protected spruce grouse habitat ◇ productive timber lands ◇

USES BY OTHERS: Environmental study area; Northeast Region National Camp School; BOCES summer camp; ◇ Conservation Easement with the State of New York ◇ 1997 Stewardship Award from New York State ◇ St. Lawrence University Outdoor Education training area.

From an advertisement for Childwold Park:

"Childwold Park is one of the finest and most attractive game and fish preserves in the Wilderness of the Adirondacks. It is a portion of the extensive Childwold estate, through which the picturesque Raquette River, after leaving Tupper Lake, winds its romantic and turbulent course between high, thickly-wooded hills and dense primeval forest lands, in a succession of rapids and falls, on its way to the St. Lawrence. Childwold Park comprises 6,000 acres preserved for hunting and fishing. Lake Massawepie, three miles in length, and a group of eight charming lakelets, reflect the encircling hills upon the face of their quiet waters, and present pictures of rare interest and beauty. These lakes nestle among hills covered by the forest in its very wildest aspect—Nature's bright jewels set in the heart of the wilderness."

Policy on Proper Supervision of Scouts

All adult leaders coming to camp should be aware of the following camp policies regarding the proper supervision of our youth members.

- Scouts need to be supervised at all times and should never be left in campsites without adult supervision.
- Corporal punishment is absolutely forbidden.
- Improper physical contact with Scouts is absolutely forbidden.
- Hazing is absolutely forbidden.
- Youth Protection guidelines must be followed at all times. Leaders should make every effort to prevent abuse of Scouts by other youth as well.
- **All adult leaders must complete Youth Protection Training prior to attending camp.**

MEALS IN CAMP The camp menu is designed to give Scouts proper nutrition. Leaders should make sure that all Scouts are offered three meals a day. A Scout should never be denied a meal as a disciplinary action. All food, issued to troops or served in the dining hall, should be made available to every Scout.

REST Sleep can make the difference between a great and a poor week. Each person needs a certain number of hours of sleep each night. Leaders should see that camp is quiet from 10:00 PM until 6:00 AM to permit those who wish to sleep a chance to do so.

UNIFORMING Why do the Boy Scouts have a uniform? It's for the same reason that Native Americans in the same tribe wore similar clothing; for the same reason a football or baseball team wears a uniform. It's because a uniform gives a standard to be met, promotes group spirit and designates equality from the start among members within the group. At camp the official Scout uniform is appropriate dress nearly any time during the week. We encourage units to wear their uniforms to and from camp and during chapel services. We expect all at camp (youth, adult and staff) to be in as full a uniform as they have for evening meals, evening flag lowering (retreat) and camp-wide campfires.

Camp Leader Qualifications

The New York State Department of Health requires Seneca Waterways Council to maintain records at camp of the qualifications of all adult leaders and trip leaders. All troops must have at least two adult leaders in camp at all times, one of whom must be 21 or older.

- All adults in camp must be registered members of BSA (i.e. have submitted a properly filled out BSA Adult Registration Application, with all required approval signatures, and been accepted). Registration in the BSA satisfies the background check requirement of the NYS DOH. Troops that are not from Seneca Waterways Council need to bring proof of registration to camp with them (official roster from your council works best).
- All adults in camp must have completed Youth Protection Training prior to attending camp. Youth Protection Training can be taken in a class format through your district or council or can be taken online by visiting www.senecawaterways.org or www.myscouting.org.
- All adults in camp must complete the Adult Camp Leader Registration Form, which can be found in Section 4 of this guide or on www.senecawaterways.org.
- A High School Diploma or equivalent experience is required to qualify as an adult leader in camp. In other words, an 18-year-old Scout who has not yet completed High School can attend camp (provided they have completed the steps listed above), but are not considered adequate adult supervision.
- Experience in camping and supervision of children is required to qualify as an adult leader in camp.

Trip Leader Qualifications: At least one qualified trip leader must accompany any group of campers leaving the established camp area for activities such as overnight camping. Adult leadership in the ratio of one leader for every eight campers must also accompany each trip. *In no case can this be less than the trip leader and*

one adult leader. The “established camp area” is defined as, “the immediate vicinity of the permanent physical facilities and the qualified supervisory staff.”

In addition to the qualifications noted above for adult leaders, the **trip leader** (or the leaders, between them) must:

- Be certified in American Red Cross **Responding to Emergencies (RTE)** or equivalent.
- Have CPR Certification.
- Have approval of the Chartering Organization.
- Have approval of the Camp Director.
- Be competent in the activity the troop is undertaking.
- Have knowledge of destination/area of activity.
- Have BSA Lifeguard Certificate or equivalent **AND** follow Safety Afloat guidelines if boating activities are included. **Off-site swimming is not permitted.**
- File the appropriate “out of camp” form with Seneca Waterways Council or the Trek Director.
- Be sure transport vehicles include: flares, fire extinguisher and first aid kit.
- Confirm that trip drivers and vehicles meet minimum NYS driving requirements, inspection standards and have proper insurance.

Seneca Waterways Council has developed an appropriate application form to comply with the requirement for qualifying as an adult leader for camp. The trip leader application is on the back of the form. Forms may be found in the last section of this book or on the council website www.senecawaterways.org. As troops recruit leaders to go to camp, this form should be completed and returned to the Scout Servicenter, but no later than three weeks before arrival at camp.

Most community ambulance corps have qualified instructors in Red Cross RTE and CPR. The Red Cross also has courses available.

It is important to point out that these regulations are intended to help ensure that all of our Scouts have a safe, positive experience at camp.

Camp Conservation Rules

- ❖ No trees are to be cut down without permission from the Camp Ranger.
- ❖ All fires are to be built on fire altars or in half barrels. No fires are to be built on ground. Fires will be kept to a reasonable size.
- ❖ No animals are to be trapped or kept in a campsite. If an animal is found injured, it is to be left alone and reported to the Camp Director.
- ❖ Walk on the existing trails. Do not start new trails.
- ❖ Once wild animals, bears or raccoons in particular, find food available in your site they will return nightly until they do not find anything. There is always a danger of a Scout or leader being injured by an animal. Thus, each leader should make it a priority to see that **NO** food is present. ***Absolutely NO food or food remains may be kept in your site. See also "Bears in Camp."***

Fees and Payment Due Dates

Camp Fees for Scouts

One Week Fee – Troop reserved by November 1, 2010 – In Council Scouts and	<u>1st Week</u>	<u>2nd Week</u>
Out of Council returning from 2010.....	\$295	\$275
All other out-of-Council Scouts	\$305	
One Week Fee – Troop reserved after November 1, 2010 – In Council Scouts and		
Out-of-Council returning from 2010	\$295	\$275
All other out-of-Council Scouts.....	\$305	\$285
Adult Leader Fee, each leader/each week (to cover food & supplies).....	\$160	\$160
Late Charge, each (for payment after May 15, 2011 per person – adult and scout).....	\$25	
Brother Discount (each)	\$25	
Campership* Reduction (by application).....	up to half of total; varies by need	
Mountain Fox Program Scout – camp fee plus.....	\$95	
Mountain Fox Adult – camp fee plus.....	\$95	
Brotherhood Ceremony Fee – includes Sash.....	\$20	

ALL FEES ARE NON-REFUNDABLE

***Camperships** (for Seneca Waterways Council Scouts only) are available through the Camping Department from funds raised annually from donations. Details are on the Campership Application Forms, available on the council web site and at the Scout Shop in the Servicenter. Forms must be submitted prior to April 15, 2011. Only the most current form dated 12/09 will be accepted.

Fees for Scouts and leaders are collected by the troop and paid at the council Servicenter. **The fees, along with Adult Leader Forms, and completed Troop Rosters (listing Scouts and Leaders), are due on or before May 15, 2011.** Your troop must notify us of roster changes as soon as you are aware of them by calling the Camping Department at 585-241-8545 or via e-mail at camping@senecawaterways.org. **Camper and adult leader fees are non-refundable.**

During camp the troop may accrue additional expenses. Normal extra costs are: equipment rentals, equipment replacement or other damages, transportation, extra food (for a cobbler or a demonstration), guest meals, special trips, Mountain Fox Program and OA Ceremonies. Troops should plan on, or be prepared to cover, additional expenses.

At Camp Billing

You will receive your final financial statement at camp. This will reflect any last minute changes and incidental expenses. Office hours will be set up each week for you to come to the office and review your final bill with the Business Manager or Camp Director prior to your Saturday departure. **The account must be settled before a unit departs. Blue cards will not be issued to a unit that has an outstanding balance.** Any balance owed to the camp can be paid in cash or with a check payable to the Boy Scouts of America. Payment can also be made with Visa and Mastercard, with the card-holders signature attached.

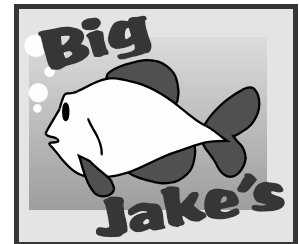
Pioneer Overview

FOOD SERVICE Meals at Pioneer are available in two options. When troops register for camp, they select from Dining Hall and/or Patrol Cooking options. Patrol cooking units will need to choose between lunch in their site or at a second session in the dining hall. This option will be available on the unit rosters. More information on food service can be found in the Health & Safety section.

STAFF Pioneer has an excellent, well-trained staff headed by the Camp Director. The staff will help, assist and accommodate troops in every way possible; but will not take over the duties of troop leadership, except in an emergency. The staff will make every effort to smoothly coordinate the needs of your troop, patrols and Scouts with others in camp. Contact the Camp Director if you have a qualified Scout or Scouter who would be interested in joining the staff.

CHAPLAINS We will offer a Scout Vesper Service weekly. Availability of Chaplain services will depend on volunteers. When chaplains are not available, an appropriate, capable staff member will assume the duties normally performed by a Chaplain.

TRADING POST & CONCESSION STAND The Trading Post carries a wide range of items for your shopping pleasure. There is an extensive selection of handicraft supplies. BSA accessories, equipment, supplies and literature are available, at catalog prices. The large selection of camp souvenir items is always popular. Personal needs such as toiletries, batteries, film, etc. are also stocked. The concession stand, "**Big Jake's**," has a wide variety of snack items. Hours for both are posted. Vending machines for Pepsi and sport drink items are also available. Recommended spending money for a Scout is \$60 for one week.



PROGRAM & ADVANCEMENT Pioneer provides a wide range of program and advancement opportunities for Scouts and troops. In addition, the staff coordinates activities such as campfires, camp wide games, out of camp trips, etc. Details are in **Section 3**.

MASSAWEPIE OUTPOST OVERNIGHT Massawepie has an extensive trail and outpost system. You choose when you want a trail/outpost overnight and work with our Trek Director to make it happen. The idea is to have a few troops out each day/night, throughout the week. Make-up time is built into Trail Blazer and Merit Badge scheduling so your Scouts can have their full program time, complete badges, and still experience the Massawepie wilderness. We will make it work for you and your Scouts. Remember, every unit that goes out on trail must have an adult leader that has **Responding to Emergencies** in order to go. Details are in Sections 3 and 4. Staff-led outpost experiences will be offered based on availability.

ADULT ACTIVITIES Several activities are available to troop leaders. Adult rifle and shotgun tournaments are among the more popular. Troop leaders are also an important part of our "customer base" which we serve. Training including Safety Afloat, Trek Safely, Safe Swim Defense and Climb on Safely will also be offered. Other courses may be presented, based on the availability of volunteer trainers. See the program section for a more complete listing.

PARENT VISITS TO CAMP Visitors are welcome any time. Be sure the troop leader is aware of any *planned* visit; "just in the neighborhood" drop in visits tend to be disruptive. Visitors **must** check in at the Camp Office. Their use of camp facilities is restricted. Meals can be arranged, when space allows; refer to the food service part of Section II. Taking Scouts out of camp during a visit is strongly discouraged. Instead, let them be tour guides and show off "their" camp. One caution – if a Scout is subject to homesickness, a visit is not advisable unless it is at the end of his stay. All Scouts and leaders must sign in and out of camp.

MAIL A card or letter from home can be a welcome break for a Scout, or it can start a bout of homesickness. ***Keep messages short and upbeat!***

Mail to camp can arrive the next day, or it can take four days; most often it takes two. Mail should not be sent after the Tuesday before a camper is to come home. "Care packages" with food in them are discouraged as the food may attract animals. All mail **must** have a troop number on it. Address mail as follows:

Name, Troop #
Massawepie Scout Camps
65 Massawepie Road
Tupper Lake, NY 12986

Mail can also be sent home. Postcards are recommended and will be sold in the Trading Post. Parents may want to get the ones with postage already on them and pre-address them. A Scout will be more likely to write home. He can put them in the box by the Central Office door.

Emergency Phone Calls

If a call to camp **MUST** be made, call:

518-359-2281

This is **ONLY** for a **REAL EMERGENCY!**

The main phone is in the central camp office. Depending on the time of day, the answering of a call may take many rings. When someone answers, they need this information:

- ◆ **Caller's name**
- ◆ **Who the call is for & their troop #**
- ◆ **Brief reason for the call**
- ◆ **Number to call back**

Then wait by that phone. It will take 15 minutes to two hours (or more) for the return call. If a leader should make the call due to its nature, put that in the message.

PLEASE, unless the emergency will require early departure from camp, wait until the Scout returns home, *discretion is vital*. We don't want a stay at camp ruined by news that could wait.

Calls: There is a pay phone (calling cards or collect **ONLY** – no coins) available for campers and leaders to use at Central Office. It can be used on a 1st come 1st serve basis. We ask that callers try to limit calls to 3 minutes. A leader should accompany a Scout to use the pay phone. Calls must be made either with a phone card or collect. We do not recommend Scouts make calls home as that can create homesickness. ***NO CELL PHONES FOR SCOUTS.***

Camp Equipment

At All Camp Sites

- Two-person canvas wall tent on a platform (approx. 5 per patrol site)
- Flag Pole
- Metal cot, Mattress - (2 per tent)
- Dining fly – (1 per patrol site)
- Picnic table – (1 per patrol site)
- Porta John
- Multi-spigot washstand - (cold water only)
- Bulletin board
- Campfire Altar



At Patrol Cooking Sites (per patrol)

- Patrol box (storage)
- Cook kit (pots & pans) & Chef kit (cooking utensils)
- Propane stove, 2-burner
- Wash buckets (3)
- Food buckets (food retrieval)

Available from commissioners

- ✓Toilet paper
- ✓Latrine cleaning supplies
- ✓Binder twine (for improvements)

TO BE RETURNED:

- ✓Bow saws
- ✓Scout axes
- ✓Rakes
- ✓Sharpening tools
- ✓Shovels
- ✓Rope (pioneering practice)
- ✓Dutch ovens (limited quantity)
- ✓Ask...we'll try!



Suggested troop equipment to bring

All troops

- US flag
- Troop flag
- Patrol flags
- First Aid Kit
- Lantern (battery)
- Tents for Outpost Camping Trips

Patrol Cooking Troops

- Plates, Utensils & Cups
- Saws & Axes
- Percolating Coffee Pot
- Dutch Oven
- Spices



Suggested equipment for troop leader to bring

- Alarm clock (wind-up/battery)
- Lawn chair
- Troop Merit Badge Pamphlets
- Medical form copies for **ALL (must bring)**
- Personal medication forms
- Swim test records
- Pre-camp planning paperwork
- Radio for weather (battery)
- Lantern (battery)
- Blue Merit Badge Cards
- Meningitis Vaccination Response Form – for 2 week campers
- Camp Payment records
- Troop insurance information
- Clip board
- Thumb tacks
- Troop advancement records
- Photo copies of Scouts insurance cards
- Troop insurance information
- Troop Check Book**

**The Personal Equipment Checklist
Is available at the back of the book
Or at www.senecawaterways.org**

Section 2

Health, Safety & Food Service

Medical Forms

There are several different forms that need to be completed. Please pay close attention to the information to follow to make certain that the correct information is provided. We could be forced to send a Scout home from camp if medical forms are not correct. Please help us make certain that this doesn't happen to your Scouts!

All Medical Forms can be obtained through the Seneca Waterways Council Servcenters or by visiting www.senecawaterways.org.

Please Note: Medical Forms CANNOT be returned. New York State Department of Health requires that we retain all medical forms. Please make copies before arriving at camp.

NEW BSA Annual Health and Medical Record (form#34605 or #680-001):

- **These are the only forms that can be accepted. We cannot accept any other form, including BSA forms from past years and school forms. ONLY BSA FORM 34605 or 680-001 can be accepted.**
- This form must be completed and signed annually by both parent (or participant if 18 or over) and practitioner (MD, PA, or RNP).
- Part A is completed by the parent/participant. Part B is completed and signed by the practitioner. Part C is signed by the parent/participant.
- Height/weight chart is only required for high adventure participants (i.e. Trek and Mt. Fox).
- Please take note of the following commonly missed items:
 - **Parent Information & Contact:** Make sure we know how to contact a parent while their son is at camp. Include home, work, vacation numbers etc...
 - **Emergency Contacts:** This should be someone other than the parent / guardian or significant other
 - **Insurance Information:** Attach a copy of the participant's insurance card.
 - **Parent/Guardian Signature:** This form must be updated and signed annually (12 months). This signature states that ALL information is current and correct. If the form is not correctly signed, the Scout will not be able to participate in any activities at camp until corrected!
 - **Immunizations:** This is the most frequently missed section; often parents assume the physician will complete this section. **Immunization dates must be included;** "up to date" or "current" is not acceptable.
 - **Physical Examination:** Practitioner (M.D., P.A. or R.N.P) needs to list any activity or dietary restriction, if there is none it should be noted "none".
- **This form is only valid for one year (12 calendar months).** Please make certain that the practitioner signature is within the last 12 months.

Medication Permission Form (Individualized Standing Orders)

- The BSA Annual Health and Medical Record also contains space for medications to be listed and approved by physician, which may be used in addition to or in place of this form.
- Medication Permission Form (or medication portion of Annual Health and Medical Record) must be signed by any youth participant's physician in order for us to distribute ANY (including over-the-counter) medication to the Scout while at camp.
- The Medication Permission Form includes many of the most commonly used medications at camp. Practitioner should check boxes of medication that may be given to the Scout. The top of this form contains space to write in medications not listed.
- Under New York State law, we CANNOT distribute any medication to youth without this form! Make certain that all medication the Scout will need to take at camp are included.

Meningococcal Meningitis Vaccination Response Form

- This applies only to youth (under age 18) campers who will be in camp for at least **seven** nights (in other words, two-week campers).
- New York State law requires that we collect this form, signed by a parent/guardian stating that they have been made aware of Meningococcal Meningitis, and have either had or declined vaccination.
- This vaccination is not required. We are simply required to collect the information.
- Only a parent/guardian signature is required; doctor signature is NOT required.
- The information and response form can be obtained at the Seneca Waterways Council Servicer or by visiting www.senecawaterways.org.

Medication Policy & Procedures

In order to comply with BSA and NYS DOH Regulations, all youth medications will be stored in a locked box under the control of the Health Director.

- All Medication must be in the original pharmacy-labeled container/package. The pharmacy label should not be altered in any fashion.
- All Medication must have Scout's full name on container/package.
- Please label medication with your Troop # on the container/package.
- **Troop Medication Record:** each troop will be asked to fill out and update this form to create an accurate record of what medications were taken at camp.
 - We recommend filling out this sheet before coming to camp. An electronic copy is available at www.senecawaterways.org
 - Place each Scout's name, medication, dosage, and frequency. Each medication should have its own section.
 - This form is only for prescription or daily medications; as-needed medication can be added if and when it is used.
- At Camp:
 - An adult leader must accompany the Scout(s) each time they are required to take their medication. This is to assure that the correct Scout receives the correct medication. Any Scout not accompanied will not receive their medication until an adult leader is with him.
 - Medication times will be posted at camp. Leaders should make arrangements with our medical staff for Scouts who need to take medication at non-standard times.
 - Under our supervision, the adult leader will give the medication container to the youth for **self-medication** and initial the Troop Medication Record.
 - Please note: **Scouts MUST self-medicate**, meaning that they must read the bottle, select the appropriate amount, and take their medication. We cannot do it for them. Please make certain that each Scout and parent/guardian understands this requirement.
 - On Saturday morning, troop leaders will need to go to the Health Lodge and pick-up their Scouts' medication.

At-Camp Medical Re-Check

Shortly after arrival in camp, each troop will need to go through Medical Re-check. Here's what to expect:

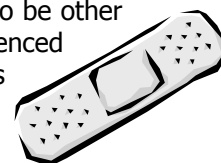
- Each Scout will be screened. This includes a review of their medical forms and some simple questions.
- Be sure to bring the troop medical records, all of the Scouts' medications and an updated troop roster.
- Any medical forms with incomplete or missing information or with a medical concern will be flagged for the Health Director.
- The troop leader will then meet the Health Director to go over any flagged medical forms and discuss medical concerns.
- **The troop will have 24 hours to resolve any and all issues on the forms.**
- Each troop will be assigned a medication box for all scouts' prescription and over-the-counter medication, which will be stored at the Health Lodge.
- Buddy Tags will be given out with the names of scouts and leaders who have been medically rechecked and cleared.

Helpful Hints for Troop Leaders

- **Insurance cards:** We strongly recommend that all Scouts and leaders carry or attach to their medical form their insurance policy card (either copy or original) so that it is available if off-site medical treatment is necessary.
- **Collect all required medical forms at least one week prior to coming to camp.** This will allow you time to pre-check the forms and make sure they are completed properly. This will also allow you and the parent/guardian to correct any problems before camp.
 - **Please Note:** If any forms are missing or incomplete, it will be up to the leader to get that information within 24 hours. This will be difficult on Sunday because most doctors' offices, where the information likely is, are closed.
 - Until all issues are corrected, the Scout will not be able to participate in any activities.
- **Make copies of all medical paperwork.** This way there is one copy to turn in to the camp and the originals can be kept in a safe place with the troop. We are required to maintain all medical forms. Copies cannot be made at camp.
- **Collect all Scouts' medication before you leave for camp.** Ask all parents if they have any medication for their Scout. This can help avoid problematic situations at camp.

Health Services and Medical Care

The camp employs a Registered Nurse or E.M.T. as full-time Health Director. There may also be other health professional volunteers in attendance some weeks. The Council has an experienced physician who is always on call for advice and consultation. Medical Forms are always checked before routine treatment, regarding medication, allergies, etc.



There is no extra fee for medical care, supplies and medications provided at camp.

However, if a serious injury or illness requires off-reservation care, the expense is to be covered by the parent of a Scout, or the adult who is treated. If the information is available, the expense may be



filed with the individual's health insurance provider, if any. We strongly recommend that Scouts and leaders carry in their wallets, or attach to their medical form, a family insurance policy card so that it is available if off camp treatment is necessary.

Parents will be contacted immediately if their son/spouse must be taken to a facility outside of camp for treatment. Be sure the emergency contact information on the medical forms is correct; the form will always accompany the patient. Depending on the treatment needed, we use one of these facilities.

❖ **Tupper Lake Health Center, 518-359-7000**

❖ **Adirondack Medical Center (Saranac Lake), 518-891-4141**

❖ **Clifton-Fine Hospital (Star Lake) 315-848-3351**

Sanitation and Hygiene

A Scout is Clean

Hand Washing: Washing hands is essential both for good hygiene and for your own health. Soap and water is provided at each campsite. Additionally, there is hand sanitizer mounted at each entrance to the Dining Hall and at each latrine. ALWAYS wash hands after using the latrine and before meals! Staff will see that all Scouts sanitize their hands upon entrance to the Dining Hall.

Showers: There are three shower houses at Camp Pioneer. Each features 12 individual shower rooms with locking doors. Each shower house features two sinks at the end of each building for shaving, brushing teeth, etc. Shower houses are open 24 hours a day, and we encourage all campers to shower daily! During late evening and early morning shower use, please be courteous to the campsites near you, and keep the noise to a minimum. Please keep the building neat; don't leave trash, towels, soap, dirty clothes, etc. Leaders & Scouts will use the same shower house.

Dirty clothes should be put in a laundry bag, NOT dumped on the floor. Wet clothes should be hung out to dry first. We strongly encourage you to change all clothing daily! Don't sleep in clothes you wore all day. Your Scout Shirt should be hung neatly on a hanger when you take it off. Other clothes you might wear again can go on a hanger or be neatly draped over the cot frame ends. Most tents will have twine strung from pole to pole for hangers. If yours doesn't, put one up. **Change socks often!** Use foot powder! *Rotate your footwear if possible!* You cut down on moisture and odor, and will help prevent blisters. If you get a blister, get it treated quickly!

Clean dry air is a great freshener! Open tent flaps when weather allows, airing it out. On dry days open your sleeping bag and hang it out. Airing will dry any moisture and it will smell fresh too.

Use the porta potties only as a porta pottie! It isn't a trash bin or play house. Use the urinal if you don't need to sit; keep the seats dry. Be neat. Tell your SPL or a leader when the toilet paper is almost gone.

If you have an "accident" or if you vomit, day or night, don't be embarrassed to ask one of your leaders for help. They'll do their best to help you quietly and discretely. NO Scout should ever be singled out or allowed to be teased for something beyond his control!



Health & safety for your feet

NEVER GO OUT OF YOUR TENT BAREFOOT! Always have something with a *solid sole* on your feet when outside your tent! Bring sneakers, or deck shoes to slip on for visits to the Porta John, washstand or neighboring tents. Use care IN your tent too! The floors are wood so slivers and nails could be a problem. A cut or puncture on your foot could end your fun at camp and make life very difficult; we walk everywhere we go! When leaving your immediate camp area, you must wear footwear that is closed toe.

There are too many rocks and roots that can injure toes and ruin your fun at camp. **No open-toe footwear is permitted in camp.**

Camp Guidelines

The principles of the Scout Oath and Law are the guiding principles of Massawepie Scout Camps. The Camp Operations Committee for the health, safety and protection of all Scouts and leaders attending camp has established the following:

- **All firearms are to be left at home.** Rifles, shotguns, and ammunition will be available for your use at the ranges. Under no circumstances should ammunition for the ranges be brought to camp, or taken from the ranges. The camp has archery equipment. Leave your bows and arrows at home. Our liability insurance requires these policies. The New York State Police may be notified in the event of violations to this policy.
- **Alcoholic beverages and illegal drugs are not permitted in any Scout camp.** The NY State Police will be notified in the event of any violations to this policy that violate state law.
- No flames in tents.
- **Fireworks of any type are prohibited.**
- No smoking or tobacco use, except by adults in designated areas.
- Please do not bring watercraft to camp. Our liability insurance only covers the in-camp use of council-owned equipment, which has to meet specific national standards.
- Please do not allow your Scouts to bring valuables to camp.
- All personal vehicles must be kept in the parking lot. Personal vehicles are prohibited within the camp proper unless the Health Director, Assistant Camp Director, or Camp Director grants permission. Leaders may transport Scouts from the parking lot to either the rifle range or shotgun range providing that the correct route is used and that all "*Guide to Safe Scouting*" policies are followed.
- **Transporting anyone in the bed of a pick-up truck is illegal in New York State** and as such is not permitted in camp. These are health and safety policies. Please help us keep your Scouts safe!

- Discourage Scouts from bringing CD players, radios, electronic games and other electronic/battery-operated "valuables." These can be damaged by moisture, easily lost, and will destroy the "serenity" of the Adirondack forest.
- **No weapons**, sheath knives, other large knives, bows, rifles, slingshots or similar items are allowed.
- No pets are allowed in camp. The exception is a certified Leader or Guide Dog.
- No aerosol insect spray or other aerosols are allowed. (Pump sprays are okay.)
- No bicycles are allowed unless medical permission is granted.
- No two-way radios or cell phones for Scouts.
- Theft, or any other illegal activity, will be investigated and prosecuted.

Camp Site Fire Protection

Use provided plastic pails with handles for fire buckets. They should be placed at each tent and fire site. Safety regulations require full fire buckets at each tent. It is up to the leaders to see that they are not used for other than intended purposes. The buckets should be filled with clean water daily (to avoid mosquitoes) as part of the troop campsite cleanup procedures, per the Fireguard Chart.

- **Fire Control:** It is recognized that fire buckets have no value against a large fire. They are of great value in keeping a small fire from becoming a large fire, or for putting out minor fires.
- **First Aid:** Minor cuts and scrapes may be treated by an adult leader in the campsite and reported to the Health Lodge. The Health Director should treat all seriously injured or ill Scouts immediately.
- **Tending:** All fires are to be tended at all times, with an adult nearby. **No fire is to be left burning in a campsite where there are no campers.** Fires must be kept small and treated with respect.
- **Never build a fire directly on the ground at camp.** The pine duff may catch; burn and travel "underground" undetected, and then pop up to easily burn hundreds of acres of land.
- **How & Who:** A **Troop Fireguard Chart** (supplied) **MUST** be properly filled out for the week and posted on your site bulletin board!

Camp Hazards & Precautions

All unit leaders need to be aware of potential camp hazards and take the necessary steps to ensure that safe procedures are followed and necessary precautions are taken. Most are common sense; however, it is important to at least mention them and bring them to your attention. Potential camp hazards include (in no particular order):

- **Raccoons, skunks, bats, porcupines, squirrels, deer and other wildlife.** Some we rarely see while others are daily/nightly visitors. Make sure to instruct your Scouts to treat wild animals with respect, and with extreme caution. Mammals can carry rabies. Any bite or scratch from a wild mammal must be treated as potentially rabid. The treatment is long and somewhat painful. Boys should stay clear of all wild animals as much as possible. If they spot an animal that is acting abnormal in any way, they must get away from the animal and tell an adult immediately. The adult must assure safety for the Scout/s and then report it to a Commissioner, other staff member or at the Office. See also "Bears in Camp".
- **Ticks, blackflies, and other insects.** Massawepie has a large blackfly population during the early part of the summer. Blackflies and mosquitoes bite; the bites are extremely uncomfortable. Boys should be instructed to wear a commercial repellent with D.E.E.T. and stay away from scented soaps, shampoos, and deodorants while at camp. There are many unscented products on the market. Several kinds of bees are found in large numbers in places in and around the camp. They like crawling inside pop cans – beware! The many spiders and related crawlies are our friends, feasting on the smaller flying pests. Ticks can be transmitted from tree leaves or other vegetation. Ticks will most often be found behind the ear, in the neck area, or around the lower leg. But they will attach themselves almost anywhere. Any Scout or leader who is found to have a tick should be brought to the health officer immediately. **Campers should not remove ticks.** Only trained health professionals should remove a tick.
- **The Forest.** Massawepie Scout Camps is 3700 acres in the north central Adirondacks. Along with its denizens, the forest itself can be a hazard. Campers, both youth and adult should **never go anywhere alone. Use the buddy system at all times. Never bushwhack – stay on existing, marked trails and roads.** Leaders should not allow Scouts or groups of Scouts to hike unsupervised. Hikes should be planned in advance and a trip plan filed in the camp office. The forest contains swamps, fallen trees, dead trees that could fall at anytime, sharp rocks, boulders, sudden

drop-offs, cliffs, sink holes, etc. A person could easily get himself and his companions lost and in a dangerous situation. **Never climb trees under any circumstances, for any reason.**

- **Massawepie Lake and other bodies of water.** Lakes, ponds and rivers are beautiful, natural wonders; however, they must be treated with proper caution. **Swimming is only permitted at the Waterfront.** Off-site and outpost swimming is not permitted. Boating is only permitted under the BSA Safety Afloat Guidelines. Campers should never enter any body of water for any reason other than swimming in prescribed areas, where all of the necessary safety guidelines and criteria are being followed.
- **Chemical fuels.** Chemical fuels, in general, should not be brought to camp. Only adults can use such fuels in lanterns, stoves, etc. All fuel must be stored by the camp in proper containers. No youth camper is permitted to use chemical fuels. The only exception is for patrol cooking troops who will be using propane stoves. Even then, direct adult supervision is required. The Scout Servicer has a complete brochure on rules, regulations and procedures concerning chemical fuels. Districts may offer training and certification at Roundtables.
- **Food and trash removal.** Patrol cooking units must bring trash back to the dining hall after every meal. Absolutely **NO FOOD** or **GARBAGE** may be kept in the campsite. Remember, wildlife is attracted to food waste. **All trash must be returned to the garbage scow prior to 7:00 PM every night. No food, candy, or snacks should ever be brought into tents, sleeping bags, or packs for the same reason.** If your boys purchase snacks they should be eaten near the trading post and the waste disposed of properly.
- **Weather.** Make sure your boys pack for three seasons – all of them wet. The weather in the Adirondacks can change rapidly. Despite the summer season it can get very wet and/or very cold at camp. Likewise, it can get stifling hot. Boys need to have enough dry, warm clothing to prevent hypothermia. Likewise, because of the altitude, dehydration and heat exhaustion can occur more rapidly. Make sure they drink enough water, even if it's rainy, and cool. Dehydration is the number one cause of camp illness. In the event of an extreme storm (electrical, micro-burst, tornado) you would be given specific instructions. However, in any storm, remember common sense lightning precautions. Stay away from lone trees and conductors. Seek shelter, stay off and away from bodies of water, and don't be the tallest thing where you are located. If in an open field, lay flat until the storm passes.

This is not an all-encompassing list; however it covers the most obvious hazards. The more informed you and your boys become, the less likely any accident, emergency, or tragedy is likely to take place.



BEARS IN CAMP

Bears, like other wildlife, are a regular part of camping in the Adirondack Mountains. Though the presence of such a large animal in camp can be disconcerting and is to be treated seriously, it is important to remember to stay calm and not overreact. Panicking will only make things worse. Remember, we're in their home.

IN THE EVENT OF A BEAR SIGHTING:

- ***CAMPERS SHOULD SLOWLY BACK AWAY.*** Give the bear plenty of space and allow it to go about its business.
- ***DO NOT CORNER THE BEAR,*** chase it, throw things at it, take flash pictures of it or attempt to feed it.
- ***NOTIFY THE CAMP OFFICE ASAP.*** We'll take it from there.

MASSAWEPIE SCOUT CAMPS POLICIES:

- ***Absolutely no food, beverage or garbage may be in any campsite after 7pm.***
 - *Garbage must be brought to the garbage scow behind the dining hall by 7pm.*
 - *"Bear Buckets" must be brought to the Patrol Cooking Depot located near the dining hall by 7pm.*
 - *Picnic tables in patrol cooking sites and patrol boxes should be washed with a bleach or ammonia solution (provided) by 7pm.*
- ***Under no circumstances should any food or related items be brought into any tent FOR ANY REASON.***
- ***Any Scout or troop who attempts to bait or feed a bear in any way will face strict disciplinary actions, possibly including expulsion from the property and ticketing.***
 - *This is a violation of the New York State Conservation Law.*



The Above Policies Are Strictly Enforced!!!

THE COMMISSIONER STAFF WILL CONDUCT A NIGHTLY INSPECTION OF EACH SITE. UNITS FOUND IN VIOLATION OF THESE POLICIES COULD FACE:

- ***Permanent confiscation of food and beverage items.***
- ***Ineligibility for Honor Troop and other awards.***
- ***Expulsion from Massawepie Scout Camps.***
- ***Ticketing by the NYS Department of Environmental Conservation.***

Emergency Procedures

General Procedures

*In case of an emergency in camp, a siren will sound. All Scouts, leaders and staff must immediately **report to the Parade Field**. Unit adult leaders will **conduct a roster check (not a head count)** as Scouts assemble and report to the Senior Commissioner. Staff roster checks will be done by the Program Director. Instructions will be given to camp leaders.*

1. LOST SWIMMER

- a. See general procedures above.
- b. Waterfront Director conducts lost swimmer search until the swimmer is accounted for.
- c. Camp Director has Camp Office notify the Health Lodge.
- d. Health Officer is dispatched immediately from the Health Lodge to the Waterfront.

2. FIRE

- a. See general procedures above.
- b. Staff members assume responsibilities as a fire fighting team under Camp Fire Safety Director (Camp Ranger) and Fire Safety Marshall.
- c. The Central Office and the Health Lodge are notified immediately in case of fire.
- d. The Pioneer Camp Director determines if additional outside help is needed to combat the fire upon report from the area where fire occurs.

FIRE FIGHTING TEAMS

Fire fighting teams will consist of **staff members only**. The Camp Director will designate teams. The Camp Ranger will lead the fire fighting effort.

3. LOST PERSON PROCEDURE

- a. Report any person whom you suspect to be missing to the camp office. Do not delay reporting a missing/lost person! One of your leaders should wait in your site in case the missing person returns. The Camp Director will institute search procedures using the camp staff, and if need be, even outside help.
- b. See general procedures above.

4. SERIOUS INJURY OR DEATH

The Camp Director should be notified as quickly as possible after the accident or discovery of the situation. Medical help will be dispatched.

5. CHILD ABUSE

Notify the Camp Director immediately upon suspicion. The report is to be kept confidential. Give the Camp Director as much information as you know. Don't conduct a personal investigation yourself; protect the dignity and privacy of all involved.

6. CHEMICAL SPILLS

The Camp Director should be notified as quickly as possible after the spill or discovery of the spill. The Camp Ranger will head up correcting the situation.

7. WEATHER RELATED EMERGENCIES

Troops will be instructed as necessary depending on conditions.

- a. Flood**
 - 1) See general procedures.
 - 2) When storm is over, resume activities.
 - 3) Camp staff should be prepared to act at any time during flood danger.

- b. Lightning Storm**
 - 1) Take cover and stay low.
 - 2) When the storm is over, resume activities.
 - 3) Fire fighting teams should be prepared to act at any time during the storm.
 - 4) No aquatics or showers during thunderstorms.

- c. Tornado**
 - 1) Take immediate cover in any nearby ravine or low area.
 - 2) See general procedures in effect after the storm has passed.

- d. Hurricane/High Winds**
 - 1) Take immediate cover in a building or ravine.
 - 2) See general procedures in effect after the storm has passed.

- e. Hailstorm**
 - 1) Take immediate cover in the nearest shelter or tent and let the storm run its course.
 - 2) See general procedures in effect after the storm has passed.

- f. Earthquake**
 - 1) See general procedures.



Food Service

Anyone with dietary restrictions, kosher or special dietary needs, or concerns should note them on their unit roster and pre-camp survey. Copies of the menu will be posted at the dining hall and on bulletin boards.

Visitor Meals: Pioneer can serve only a few visitors per meal. Tickets must be purchased at the camp office two hours before the meal. Costs of meals are as follows: Breakfast, \$5; Lunch, \$6; Dinner, \$7.

Hand Washing: Washing hands is essential both for good health. Soap and water is provided at each campsite. Additionally, there is hand sanitizer mounted at each entrance to the Dining Hall and at each latrine. ALWAYS wash hands after using the latrine and before meals! Staff will see that all Scouts sanitize their hands upon entrance to the Dining Hall.

Food Sanitation and Safety for Patrol Cooking Units

1. Wash hands, table and utensils before and after each meal. All food handlers must wear sanitary gloves.
2. Fire and Knife Safety - refer to your Boy Scout Handbook.
3. Frying - should always be done on low flame. Always place food gently into hot grease; never drop or throw. If grease splatters, cover and adjust heat.
4. When working with hot foods or utensils, always look before you move. Let people know you are moving hot items such as pans of water or grease. Always use proper cooking tools when handling hot items.
5. When draining water, use colander and drain water away from yourself.
6. When draining grease, drain into grease bucket, let cool and remove from camp.
7. Keep hot foods hot and cold foods cold.
8. When using cooking grate be sure that it can support water buckets or other heavy items that have been heated.
9. Follow the instructions on the sheet you'll get with every meal.
10. ***No food, candy, or snacks should ever be brought into tents, sleeping bags, or packs.***

Section 3

Program, Advancement & Activities

The Merit Badge Program

Massawepie's Advancement Philosophy / Program:

Scouts and leaders have certain expectations when they come to camp about the number of merit badges that they should go home with and what amount of effort they will have to put into earning the badges at camp. Some will be prepared by competing pre-requisites for items that cannot be done at camp while others will not. Pre-planning and counseling of your Scouts will determine their success while in camp.

Our mission is clear. We help them with requirements that can be done in camp expecting no more or no less than the standards of Boy Scouts of America. Our reputation is at stake, but more importantly, we have an obligation to the Scout and to all Scouts in the nation.

Our obligation to the Scout is to give him the sense of satisfaction that he earned it by meeting a standard that is recognized nationally for the badges he works on.

Our obligation to all Scouts in the nation is that we uphold the standard so that the value of the badge, or the effort put forth for it, is the same in our camps and our council as it is in Arizona, Maryland, or anywhere else. It has to do with honor among Scouts that our Oath and Law require us to uphold.

Prior to camp, the Scoutmaster should conduct a conference with each Scout to determine the merit badges that are needed for the next rank. From the list of merit badges available at camp, the Scout should then select the ones he would like to earn while at camp or start while at camp. The leader can help Scouts set realistic expectations and discourage over-programming.

How many badges are too many? We realize that the Summer Camp experience is the best and most convenient time to earn as many merit badges as possible. With that in mind, we have found through experience that a Scout who tries to do too much at a time winds up with more incomplete badges and has a frustrating and stressful week trying to please his Scoutmaster and Parents. The average Scout should realistically be able to earn 2-4 merit badges while leaving enough time for the "extras" our program offers... (i.e. FUN!) For First Year campers, the emphasis should be placed on the Trail Blazer Program that should give him a great boost in rank advancement, and the opportunity to earn 1-2 merit badges as well.

To boost your troop's success rate, we recommend that **merit badge pamphlets** be obtained before camp. While we try our best to anticipate demand, it is impossible for us to precisely know how many to stock at the Trading Post. Besides, Scouts can get a head start by reading the book before camp and they may need to complete certain prerequisites before coming to camp. Those requirements are listed later in this book. Make sure your Scouts are prepared!

Scoutmasters are asked to have a properly filled-out **blue card** (merit badge application) for each merit badge a Scout selects and make sure the Scout understands he must take the card to the first merit badge session he attends.

Blue Cards, Partials and Prerequisites

Scouts will need to submit a blue card to their counselors for each badge that they are attempting to earn. At the end of the week the counselor will complete the blue cards. Blue cards will be sorted and packaged by troop and will be available in your troop mailbox in the Scoutmaster's Lounge by midnight Friday night. Key staff will be available in the Scoutmaster's Lounge on Saturday morning from 9:00 to 10:00 to answer any

questions and address any problems. **Please clear up any issues on Saturday morning. Blue Card issues become much more difficult to correct once you have left camp.**

Leaders are encouraged to check in on the progress of their Scouts. This will help to detect problems Scouts may have in completing their badges. Behavior and attendance problems will be reported on an individual basis as needed.

The Merit Badge Program at Massawepie offers Scouts the opportunity to learn new skills and have fun. The formal merit badge program will run every day from 9:00 am until 3:30. There will then be an open session until 5pm each day. There will also be an evening open session from 7 until 8:30pm. During open session, all program areas will be open for Scouts to participate in any activity they choose (with the guidance of their troop, of course). Open session is primarily for Scouts to participate in non-merit badge activities, but staff will be available in all areas to assist Scouts who wish to work independently on merit badges.

We introduced a new scheduling format for 2010 and will continue using that format in 2011. We will be running 45-minute sessions for some badges and 90-minute sessions for others. The 90-minute sessions will run 9:00 to 10:30, 10:45 to 12:15, and 2:00 to 3:30. There is 15 minutes of travel time between each session. 45-minute sessions will run 9:00 to 9:45, 9:45 to 10:30, 10:45 to 11:30, 11:30 to 12:15, 2:00 to 2:45, and 2:45 to 3:30. There will be 15 minutes of travel time at 10:30, 12:15, and 3:30. **There will be NOT be travel time at 9:45, 11:30, and 2:45. Scouts are encouraged to take two badges from the same area back to back. Travel between areas will not be possible.** This may seem confusing, but if you take a look at the schedule in section 4, you should find it easier to follow. This new format makes more efficient use of the time available and will allow us to offer more opportunities to the Scouts without sacrificing the quality of instruction.

New in 2011



Theater & Music: These two merit badges will be offered together in one class. There are considerable prerequisites. Scouts will be actively involved in helping to produce the Friday evening campfire. Both will be taught by instructors who are experienced in those fields.



Geocaching: Geocaching will be offered on an appointment basis. It will not be possible to complete this badge at camp. This is an opportunity to learn the skills and complete a few of the requirements, but the bulk of the requirements will need to be completed separately.



Art: We will provide enough basic supplies to complete the merit badge. However, higher quality paints, paper, and supplies will be available in the Trading Post for Scouts who wish to make higher quality projects.

Scoutcraft

Whether you are a veteran Scouter or a first-year camper, this area has plenty of opportunities to learn all of the necessary skills to become a seasoned outdoorsman. Come on down to sharpen your skills, learn new ones, or participant in some of the many fun programs in this area. Cooking merit badge returns to Massawepie in 2010.

Merit Badges: backpacking, Camping, Cooking, Emergency Preparedness, First Aid, Hiking, Orienteering, Pioneering, and Wilderness Survival



LEAVE-NO-TRACE Training: We offer a course to train Scouts and Scouters alike on the finer skills of Leave No Trace camping. All BSA literature has been revised to include these skills, and if you camp in any National Parks, or have been to any of BSA's High Adventure Bases, you need to know about this.

Aquatics

At our beautiful 450 acre Massawepie Lake, our BSA trained staff offers a large variety of merit badges and specialty programs that will meet the needs of all campers.

Merit Badges: Canoeing, Life Saving, Rowing, Sailing, & Swimming

Non-Merit Badge Classes: Kayaking BSA, Snorkeling BSA

Polar Bear Swim is conducted Monday through Friday at 6:20 am. A patch may be purchased at the Trading Post for those who participate in the polar bear. There is no fee to participate however; the cost for the patch is nominal.

Instructional Swim is available during open program time. Check with Aquatics staff to schedule an appointment. This is recommended for any Scout who needs help improving his skills.



BSA Lifeguard is available to any adult or Scout age 15 or older that would like to spend their week being certified as Lifeguard. Being a BSA Lifeguard qualifies you to lifeguard at any Scouting activity and is recognized by most agencies. Participants should be adequately experienced. Swimming, Lifesaving and Rowing Merit Badges are highly recommended. Participants should plan on spending all of their program time at the Waterfront. Participants will also need to obtain American Red Cross CPR for the Professional Rescuer certification or equivalent, which cannot always be offered at camp (depending on the availability of volunteers). Youth may register in advance. Adults will register at camp on Sunday evening.



BSA Mile Swim is a great opportunity for strong swimmers to challenge themselves. As the name suggests, participants will swim an entire mile on Massawepie Lake. Participants will need to complete quarter and half mile qualifying swims and will need to provide a rower and spotter. See the Waterfront Staff to sign up.

Ecology / Conservation Programs

Our ECON area is one of the busiest in camp. Offering the highest number of Merit Badges, our staff is both experienced and knowledgeable on the flora and fauna of Massawepie. The ECON area has a large selection of books, displays and animals for your education and enjoyment. Come on up to check out displays, to find a conservation project for your troop, or just to be part of the fun.

Merit Badges: Astronomy, Bird Study, Environmental Science, Energy, Fishing, Forestry, Fish & Wildlife Management, Geology, Insect Study, Mammals, Nature, Reptile & Amphibian Study, Soil & Water Conservation, and Weather

Sports

We are very proud of our Sports programs at Massawepie. Massawepie was the first and still is one of the only BSA camps in the country to offer the complete Cycling Merit Badge Program. We also offer opportunities for guided bike rides and troop bike rides. Additionally, there are always lots of sports activities going on at camp. So come on down and have fun!

Merit Badges: Cycling, Personal Fitness, and Sports

Handicraft

Whether you are taking a merit badge to learn a new skill or just to have fun, Handicraft gives you plenty of opportunity to be creative. The staff is dedicated to helping Scouts to create projects with quality workmanship as well as instilling safe work practices. New in 2010 is Textile merit badge.

Merit Badges: Art, Basketry, Indian Lore, Leatherwork, Space Exploration, Textiles, and Wood Carving

Shooting Sports

Our Shooting Sports program is one of the most popular in camp. Our instructors are top-notch. Safety is the primary concern, and all rules must be followed when at the ranges. The Range Officer has the final say on any issues and will not hesitate to remove those who do not obey the rules or engage in horseplay. A safety briefing is required before anyone is permitted on firing lines. Unit leaders who are willing to provide assistance in the form of extra eyes, ears, and hands are more than welcome in the area!

Merit Badges: Archery, Rifle Shooting, and Shotgun Shooting are each offered at their own ranges.

Climbing

Don't miss out on your chance to climb the wall while at Massawepie. We offer both Climbing Merit Badge and open climb. This is a great chance to challenge yourself and have lots of fun.

Merit Badges: Climbing



Trail Blazers at Massawepie Scout Camps

Trail Blazers is Massawepie's program for first year campers. We have two different first year programs, Trail Blazers and Trail Blazers Advanced.

Trail Blazers: 9:00am to 12:15pm

As in past summers, Trail Blazers will be focused on helping a new Scout advance to First Class. Scouts learn skills like First Aid, Knots, and Lashings; earn Totin-Chip and Firem'n Chit; and go on a five-mile hike around Massawepie Lake. At the end of the week, the troop will be provided with a sheet showing which requirements they completed in Trail Blazers. It is then up to the Scoutmaster or Senior Patrol Leader to either retest or sign off on the requirements.

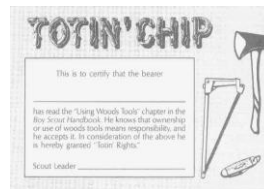
Requirements covered in Trail Blazers:

Tenderfoot

- 4a – whipping and fusing
- 4b – clove hitch and timber hitch
- 5 – safe hiking
- 6 – flag etiquette
- 9 – buddy system
- 11 – poisonous plants
- 12a – first aid for choking
- 12b – first aid

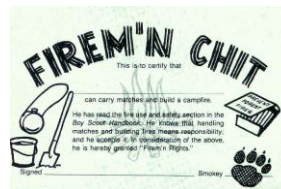
Second Class

- 1a – map and compass
- 1b – 5 mile hike
- 2* – leave no trace
- 3c* – Totin' chip
- 3d* – fire building
- 3e* – fire and stove safety
- 3f* – stove lighting
- 7a* – first aid for hurry cases
- 7c* – first aid
- 8a* – safe swim defense



First Class

- 1 – directions without a compass
- 7a – lashings
- 8a – bowline
- 8b – bandages
- 8c – first aid carries
- 8d – heart attack first aid
- 9a – safety afloat



Trail Blazers Advanced: 2:00 to 3:30 pm

Trail Blazers Advanced is designed for slightly more experienced Scouts. This program focuses less on the basic requirements and more on strengthening outdoor skills. It is ideal for Scouts who have been in the troop a little while longer, but have not yet advanced to first class. Participants will review requirements for Second and First Class, learn to make a camp gadget, cook over a fire, and participate in an orienteering course.

The schedule of events includes:

- Review of First Class First Aid (1st Class 8b, 8c, 8d).
- Review of Knots and Lashings (1st Class 7a*)
- Creating a useful camp gadget (1st Class 7b*)
- Participating in an orienteering course (1st Class 2)
- Cooking a over an open fire (2nd Class 3g*)

Special Programs

COPE

What is COPE?

COPE is a national program of the Boy Scouts of America launched in 1983. COPE stands for *Challenging Outdoor Personal Experience*. The program is composed of group initiative games and low and high course elements designed to challenge participants as a group and individually.

Course facilitators present these activities in a safe environment while helping the individual and a group develop; teamwork, communication, trust, leadership, decision making, problem-solving, and self-esteem. Some other features of the COPE program are that it is run in a noncompetitive way, alleviating the *winner, loser* mentality. COPE uses perceived risk to help build trust and self-esteem. COPE is run on a challenge by choice system. Participants are encouraged to participate but the choice to refrain from an activity is theirs to make. In addition COPE is adaptable to group and individual needs and appropriate levels.

COPE is broken down into two different age restrictions. Initiative games are offered to all Scouts. The low and high courses are offered to Scouts 14 years of age, meet medical guidelines and have the approval of course instructors.

Scouts have a lot to gain from the COPE program that will enhance their camp experience as well as leave them with skills that will transfer to their Scouting career and other areas of life.

COPE at Massawepie

The COPE program at Massawepie is offered in three distinct ways. First, there is a formal COPE session in the afternoon. Scouts who sign-up for this program will go to the COPE Course everyday (Monday through Friday) at 2:00 pm. During that time, they will work with a team of other Scouts to complete the COPE Course and learn teamwork and leadership. Scouts can sign-up for these sessions when they register for merit badges. Secondly, during the afternoon and evening, troops or patrols may sign up with the COPE Director to participate in the COPE program and learn to work more effectively as a unit. Finally, the Zip Line and other COPE elements will be available to Scouts as stand alone events during certain sessions. Check the Weekly Supplementary Schedule at camp for a complete list of times and events.

Mountain Fox

The Mountain Fox program at Massawepie offers Scouts 14 years old and older the opportunity to experience a wide array of high adventure activities. Scouts who enroll in the program will spend their days together enjoying activities designed just for them. They'll be with their troop for the evenings and most meals, so that they can still provide leadership to their younger troop mates and enjoy other areas of camp. There's a lot of fun jammed into this exciting program.

Mountain Fox activities include mountain biking, canoeing, an exciting day hike, a ropes course experience, a dose of climbing and rappelling on the tower and a white water rafting trip on the Black River. There is an additional fee of \$95 per Scout or adult leader to participate in Mountain Fox that must be turned in with the unit roster on May 15th. The additional fee for Mountain Fox covers transportation, recognition items and the white water rafting trip.

Requirements: In addition to being 14 years old or older, participants must pass the swim test and be in excellent physical condition. Bring sturdy boots, (2) water bottles, daypack, rain gear and personal items such as: bug repellent, compass, matches, etc.

The BarkEater Program



BarkEater is a recognition program for campers at Massawepie. Campers complete a set of requirements during their stay at Massawepie and at the end of the week are rewarded with a special token, which can be worn on their uniform. The tokens will be presented at a spectacular ceremony on Friday night. BarkEater is a five-year program; each year that campers come to Massawepie, they will be able to complete the next level. The token will be enhanced each year until the fifth year where campers receive the final recognition at the most extravagant ceremony yet.

Here are some highlights of the program:

- 1) Scouts and Scouters must camp at Massawepie at least 5 nights in a given year to be eligible to earn a new BarkEater level.
- 2) Returning BarkEaters will be eligible for Year 2, Year 3, or Year 4; new campers can work on year 1.
- 3) Adults may participate in the program. For Scouters the "Massawepie Experience" and "Advancement", requirements are waived, and the "Massawepie Lore" and "Environmental Awareness" requirements are encouraged but optional. They will participate in the other program components including the Service Project requirement and the Ceremony.
- 4) Unit camp leaders decide which Scouts have met the requirements. Unit leaders are requested to uphold the BarkEater Honor Program by ensuring that all requirements are met as written. The honor cannot be awarded for effort alone. Remember, disappointment is often a better teacher than success easily earned. The camp reserves the right to disqualify a Scout based on poor Scout Spirit at the discretion of the Camp Director.
- 5) The Massawepie Experience requirement can be completed in a previous summer. In other words, if a camper has completed a hike around Massawepie Lake in a previous summer, that would satisfy the requirement, it does not have to be done again.
- 6) Information will be provided to unit leaders to assist with the Massawepie Lore and Environmental Awareness requirements.
- 7) The Camp Director is empowered to adjust the honor program requirements for Scouts/Scouters unable to complete them for sound medical reasons, physical or mental. As support for such request, the person's medical limitations must be noted on his or her Personal Health and Medical Record. Substitutions must be made in writing by dinner on Monday, and then become the true objectives of the Scout/Scouter in question.
- 8) Participation in the camp honor program is optional for each Scout and unit. No coercion or peer pressure should be used to get a Scout to participate.
- 9) A complete list of requirements for all 4 years is available in the BarkEater Leader Guide pamphlet which can be obtained at the Council Servicenter, at Massawepie, or by emailing barkeater@SenecaWaterways.org

Massawepie Outpost Awards & Passport Program

There are two very special awards for those who undertake the adventure of Massawepie's outposts. Each troop that does an Outpost Overnight or an outpost day trip approved by your commissioner will receive the Massawepie Outpost Award at the next flag ceremony. Additionally, Scouts and leaders who participate may earn a brand on their Massawepie Passport. Scouts and leaders may purchase an inexpensive passport in the Massawepie Trading Post. On Friday nights, the staff will use branding irons to stamp the passports with the logo of the outpost you visited. Brands can also be applied to personal items at the discretion of the brander.

See the "Out of Camp Trips" Section of this book below for information about our outposts.



Order Of The Arrow

The Order of the Arrow is an important part of the camp program at Pioneer. OA programs include a camp wide Call-Out ceremony as well as Brotherhood inductions. Our full time Order of the Arrow Coordinators can assist your troop in holding elections if your troop desires to do so. Unfortunately, the Call-Out Ceremony and Brotherhood inductions are open to Seneca Waterways Council troops only, but all brothers are invited to view and enjoy these ceremonies.

Please double check the Supplementary Schedule, posted at camp, for the days and times of all the OA activities. NOTE: There is a fee for participation in Brotherhood.

Open Program Activities

Massawepie offers a ton of Open Program activities sure to interest both youth and adults. Here is a partial list of the activities that will be available this summer. The exact slate of activities will vary weekly as we are constantly adding new things. Make sure to check the Weekly Supplementary Schedule at camp for a complete list of activities, days and times.

- Climbing and rappelling
- Zip line
- COPE
- Mountain Biking
- Homerun Derby
- Dodge Ball
- Softball
- Volleyball
- Horseshoes
- The Bog Bike
- The Great ECON Toad Race
- Nature hikes and demonstrations
- Bird hikes
- Edible plant hikes
- Conservation projects
- Sailing
- Canoeing
- Swimming
- The Sand Castle Competition
- Mile Swim
- Snorkeling
- Safe Swim Defense & Safety Afloat
- Den Chief Training
- Trail Blazer Night at COPE, ECON & Waterfront
- The Trail Blazer Night Hike
- Climb on Safely
- Archery
- Rifle shooting
- Shotgun shooting
- Troop plaques
- Dutch oven cooking demonstrations
- Pyro Night at Scoutcraft
- Leave No Trace
- The Scoutcraft Challenge
- Vespers

Adult Leader Activities

Massawepie also offers many adult leader activities. So don't get too comfortable, go out there and have some fun! Check the Weekly Supplementary Schedule at camp for a complete list of events, days and times.

- Shotgun tournament
- Rifle tournament
- Horseshoe tournaments
- Bocce tournament
- BSA lifeguard
- Climb on Safely
- Trek Safely
- Safety Afloat and Safe Swim Defense
- Help at camp. Assist in a merit badge or activity or help maintain our camp.
- Outpost campsite tour
- Training—complete various BSA training courses. The exact offerings will vary each week depending on the availability of volunteers. Possible courses include New Leader Essentials, Youth Protection, Scoutmaster Specifics, Chemical Fuels and others!

Honor Troop

All troops are encouraged to earn the Honor Troop designation while in camp this year. The program has been designed to present Scouts with a real challenge. To qualify for recognition a troop must accomplish all of the starred "tasks" on the application form, plus a few others. A special award will be given to each successful troop, but the pride your Scouts will have is the true prize. The Commissioner staff will administer the program and they will be offering a form to each troop.

Out of Camp Trips

Trip & Trail Planning & Information

This section is designed to aid trip leaders in providing their Scouts with a unique trail experience. If the procedures outlined here are followed, we can assure you that your outpost camping trip will have that extra special something that will top off your stay. Outpost camping at Pioneer is not only fun, it also offers your unit more fun-filled experiences.

Responding to Emergencies (RTE) Requirements for leaders

One adult leader over 21 who has Red Cross Responding to Emergencies Training and Red Cross CPR for the professional rescuer, or equivalent, must lead an out of base camp overnight outpost camping experience.

Planning in the troop's home site & conducting a successful trip

You and your Scouts have a unique opportunity this summer. Your troop site is a foothold to 6,000,000 acres of woods and waters that will add sizzle to your program. A trail trip can be the highlight of your camp stay as well as an excellent time for the boys to work on advancement if you plan ahead of time. Unlike many other groups that wish to trek into the Adirondack wilderness, you and the Scouts have already got a foothold in the area. Your troop site at Pioneer becomes your base camp for further adventures. Incorporate it into your planning.

Before you reach camp, there are some important decisions that must be made by you and your Scouts. Planning is critical, so take the time to do it right! On the following pages there is information to help you plan, and some program ideas for your trail trip. Also, please get an "Out-of-Camp trip" form that should be completed once your trip is planned and returned to Seneca Waterways Council Boy Scout Servicerenter no later than June 1st. During May you should schedule a special meeting with the leadership corps to plan your trail trip. Review this information with them and lay out the options. But, don't plan the trip for them. At this meeting the boys can plan their trip, with your advice, decide on the equipment they will need and work out a plan to get ready for the trip. Remember that when you go out on trail, all groups of Scouts must be accompanied by at least two adult leaders, and the additional ten leader qualifications must be met (general information section, Leader Qualifications sheet).

Swimming on trail

The New York State Health Department prohibits swimming outside of approved aquatic areas for participants of children's camps. **Swimming without permission or swimming anywhere else on or off the reservation is strictly prohibited.**

Massawepie outpost overnight experience

When planning, be sure to include a "Trail Day" or "Outpost Day". Make use of our extensive trail and outpost system to get out in some real wilderness, without going far. We hope that at least one troop will be at an outpost every night all summer!

OFF TO CAMP!

Now that you have arrived at camp, you will meet the Trek Director sometime during the first day. Having sent your "Out of Camp Trip Form" in ahead of time, he will have already reviewed it and begun to make arrangements. If you still need some advice in planning, he will be ready to help you out and then make the arrangements. Before you go out on trail, sit down with the Trek Director and go over the details of the trip, He can offer suggestions to make your trip more successful. If you want some Scoutcraft and camping

instruction before you head out, talk to your commissioner to arrange it. You might also arrange for some canoeing instruction.

FOOD & EQUIPMENT After breakfast on the day you depart, the Trek Director will issue you food and equipment from the Trek Center. Check it over to see that everything you need is there, if not, ask for it. Make sure you receive a copy of the menu and check the food carefully. Equipment should be checked out from the Trek Director the day before you depart. If you are going out of camp, the Trek Director will advise you when and where to meet your transportation.

AND YOU'RE OFF! The trip has finally come! Listed below are some tips and trail manners to make your trip more successful, please read carefully.

ASSIGNED OUTPOST Please use the outpost assigned to you. Some times an emergency call comes into camp. The Trek Director must know your outpost location to convey information. In addition, there may be troops assigned to the other outpost at which you decided to stop. Check in at the Trek Office when you return from any trail trip.

OUTPOST EQUIPMENT Outpost sites have a fire altar, but no other equipment. Dutch ovens can be taken out to the site if you wish to use them. The site is as nature intended, unspoiled. Be sure your troop leaves it that way.

INCLEMENT WEATHER/CHANGES IN PLANS Should there be inclement weather; you may cook in your campsite. Tell your commissioner if you decide not to go on trail. We suggest keeping some dry wood under cover at all times. Transportation can be canceled at any time.

COOKING IN THE CAMPSITE Should your unit decide to have cooking opportunities for your boys, other than trail meals; please arrange them at least 24 hours in advance with the commissioner and Dining Hall Steward.

EQUIPMENT All equipment is issued by the Trek Director. **All equipment must be properly returned, complete, clean and dry.** Equipment that is not clean will not be accepted until it is clean. Canvas must be dry. The unit using the equipment must pay for any part missing. When turning equipment in, do not leave it in front of the Trek Lodge. Wait until it is open.

TRASH & LATRINES Unburnables and garbage must be brought back to camp. **Do not bury garbage.** The animals will dig it up. Be sure to dig a 4" to 6" deep latrine and fill it in completely after use. Make sure it is away from the outpost area and water.

TRANSPORTATION of groups will be arranged by the Trek Director. Private cars may be used.

EMERGENCIES ON TRAIL If any emergency occurs on trail, send two persons for help immediately. There is always someone on duty in Camp Office. Do not attempt to move persons who have had a serious accident. Apply first aid measures and wait for medical help. Please do not hike on 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 camp. Duff (dead evergreen needles) is very flammable and sometimes does not seem to be burning until days later. Always build your fires on raised fireplaces or altars. 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.

TRAIL MARKINGS Trails at Massawepie are marked with 2"x 6" blazes painted on the trees. The colors are orange, yellow and white. All canoe carries are marked blue. There is a large white sign, with a blue square at each end of the carry so that you may find it easily from the water. While hiking make sure you can see the next paint blaze before moving. Please **do** not destroy our blazes. These are our guides through the woods and fields.

White Blazes - Main trails to all camps.

Orange Blazes - Lead to outpost

Yellow Blazes- Secondary trails connecting orange and white trails.

One blaze means "this is the way." One blaze above another means be alert, junction or turn!

Need an idea for a simple out of camp trip? Take a look at the list of outposts below or see the NEW "Ideas for Out of Camp Trips" sheet available at in the camp office.

Massawepie Outposts

The New York State Health Department regulations state that you can only swim at approved beaches.
See end of listings for approved beaches at Massawepie Scout Camps.

Massawepie Lake Outposts

Moakaigan - On the point where Grasse River Flow and Long Bay meet - This old deer camp will hold about 10.

Bayview - this small outpost, 15 capacity, is located on the end of the point, between First Bay and Long Bay.

Vingo - a fire road ends in this outpost and must be kept clear. Will accommodate up to 30 campers. Area on top of the hill must be used for tenting. Fires must be built in the fireplaces provided by the water.

Four Points - a large outpost at the end of Long Bay, capable of handling groups of 35 or more campers.

Distillery Hill - on the shore of Massawepie Lake, opposite Eagle Island. Will accommodate 10 campers.

Horseshoe Pond Outposts

Powderhorn - on the peninsula, between two arms of the pond. This campsite is on a hillside. A limited supply of firewood is available. This site will accommodate groups of 25 campers. Gorgeous hill of pine sloping down to waterfront.

Smokey Bear - originally called Iroquois Outpost, until careless campers caused a fire, which destroyed 6 acres of beautiful forestland. This site accommodates a group of 15 to 20 campers.

Boot Tree Pond

Blueberry Marsh - located halfway down the pond. Raspberry and blueberry bushes are found in the vicinity. The site will handle 15 campers.

Sourdough - at the end of Boot Tree Pond, this outpost will accommodate 15 campers. Two areas for tenting are available. Caution must be taken with fire.

Beaver House - located on the north end of Boot Tree Pond across from the canoe carry from Massawepie Lake. Maximum of 15 campers.

Long Pond Outpost

Longview - the old Voyageur Scoutcraft area is located at the north end of Long Pond. The site can hold large groups.

Town Line Pond

Paul Bunyan - this popular outpost will accommodate 20 campers. Although located on a hill, there is flat land found nearby for tenting. Blueberries, when in season, are abundant here for morning pancakes.

Iroquois - this campsite, at the end of the Town Line Pond, will accommodate any size group. This site will require more pioneering and will provide troops with service projects.

Pine Pond

Conifer Hollow - a large outpost, which will accommodate up to 35. Great care must be taken with fire in this area.

Pine Pond Point - excellent camping area. Will accommodate 35 or more campers.

Mountain Outpost

Mt. Arab - located 9 miles from camp, this stiff climb commands a beautiful view. Sunset and sunrise are especially beautiful. The campsite is down the trail beyond the fire tower about 50 yards. All water must be carried up.

Massawepie Canoe Carries

Massawepie has numerous ponds and lakes that are excellent for beginning canoe trips. It is possible to portage into any of the ponds for an overnight. Many troops wish a longer canoe trip but do not wish to pay transportation charges for out of camp trips. For these troops it is suggested they canoe the chain of ponds, staying at two different outposts. A white board with a BLUE square marks all carries from the water. All carries are orange and white trails.

Massawepie Lake to Boot Tree Pond - this carry begins at the right side of the southeast bay at the end of Massawepie Lake. Watch for fallen logs in the water. The trail is about 200 ft. long and crosses the Vingo service road.

Massawepie Lake to Horseshoe Pond - this carry begins at the same location as #1. When you come to the service road, turn left, and continue along it. This trail crosses the Town Line Road and joins orange trail. Be careful of trucks and cars when crossing the road. Length - 0.16 mile.

Massawepie Lake to Pine Pond - this carry starts from the left side of Long Bay, about 500 ft. from Moakaigan Outpost. The trail goes over a hill and may have logs across it. The length - 0.12 mile.

Horseshoe Pond to Long Pond - this carry begins at the end of the east bay of Horseshoe Pond. Caution must be taken because of swampy conditions that usually exist. length - 0.08 mile.

Long Pond to Massawepie Lake - this carry begins on the road to Longview. Travel to the left along this road until the Town Line road is reached. Turn right along this road and travel 300 ft. to the road to the old Voyageur waterfront. Turn left and follow it to its end. Length - 0.12 mile.

Long Pond to Catamount Pond - follow the carry to Massawepie, except that you turn right at the road to the old Voyageur waterfront and follow the dirt road to Catamount Pond. Length - 0.12 mile.

Massawepie Lake to Catamount Pond - at the old Voyageur waterfront, follow the road to Town Line Road. Continue across it and follow the dirt road to Catamount Pond. Length - 0.09 mile.

Boot Tree Pond to Deer Pond - at the SW corner of Boot Tree Pond, a half-mile carry begins to Deer Pond. This carry is flat. An excellent training experience for a long canoe trip. Length - 0.50 mile.

Boot Tree Pond to Town Line Pond - follow the carry from Boot Tree, described in #8, but turn right at the junction, 0.46 mile from beginning. Length - 0.63 mile.

Pine Pond to Grasse River - follow trail, starting at Pine Pond Point. This trail comes out about 300 ft. below the Grasse river bridge. Length - 300 ft.

Supplementing all outposts are the Adirondack Mountains themselves. The program based at Camp Pioneer that provides direct access to the larger wilderness of mountains, rivers and lakes in Adirondack Park is Massawepie Scout Camps High Adventure Treks.

Section 4 follows

For those printing this from the web, each item in Section 4 is available in the Forms section of www.senecawaterways.org