



BOY SCOUTS OF AMERICA®
PATRIOTS' PATH COUNCIL

Sabattis Adventure Camp

Long Lake, New York

2016 Summer Camp
Leaders' Guide



Patriots' Path Council, BSA
1 Saddle Road
Cedar Knolls NJ 07927
973-765-9322
February 20, 2016

www.ppcbsa.org/camping

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BOY SCOUTS OF AMERICA
SABATTIS ADVENTURE CAMP

Welcome to the 2016 season at Sabattis Adventure Camp.

Located within the beautiful Adirondack Park in Long Lake NY, Sabattis is surrounded by a plethora of mountains, hiking trails, streams and ponds. Here, your son will have the opportunity to experience Scouting as it was meant to be when Sir Robert Baden-Powell started the Scouting movement in England in 1907.

Outdoor activity is the most appealing feature of the Scouting program that draws boys from all walks of life to experience activities not available in the city. Sabattis offers hiking, swimming, boating, Scoutcraft, COPE, shooting sports, archery, canoeing, and high adventure treks among the many weekly activities.

Scouting here at Sabattis is tailored to meet both the needs and desires of Scouts and their families. Scouts 'grow' in maturity here at Sabattis as they learn the teamwork necessary for patrol cooking each meal. This experience will prepare the Scout for his troop campouts through the coming year. It also helps develop a community within the Scouts as they learn to work together.

This guide has been prepared so that you and your Scouts will get the most out of the time spent here at Sabattis. Please take a few minutes to acquaint yourselves with how the camp operates and what it can provide to Scouts, and their leaders who spend a part of their summer here.

Yours in Scouting,

Bill Zinky

Bill Zinky
Camp Director



1745 Sabattis Road
Long Lake, NY 12847
Off Season: 973-765-9322
Camp: 518-554-4240

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What's new for 2016?

- We are proud to welcome Bill Zinky as our new camp director. Bill served as assistant camp director in 2015.
- Team Building (Low COPE) – see page 9
- Ice Cream Social – see page 12
- Iron Chef-Sabattis Competition – see page 12
- Scoutmaster Roundtable and Prospective Staff Open House – see page 22
- Scouting Heritage merit badge.
- Oceanography merit badge
- Signs, Signals and Codes merit badge
- Interpreter Strip for Morse Code



Preparing for Camp

2016 Camp Dates

- Week 1 July 10 – July 16
- Week 2 July 17 – July 23
- Week 3 July 24 – July 30
- Week 4 July 31 – August 6

Camp Promotions

Let us help build the excitement!

We would love to come to your troop meeting for a summer camp promotion. Just tell us when and where – it is helpful if you can provide a TV and DVD player – and we'll do the rest! We will need about 15 to 20 minutes for the presentation. You do not need to be a Patriots' Path Council unit.

Win a \$50 Ticket to Camp!

During the promotion, one Scout in attendance will win a "\$50 Ticket to Camp". The certificate can be used towards any of this year's Patriots' Path Council Summer Camp programs.

To register for your camp promotion, visit www.ppcbsa.org/camping and register online, or call 973-765-9322 x222.

Planning Calendar

Backdate	Item
As early as possible	Submit your reservation form and deposit to the council service center. Better yet, do it before you depart summer camp.
Fall	Schedule a Summer Camp Promotion
4 Months Prior	Troop Camp Leader Selected
Mid-March	Camp Leaders' Meeting
Late March	Camp Required Forms, Equipment Lists & Letter to Parents
April 30	Early Bird Deadline
April 29-May 1	Sabattis Work Weekend
May/June	Scouts Review Merit Badge Requirements and Prerequisites
May/June	Scouts Set Individual Goals
May/June	Troop Program Developed
May/June	Inform Parents of Camp Plans and Activities
1 Month Prior	Finalize Merit Badge Planning
1 Week Prior	Troop Equipment Prepared

Financial Information

Fees and Due Dates

Fee	Early	Regular
Scout Fee	\$386	\$425
Extra Adult Leader Fee	\$130	\$130
Site Deposit	\$250 (non refundable)	

- Early fees must be postmarked or received by 4/30/2016.
- Graduating Webelos will have the early fee in effect through May 31, 2016.
- Free leader policy – two free leaders per troop.
- Site Deposit – Non refundable. Will be applied to 2016 total camp fees.



Discounts

Multiple weeks and siblings

\$50 per week discount for multiple weeks and siblings.

- Each family pays the early or regular fee for the first week at camp for their first son. Take a \$50 discount for all additional full weeks at camp. The discount applies to all Patriots' Path Council troop/unit resident camps and any PPC camp for individual Boy Scouts. Camp COLEY and Adirondack Treks are excluded.

The discount applies to any combination of siblings and weeks at any of our camps. For example:

- Two brothers attending Camp Somers troop resident camp – take \$50 off
- One Scout attending Winnebago troop resident camp, Trail to Eagle and Backwoods Engineering – take \$50 off of Trail to Eagle Camp and \$50 off of Backwoods Engineering Camp (\$100 total savings)
- Two brothers attending Sabattis with their troop and Winnebago with their troop for a second week at camp - take \$50 off the first week and \$100 off the second week (\$150 total savings)

Military

The Patriots' Path Council strongly believes in thanking our military for their service. In appreciation of their military service, we offering a summer camp discount to these Scouting families. Scouts of active duty service personnel receive a 50% discount on one week of summer camp. Visit www.ppcbsa.org/camping for details.

Payments

Full payment for all Scouts and leaders attending summer camp must be received one week prior to your arrival at camp. This will allow time to order and prepare sufficient food and arrange for adequate supplies. It is extremely difficult to accommodate multiple additional Scouts and adults arriving at the last minute.

Please pay with a single troop check and submit a *Summer Camp Site Reservation and Payment Form* with each payment. Be sure to complete your unit information and the payment section. The form is available on our website at www.ppcbsa.org/camping.

Adding Scouts

We encourage as many Scouts to come to camp as possible. After you have registered your troop, if you wish to add Scouts, complete a *Summer Camp Site Reservation and Payment Form* and include the number of additional of Scouts, amount paid, and an updated roster. The form is available on www.ppcbsa.org/camping.

Refunds

Individuals or groups that cancel a program reservation 30 days prior to the event date will receive a refund of fees paid less an administrative charge of 15% of the total paid. No refund will be made after the 30-day cancellation deadline. All cancellations and refund requests must be made in writing and sent to the council service center, attn: Camping Services. This policy is strictly enforced – no exceptions. Site deposits are non-refundable.

Illness Refund Policy

If your Scout becomes ill/injured during his week at camp, the following schedule of refunds will apply:

- 50% refund for 3 missed days for medical reasons – include a doctor's note.
- 75% refund for 4 missed days for medical reasons – include a doctor's note.
- 0% refund for 1 or 2 days missed for medical reasons.

All illness/injury refund requests must be made in writing to Camping Services at the council service center. Be sure to include your doctor's note.

Warren Wheeler Adventuershhip

Every Scout should be given an opportunity to take part in all Scouting activities. The Warren Wheeler Adventuershhip program has been established so that Scout families will find these programs within reach. Warren Wheeler Adventuershships are open to all Patriots' Path Council youth. The application deadline for Boy Scout summer camp programs is April 1.

For more information please visit the Forms and Information page on our website at www.ppcbsa.org/camping.



Campsite Reservation Policy

Units camping with us this summer may reserve their current campsite for the same camping week number next year. The reservation form and site deposit must be submitted to the business manager prior to departing camp. If a unit departs camp without making a reservation for next summer, the site will be made available to all units on a first-come-first-served basis. Units who do not meet the published site minimum may be asked to share their site with another unit. Please see the *Summer Camp Site Reservation and Payment Form* for more details.

Pre Camp Leaders Meeting

The 2016 Summer Camp Kickoff meeting will be held Saturday, March 19, 2016 from 1:00 pm – 3:00 pm at Patriots' Path Council, 1 Saddle Road, Cedar Knolls NJ 07927. Registration starts at 12:30 pm. The Sabattis Trek meeting will start at 2:45 pm.

Please try to have at least one adult from your troop attend this meeting. The camp directors and staff will be there to answer your questions. If you cannot attend, most of the handouts will be posted to the web after the meeting.

Mandatory Pre-Camp Form Review

In order to satisfy New York State requirements for camp operation and simplify your check-in at Sabattis, we require a pre-screening of your medical forms, and camp rosters. Please contact John Dorn at 973-765-9322 x238 or via email at campreservations@ppbsa.org at least two weeks before camp to arrange for a review.

Adding Scouts or Adults at Camp

If you arrive at Sabattis with Scouts who were not included in the pre-camp review, you can expect delays at check-in. **To satisfy New York State requirements, we cannot allow any adults to stay in camp who have not completed the New York State Sex Offender Registry Search.** The adult rosters submitted prior to camp are submitted to New York State.

Please inform the council office of any changes to your roster prior to arrival at camp.

Contact Information

Patriots' Path Council

Bob Morris

Assistant Scout Executive
robert.morris@scouting.org
973-765-9322 x223

John Dorn

(Registration, payments, and pre-camp form review)
campreservations@ppbsa.org
973-765-9322 x238

Sabattis Adventure Camp

Sabattis Adventure Camp

1745 Sabattis Road
Long Lake, NY 12847
Tel. 518-554-4240 (in season)

Bill Zinky

Camp Director
William.Zinky@scouting.org
Tel. 973-765-9322 x 226
Cell 973-670-6365

Unit Leadership

Each unit is required to have a minimum of two adult leaders as per BSA's Guide to Safe Scouting. If your unit cannot meet this standard, please contact camp well ahead of time to work out a solution. We recognize that all of our leaders have very busy schedules, and a rotating unit leader(s) is acceptable (keeping the minimum of 2 adults in camp at all times). Please include all leader names on the roster, and note when they will be in camp. Patriots' Path Council recommends the following ratio for Scouts to leaders. This recommendation corresponds to our free leader allowance.

Scouts	Leaders
1-18	2
19-27	3
28-36	4
37-45	5
46-54	6



Out of Council Unit Requirements

- All non-Patriots' Path Council units attending our camps must provide proof of unit health and accident insurance prior to arrival at camp. (Patriots' Path Council units are covered under the council's Health and Accident Insurance Policy)
- Out of council units attending a Patriots' Path Council summer camp need to present an approved tour plan at check-in.

Weather

The weather at Sabattis Adventure Camp can range from clear and sunny in the 80s to clear and cool at night with lows in the 40s. Rain is always a possibility. Be prepared for cooler evenings than what you typically find in New Jersey.

Directions to Camp

Address

Sabattis Adventure Camp – 1745 Sabattis Road, Long Lake, NY 12847

Turn by Turn Directions

Available on the Sabattis website www.ppcbsa.org/camping

More Summer Camping Opportunities for Individual Scouts

If your Scouts are interested in more time at camp to work on advancement or to just have some fun, be sure to check out programs for individual Scouts at our New Jersey camps.

At Winnebago Scout Reservation in Rockaway, NJ

- **Provisional Camp Troop** - Join other Scouts from many different home troops to form the Winnebago Provisional Camp Troop. The Camp Troop has its own campsite, and is supervised by experienced adult troop leaders provided by Winnebago. Scouts get a chance to visit their favorite program areas, complete merit badge partials, and work on more merit badges or other advancement.
- **Trail to Eagle Camp** – Spend the week working on the merit badges required for Eagle and learn about what it takes to become an Eagle Scout. You must be at least a Star Scout, 13 years old or older. Scouts in the Trail to Eagle Camp form their own troop at camp. We provide the adult leaders and special programs to help Scouts better understand the journey ahead of them. You can also participate in all of the program areas at camp.
- **Day Camp** – Come for a ½ day, full day or an entire week to finish up merit badges or enjoy your favorite programs. Hours are flexible and we can provide dining hall meals.

At Mt. Allamuchy Scout Reservation

- **Backwoods Engineering Camp** - Do you love to lash? Do you want to learn how to build challenging towers, bridges, catapults, and more using nothing but sticks, rope, pioneering tools and your own hands? Then Backwoods Engineering Camp may be for you! One week only - August 14-20, 2016 for First Class Scouts and above.
- **Provisional Camp Troop** – Get a chance to meet new Scouts while visiting your favorite program areas, completing merit badge partials, working on more merit badges/advancement, or just having fun at camp.
- **Trailblazer Day Camp** – Scouts are also welcome for a week of day camp. Trailblazer Day Camp runs from 8:45 am to 3:45 pm Monday to Friday. Bus transportation is provided from locations throughout Morris, Sussex and NW Somerset counties. Scouts can be part of the first year Scout Dan Beard program, or they may work on merit badges and enjoy some of the open programs.
- **Camp COLEY** – Celebrating the Outdoors with Laughter and Excitement for all Youth! Camp COLEY is a weeklong resident camp held August 8-13, 2016. Girls and boys in grades 3-12 and their families experience age-appropriate versions of the programs offered to Boy Scouts. Campers and their leaders rotate through program areas such as aquatics, outdoor skills, ecology and shooting sports. Outdoor fun for all—plus memories and friendships for a lifetime!

Visit our website at www.ppcbsa.org/camping to register, or to find our more information on all of our camps for individual Boy Scouts. Scouts returning for another full week at camp receive a **\$50 discount** on each additional week.



Equipment Lists

Personal Equipment

Recommended Gear

- Pack/Duffle Bag/Footlocker
- Sleeping Bag
- Air Mattress or Foam Pad
- Official Scout Uniform
- T-Shirts (7 days)
- Bathing suit
- Fleece (preferred) or Sweatshirt
- Hat
- Hiking Boots (Waterproof)
- Jacket
- Pants or zip-offs
- Rain gear
- Shorts or zip-offs
- Shoes that can get wet (required for boating)
- Sneakers or moccasins
- Socks (7 days)
- Underwear (7 days)
- Eating Kit – plate, cup, bowl, utensils
- Towels and washcloths
- Flashlight or LED Headlamp
- Handkerchief or tissues
- Insect Repellent (No aerosol)
- Medications properly labeled (all must be included on the medical form)
- Merit Badge Prerequisites
- Pen/Pencil/Notebook
- Personal First Aid Kit
- Plastic bags - 1 and 2 gallon
- Scout Handbook
- Soap/Shampoo/Deodorant
- Sunscreen
- Toothbrush/Toothpaste
- Towels and washcloths
- Wallet w/spending money
- Water Bottle/Hydration bladder

Optional Gear

- Alarm Clock
- Backpack (outpost camping)
- Bible/Prayer Book
- Camera/Film/Memory Cards
- Compass
- Cord/Clothesline
- Day Pack
- Fishing Tackle
- Ground Cloth (Outposts, Camping / Wilderness Survival MB's)
- Hangars
- Laundry Bag
- Long sleeve shirt
- Long Pants (COPE, Spar Pole)
- Merit Badge Pamphlets
- Mosquito Netting
- Musical Instrument
- Pillow
- Pocket Knife (no sheath knives)
- Tent (outpost camping)
- Watch

A good rule is: If you don't want it lost, damaged or destroyed, consider leaving it at home.



Troop Equipment

**Please note that cooking equipment, tents, cots and mattresses are not provided at Sabattis.
Each troop must bring their own tents and cooking equipment.**

___ Tents with ground cloths	___ Helpful books from your troop library: Handbook, Field book, Scout songbook, nature books, etc.
___ Cooking pots, pans and utensils	___ Copies of medical forms for leaders
___ Cooking stoves with fuel	___ Magic marker pens (red, blue, black, green)
___ Screen House (useful if bugs are plentiful)	___ Merit badge blue cards (also available for purchase at the trading post)
___ American flag	___ Merit badge pamphlets (There will be a limited number of pamphlets at the trading post)
___ Troop flag	___ Polyethylene sheets (for numerous uses)
___ Patrol flags	___ Propane lantern with fuel
___ Addresses and phone numbers of parents on vacation	___ Stapler and extra thumbtacks for the bulletin board
___ Alarm clock (battery operated)	___ Assorted hand and woods tools
___ Camp Leaders' Guide	___ Tools for camp projects
___ Cash box	___ Troop record book (for advancement and Scout record)
___ Dutch Oven (optional)	___ Your advancement objectives
___ Clothes marking pen (for those who forgot)	___ Your troop program idea
___ Duct tape – always a good idea	___ Your best troop spirit and enthusiasm
___ Troop First Aid Kit	
___ Matches / Lighter	
___ Garbage bags	

Equipment Available at Camp

Items Provided at Each Campsite

- | | |
|---------------------------------------|---|
| ▪ Latrine with washstand and supplies | ▪ Meat Thermometer |
| ▪ Water Spigot | ▪ Dining Fly for each patrol |
| ▪ Bear Proof Storage Box | ▪ Picnic Table for each patrol |
| ▪ Bulletin Board | ▪ Patrol Box for each patrol |
| ▪ Fire Fighting Equipment | ▪ Fire Pit or Burn Barrel for each patrol |
| ▪ Flag pole | ▪ 3 Dishwashing Tubs for each patrol |

Each campsite has at least three patrol sites. Trailer parking is available at or near each site. Visit the Sabattis website for more details and pictures of each site.

Campsite Check In items

At check-in, you will be given a fire extinguisher, meat thermometer and key to your bear box. Please note, you will be expected to return these items at check out. If the fire extinguisher is discharged, meat thermometer broken or lost or bear box key is lost or broken, you will be charged the designated fee associated with these items. In addition units will be asked pay for the cost to repair or replace other damaged camp equipment including dining flies.

We ask that unit leaders help us keep the conditions of the camp as best as possible and treat the camp facilities and equipment like you would treat your own.



Programs, Events and Awards

Program Areas

Sabattis Adventure Camp is organized into program areas which offer a variety of experiences for Scouts and leaders. An overview of the program areas follows. See the **Daily Camp Schedule** on page 42 and the **Merit Badge and Program Schedule** beginning on page 45 for dates and times.

Aquatics

On a hot summer day, no other activity can match the popularity of the waterfront. Here the Scouts can take a cool dip in Bear Pond under the supervision of our trained Aquatics staff. Tired of swimming? Scouts can learn how to sail a boat or paddle a canoe. The more daring Scouts try the Polar Bear Swim each morning before breakfast.

Aquatics merit badges include Swimming, Canoeing, Kayaking, Lifesaving, Rowing, and Small Boat Sailing. Other programs include Snorkeling BSA, BSA Lifeguard, Funyaks, Mile Swim BSA, 14 person War Canoes, sailing regatta, open swimming and open boating. Training courses include Safe Swim Defense, Safety Afloat, Aquatics Supervision: Swimming & Water Rescue, and Aquatics Supervision: Paddlecraft Safety.

Non Swimmer Identification

In accordance with NYDOH guidelines, all non-swimmers using the waterfront must wear a T-shirt while in the water. All beginners and swimmers may not wear any shirts while in the water. This makes it easier to identify non-swimmers in the water.

BSA Lifeguard

BSA Lifeguard is a very long course and requires extensive pre course work. Anyone interested in this certification (youth and adult alike) should obtain an application at <http://www.scouting.org/filestore/pdf/34435.pdf> as soon as possible and review the requirements.

Prerequisites: Scouts must be 14+ years old; show evidence of the ability to perform the skills and knowledge of basic first aid; show knowledge of the procedures for the universal precautions for blood borne pathogens; have current CPR certification; and be able to show proficiency in rowing and lifesaving skills.

BSA Lifeguard is a 5 day commitment. Be prepared to spend most of your day from 8:00am until 8:00pm working on this course. You will have little time for other activities.

Mile Swim BSA

To complete this award you must participate in four hours of training and preparation for distance swimming (one hour a day maximum). The actual mile swim will be on Thursday or Friday.

Challenging Outdoor Personal Experience (COPE)

COPE is a series of physical, mental, and emotional challenges facilitated by a trained staff directed at enhancing personal growth. The program is comprised of group initiative games, low course, and high course activities. Some of the activities involve a group challenge while others test individual skills and agility. Group activities are ideal for emphasizing the patrol method and developing leadership skills.

The goals of the program are:

- Leadership
- Self-Esteem
- Communication
- Trust
- Decision Making
- Teamwork
- Problem Solving
- Planning

Each COPE experience begins with several activities called initiative games which are designed to allow a team to get to know each other and form a new level of trust. The activities are not designed to be competitive or to be a race against time.



After completing a phase of initiative games, groups explore low COPE elements. These new challenges provide an opportunity to improve team skills while finding solutions to fun problems. Along the way, team members may find themselves mute, blind, or unable to use their arms or legs for an event. Participants climb, jump, balance, swing, and find many solutions to a variety of activities.

When teams finish the low course, they enter the 30' high course. It is important to note that no group is permitted to use the high course area without proper training. The high course training consists of knot tying, proper safety procedures, and equipment use guidelines; belay training, and much more. The course has several elements including the following:

- **Multiline Traverse** - The Multiline Traverse is a single foot cable with multiple hand ropes that hang down from above the participant. The objective is to cross the span by using the overhead lines for balance and the foot cable for support.
- **Giants Ladder** - The Giants Ladder can be used by one or two people at a time. The rungs on this ladder are made of large wood timbers. What makes this element so difficult is that the rungs are over three feet apart and are spaced farther apart as the height increases.
- **Burma Bridge** - The Burma Bridge is a single foot cable with two hand ropes – one on either side of the participant. The objective is to cross the span by using the hand ropes and foot cable while maintaining balance.
- **Two-Line Traverse** - The Two-Line Traverse is a single foot cable with a single taut hand cable located at about chest height. The objective is to cross the span by using the hand cable while maintaining balance.
- **Vertical Playground** - The Vertical Playground is an element in which participants begin on the ground and attempt to climb upwards through a series of ropes, timbers, and tires. The physical challenge increases as the height increases.
- **Confidence Pole** - In this element, participants climb to the top of a 30' pole and leap outwards in order to take hold of a small trapeze.
- **Zip Line** - The zip line is the final high course element and serves as an enjoyable and exciting way for participants to return to ground level. From the top of the climbing tower, participants zoom over 150 feet across a field before coming to a gentle stop.

What makes COPE special?

It has challenges but is not an obstacle course - Traditional obstacle courses emphasize physical performance and exclude non-athletes from success. COPE encourages personal best performance from each individual while increasing their awareness of their physical self.

It can be a thrilling experience but it is not a thrill ride - Although elements of COPE may seem like thrill rides, the difference is that the participants must invest personal effort, responsibility and commitment to reach each level. They must decide for themselves how far they go and when, or if, to take the next step.

Safety is everyone's responsibility - staff and participants are actively involved in maintaining a safe program. Emotional as well as physical well-being of everyone is ensured by using safety skills and understanding risk.

Each experience is customized for the group/individual - Since one of the goals of the program is to enhance self-esteem, the experience must be challenging but not futile. Each group also has its own goals and objectives which can be best met by careful selection of challenges. The staff facilitates, the group leads. The staff sets-up the program, ensures safety, presents the challenges and facilitates the group/individual processing of the experience, but does not give answers. The group must solve problems and make decision themselves.

The minimum age for COPE participation is 13 years old. We also offer an afternoon of COPE games for all ages and an open zip line for Scouts at least 13 years old.

NEW Team Building (Low COPE)

Troops and patrols are encouraged to book a time to help in the challenges and games that a member of the COPE staff will guide them through our low COPE course to help build team work. Participants will learn to build trust, problem solve and communicate through challenges like: the water wheel, trust fall, patrol wall, etc. Sign up at check in. Slots are first come first serve. Available most afternoons and evenings. Maximum group size on 10 per slot.



Climbing Tower

The Sabattis Adventure Camp climbing tower is the focal point of the main activity field. With the upper platform over 30 feet in the air, the tower provides a formidable challenge for the Climbing merit badge class, COPE participants, and open climbs. The tower has four sides and countless challenges for climbers. It includes an inclined side, an overhang side, and a roof section. The third side of the tower is made up of the COPE course's Giant's Ladder, and the fourth side is open to allow for free rappelling.

Programs available at the climbing tower include the Climbing merit badge, Climb on Safely training for adult leaders, open climbing and open spar pole climbing.

Econ

The Sabattis Ecology/Conservation (Econ) area utilizes the entire 1,200 acres at Sabattis Adventure Camp. The area director will establish a base of operations located on the fairway between the commissary and the archery range. However, the director and his staff will use the entire camp as a classroom. Scouts taking Econ related merit badges should be prepared to spend extensive time in the field meeting requirements for the various merit badges. Please review the requirements and prerequisites before camp.

We offer more than a dozen merit badges at Econ. In addition we have a variety of hikes, projects, demonstrations, games, contests and other activities.

Health Lodge

The health officer will work with the Scouts on the First Aid merit badge. This merit badge will be conducted twice daily at the health lodge or an area designated nearby. It is recommended that any Scout taking the First Aid merit badge complete the First Aid requirements through First Class and have a thorough understanding of the subject before coming to camp. The health lodge also offers CPR training. This is an overview course designed to meet the CPR requirements for some of the aquatics merit badges. It is not a CPR certification.

Mountain Sports

Our Mountain Biking program offers several bike trips each week throughout the Sabattis trails and an easy 6 mile trip to Sabattis Station (Long Lake West - burned down in a forest fire in 1932). We also offer an extended afternoon trip to Lake Lila. Lake Lila is about a 15 mile round trip that traverses paved and dirt roads as well as trails. Please come out and enter the Thursday afternoon mountain bike race. We also offer the Cycling merit badge.

A mountain board is similar to a snowboard but with large wheels. It is a lot of fun and no experience is necessary. Our experienced staff will teach you everything you need to know. All safety equipment is provided. Morning and afternoon sessions are offered. Meet at the flagpole.

Mountain Man

The Mountain Man area brings to life the adventures of the 1800's Mountain Man. You'll learn how they survived America's most treacherous but beautiful territories. The Mountain Man offers Buckskin Games including tomahawk and knife throwing. The Dan Beard program for first year Scouts is headquartered here. See the separate description on the Dan Beard Program.

Scoutcraft

The Scoutcraft area is located in the main field across from the shower house and adjacent to the archery range.

We offer a variety of traditional Scoutcraft merit badges including Camping, Emergency Preparedness, Pioneering, Orienteering, Wilderness Survival, and more. See the Merit Badge and Program Schedule beginning on page 45 for a complete list. Some of the merit badges require additional equipment and time away from camp.

In addition to merit badges we offer Totin' Chip and Firem'n Chit as well as variety of hikes, projects, demonstrations, and other activities.



Shooting Sports

There is nothing more exciting to a Scout than shooting a rifle, shotgun, or bow and arrow for the first time. The only thing might be more exciting is actually hitting your first target! Our Shooting Sports program gives Scouts and leaders the opportunity to achieve that excitement. Shooting Sports are actually located in four different parts of camp: rifle range, shotgun range, archery range and the .30-06 rifle range.

We offer the Archery, Rifle Shooting, and Shotgun Shooting merit badges. We also have lots of time for open shooting as well as a variety of competitions and awards. Open shooting is for all campers, not just those taking a merit badge. Test your skill against your buddies, or even your Scoutmaster.

Archery

Our archery range has stationary targets set at varying distances. We have 30lb recurve bows available for all shooters. In addition to the Archery merit badge, we also have archery games. Be sure to enter your top youth and adult archer in the weekly **Robin Hood Challenge**.

Rifle

The covered Joe Kasparek rifle range features 22 caliber bolt-action single shot rifles which are used for the Rifle merit badge, open shoot and competition shooting. The range is located on the left as you enter camp. Our range is supervised by a certified Shooting Sports Director. Only camp rifles and ammunition can be used in camp. The minimum age to fire a rifle in New York State is 12 years old.

Ammunition is free for Scouts while working on the Rifle Shooting merit badge. The fee for open shooting is \$0.25 for 5 shots. Please purchase targets for open shooting at the trading post.

One evening each week we have a rifle and shotgun competition. Send your top adult and Scout to compete against the other troops. One afternoon each week we offer muzzle loaders at the rifle range.

Shotgun

We have a single station shotgun range. We supply 12 gauge pump action shotguns for the merit badge and open shoot. There is a \$25 fee for Scouts working on the merit badge. This covers all of the shells and targets you need to complete the badge. Open shooting is available to all Scouts and adults. The fee is \$0.50 per shot. Please purchase tickets for the merit badge or open shooting at the trading post. The minimum age to fire a shotgun in New York State is 13 years old.

.30-06 Rifle

One afternoon each week we offer .30-06 rifle shooting at the .30-06 range. This is open to adults and registered Venturers. If you are at least 14 years old, ask us about joining the Sabattis Venture Crew. The cost is \$1.00 per shot. Please purchase tickets at the trading post.

Dan Beard Program – For First Year Scouts

Headquartered at the Mountain Man area, the newly renamed Dan Beard program is designed for first year Scouts who are working on Tenderfoot through First Class requirements. Dan Beard is a full day program designed for Scouts to learn and practice the skill requirements for Tenderfoot through First Class. An emphasis is placed on the outdoor requirements. Dan Beard Scouts have the opportunity to work on two merit badges such as First Aid and Swimming. They also get to participate in a variety of fun activities and contests. Each Scout will enjoy the camaraderie of their home troop during meals and siesta. Scouters are welcome to volunteer some time each day to assist in the skill training.

Be sure to see the Dan Beard schedule in the appendix on page 41.



Campwide Events

Campfires

The opening campfire is held on Sunday evening in the field by the barn at 9:00 pm. Your site guide will meet you at your campsite at 8:45 pm. Feel free to bring chairs or something to sit on.

The closing campfire is held on Friday evening at the council point amphitheater. This is a solemn traditional campfire put on by the staff. Sabattis patches and a variety of awards are presented at the campfire. Troops meet on the road next to the tent at 8:45 pm for a closing campfire.

Sunday Evening Retreat

A campwide retreat is held Sunday evening on the parade field next to the trading post. We request that all troops attend the campwide retreat in "Class A" uniforms on Sunday evening at 5:30 pm.

Sunday Evening Barbeque

Sunday dinner is the campwide barbecue cooked and served by the camp staff. We will have hamburgers, hot dogs, salad, chips, a beverage, watermelon and more. We will provide plates, napkins and utensils. This a great way to meet the staff and other campers. It is held immediately after retreat.

A Scout is Reverent

An all faith vespers service is held in camp immediately following the Sunday evening barbecue at approximately 6:45 pm. Jewish services are not available in camp, but are available in Tupper Lake on Friday evenings. Catholic mass is available in Long Lake and Tupper Lake on Saturday evening and Sunday morning. Notice will be posted if this changes.

Campwide Games

On Monday and Wednesday evening, we have campwide games. Games begin at 8:30 pm. Meet at the tent near the volleyball court. The Monday event is a timed scavenger hunt which lets you interact with staff and other campers. On Wednesday, you will compete against other troops in a wide variety of events at program and other areas throughout the camp. Past events have included shooting, knot tying, trivia, and climbing.

Scoutmaster/SPL vs. Staff Volleyball

Wednesday evening at 8:00 pm all leaders and senior patrol leaders are invited to take on the Sabattis staff in volleyball.

NEW Sabattis Theater

On Tuesday evening come to the meeting tent and enjoy a movie. Showtime is approximately 8:30 pm.

NEW Ice Cream Social

The Ice Cream Social is held on Thursday evening at 8:00 pm in the meeting tent. Everyone in camp is invited to enjoy some ice cream and have the opportunity to learn more about the Order of the Arrow.

NEW Iron Chef-Sabattis Competition

Show off your Dutch oven cooking skills in Iron Chef-Sabattis. There are two categories: Scouts and leaders. You must incorporate a "secret ingredient" into your dish. You will be able to pick up two portions of the secret ingredient, one for practice and one for the event at the commissary during Tuesday lunch pickup. Bring your submission to the Ice Cream Social at 8:00 pm in the meeting tent on Thursday where the "celebrity" panel of judges will "blind" taste test the entries and select the champion of Iron Chef-Sabattis. Plus, your dish and the other entries will be shared with the entire camp for a great evening of fellowship.



Ironman Competition

Every Friday afternoon, each troop should enter their top athletes in the Sabattis Adventure Camp Ironman Competition. Competitors will swim, bike, run and paddle throughout the camp in their quest to become the camp champion. Sign up in advance at the camp office. There are a limited number of entries per troop.

Week in Review

Before you line up to go to Council Point for the Friday campfire, join us at 7:30 pm in the meeting tent for a look at the week in review through pictures. Anyone who would like to submit pictures can see the office clerk in the camp office by 3:00 pm on Friday.



Water Carnival or Paul Bunyan Field Day

Friday afternoon, all program areas close down for the Water Carnival or Paul Bunyan Field Day. Both offer a variety of inter troop competition events for Scouts and adults too. The Water Carnival is held weeks 1 and 3. Paul Bunyan Field Day is held weeks 2 and 4. We alternate the weeks each year, so troops who return to Sabattis the same session every year will have different events in alternating years.

Paul Bunyan Field Day – Typical Events

- **Thinnest Slice** - Scouts will attempt to slice off the thinnest piece of wood from a log using the bow saw provided. (One Scout)
- **Two Man Saw** - SPL and Scoutmaster saw through a log with a two-man saw. Fastest time wins.
- **Tug-O-War**- A group of Scouts competes against other troops in an epic Tug O War struggle. Limit of 700 pounds - competitors will be weighed.
- **Chariot Race** - A group of Scouts will use their lashing skills to fashion a chariot from provided spars, then use it to carry one of their team across the finish line. First team across wins. (4 Scouts)
- **Log Toss** - Scout throws a log as far as he can. Farthest heave wins. (2 Scouts).
- **Rope Toss/Pull** - A Scout throws a rope over a spar, then must tie a timber hitch, a clove hitch, and a sheepshank. Timed. (1 Scout)
- **Knot Relay** - A team of Scouts from your troop must tie 8 basic Scouting knots. (6 Scouts)
- **Three Legged Race** - A team of two Scouts per troop will compete in a classic three legged race.
- **Over Relay** - One team of Scouts per troop will have to stand in a line and fill an empty can at the front of the line from a full bucket at the back by passing a soaked towel over their heads. (5 Scouts)
- **Blue Ox Hunt** - A patrol of first year Scouts will hunt all over main camp for Paul Bunyan's big ol' blue ox.

Water Carnival – Typical Events

- **6 Man Rowboat Race** - Scouts will have to paddle a rowboat using their hands from a dock, around a buoy, and back to the dock. (6 beginners or swimmers)
- **Fill the Bucket** - Three Scouts race to fill their bucket the fastest and raise their flag. (1 swimmer, 1 beginner, 1 non swimmer)
- **Plastic-ware Scramble** - Scouts will jump into shallow water in an effort to come up with a full dinner setting. They must set it up on the dock. (1 non-swimmer or first year Scout)
- **Scoutmaster Feet First Race** - Scoutmasters will swim on their backs, using only their arms to propel them feet first from one end of the swimmer area to the other. (1 Scoutmaster)
- **Greased Watermelon** - Scout will be smothered in grease and will need to chase a greased watermelon around the swimmer area, catch it, and bring it up onto the dock. (1 swimmer)
- **4 Man Relay Race** - Scouts will have to swim either the crawl, breast stroke, side stroke, or elementary backstroke: this is a relay race, where four Scouts will have to swim a total of 100 yards. Each Scout swims one lap. (4 swimmers)
- **Wheelbarrow Race** - Scouts will start holding their buddies feet at the end of the beginners section and swim to the line. They will then trade places and return to the dock. (2 beginners)
- **Water Balloon Toss** - Toss a water balloon between two Scouts for the most number of throws. The distance increases between each throw, as one Scout goes further back in the water and the other stays on shore. (2 first year Scouts)
- **Longest Shot** - A Scoutmaster will hold a water balloon launcher between their legs and each Scout will have one shot to make the longest distance. (1 Scoutmaster and 2 first year Scouts)
- **Bobbing for Ducks** - Scouts will gather as many duckies as possible in a 1 minute period. (1 non-swimmer or first year Scout)
- **Scoutmaster Belly Flop Contest** - Self-explanatory. (1 Scoutmaster)
- **Shoe Kick** - A Scout from each troop will kick their shoe from their foot out into the lake. Furthest kick wins. (1 non-swimmer)
- **Canoe-ga-war** - Scouts will paddle a canoe with another Scout in order to pull opposing canoe over a line. (2 swimmers)



Free Time

Although there are many activities throughout the day at Sabattis, we recognize that Scouts may have some free time to pursue other activities. Here are some opportunities that are available all day.

- **Disc golf:** Check out frisbee discs and scorecards at the camp office.
- **Fishing:** Bear Pond offers excellent fishing opportunities. The waterfront is off limits to fishing. The NY State Department of Environmental Conservation requires anyone 16 and over to have a fishing license.
- **Football:** Check out a football at the camp office.
- **Geocaching:** We have GPS receivers and cache coordinates available at the office. A deposit is required to borrow a GPS receiver.
- **Horseshoes:** Check out horseshoes at the camp office.
- **Soccer:** Check out a soccer ball at the camp office.
- **Tetherball:** Just stop by the tetherball court.
- **Trivia:** Stop by the office Monday thru Friday for the day's questions.
- **Volleyball:** Check out a volleyball at the camp office.
- **Wiffle ball:** Check out a bat and ball at the camp office.

Camp Awards

Guild of the Barkeater Award

The Guild of the Barkeater Award offers challenging fun for adult leaders. Requirements for the prestigious neckerchief slide include climbing Charley's Mountain, mountain biking to Lake Lila, climbing the tower or spar pole, a round of disc golf, paddling the war canoes, and locating the Sabattis geocaches. See page 37 for the complete list of requirements.

Green Bar Bill Honor Patrol Award

William "Green Bar Bill" Hillcourt was one of the defining characters of the Boy Scouts of America. His numerous publications, including the 1979 edition of the Boy Scout Handbook, were hallmarks of the Scouting movement. Green Bar Bill Hillcourt died in 1993 and is buried in Mendham, New Jersey, near Schiff Scout Reservation, where he lived and worked for many years. The award recognizes a patrol that functions year-round, including summer camp. See page 38 for a list of requirements.

Out of Camp Activities

Sabattis Adventure Camp is readily accessible to a wide range of out of camp activities. The camp sponsors Charley's Mountain, bike trips, and float plane rides. All other activities are the individual troop's responsibility.

If some of your adults or Scouts would like to participate in troop sponsored out of camp activities, please let the camp staff know your plans. This should be done through the program director and at the beginning of the camp week, in case special arrangements are required prior to the day of the activity.

Off Property Activity Consent Form

The New York State Department of Health requires an Off Property Activity Consent Form signed by a parent for all youth under age 18 leaving camp during the week on camp sponsored activities. Examples include: Lake Lila bike trip, Charley's Mountain, Sabattis Station bike trip, Adirondack Museum trip and float plane rides.

This "parent permission form" is posted on the Forms/Information page of the Sabattis website. Have all Scouts bring this form in case they decide to do one of these activities.

Charley's Mountain

We offer both day and overnight hikes to Charley's Mountain. Except for the very top of the mountain, most of the trail and surrounding lands are on camp property. This is an opportunity to test your mountain climbing and hiking skill, provided you are in physical condition for it. Your reward, on a clear day, is a spectacular view of the surrounding mountains and lakes.



Float Plane Rides

A float plane ride is a great opportunity to see the Adirondacks and Sabattis Adventure Camp from the air. Be sure to sign up early at the camp office as space is limited. Cost is approximately \$25 for a 20 minute ride. Days and availability are dependent upon the pilot and the weather. We schedule rides on Wednesdays and you must have multiples of 5 people (from your troop or other troops). If weather does not permit Wednesday, we aim for Thursday. Van leaves from the camp office at 2:00 pm.

Adirondack Museum

The Adirondack Museum in Blue Mountain Lake features a vast campus with displays in 22 modern exhibition galleries and historic buildings. There are lush grounds and sweeping views. The exhibitions tell the unique story of the Adirondacks and its people. You can explore topics ranging from boating to logging, with a variety of activities.

Monday evenings the museum is open late and we offer a trip. Be sure to sign up early at the camp office as space is limited. The van leaves from the camp office at 4:00 pm. Cost is \$20 per person. It includes transportation, bag meal for dinner and entrance into the Museum until closing at 8:00 pm. For more information visit www.adkmuseum.org.

Wild Center

The Wild Center in Tupper Lake is science-based, and its experiences, exhibits and programs are designed to open new ways to look into our relationship with nature – and highlights the unique environment of the Adirondacks. For more information visit www.wildcenter.org.

Ampersand Mountain

Ampersand Mountain is located between the Lakes Region and the High Peaks Region off of Rte 3 between Tupper Lake and Saranac Lake, approximately 45 minutes from camp. Once on the top, you'll be rewarded with a spectacular 360 degree view of what the Adirondacks have to offer. A very accomplishable day hike. If you are going to climb just one mountain in the Adirondacks this should be the one. But know this, it will take a full day to hike up and down Ampersand so pack accordingly.

Coney Mountain

Historic Coney Mountain is located on Rte 30 between Long Lake and Tupper Lake, approximately 1 mile from camp. Coney Mountain is not a difficult hike and is easy enough for beginners. There is a full 360 degree view of Tupper Lake on the north, Goodman Mountain, Coney's twin; Mount Morris (Big Tupper), the Swards, the MacIntyres to the east, Mt. Marcy, Santanoni, Blue Mountain, and several lakes and ponds to the west.

Mount Marcy

Mt. Marcy, at 5,344 feet, is the roof of the Adirondacks. The trailhead leading to its summit is at the Adirondack LOJ - a circa 1927 lodge operated by the Adirondack Mountain Club. It is about an hour drive from Sabattis. Here is a challenging all day activity for older Scouts and adults who are in excellent physical shape and have time on their hands. This is a very challenging climb of about 15 miles round trip with significant elevation changes. Be sure to depart very early in the morning and have a plan and equipment if you are not able to reach the trailhead before dark at the end of the day.

Other

Other day trips and off-property activities can be arranged with the program director and camp director when you arrive at camp.



Merit Badges and Advancement

Overview

To have a successful experience in the merit badge program, Scouts must begin their preparations at home, continue at camp on Monday, and stick with it. Some merit badges can be completed during the camp period. Others have requirements for observations, tests, or record keeping over a prolonged period. In these cases, Scouts should complete all such requirements before coming to camp. Bring certification of completion from their counselor or other proof of completion.

To help Scouts prepare, we offer the following suggestions that you may wish to include in your camp planning, perhaps enabling a larger number of merit badge completions.

- **Do not over-schedule.** We set no limit on the number of badges a boy can attempt, but sometimes their desires are bigger than their time limit or abilities allow. Experience tells us that for the first year camper no more than three merit badges should be encouraged. The Dan Beard program gives Scouts the opportunity to earn two badges. For the older, more experienced camper, it is difficult to earn more than three merit badges, unless some of them involve completing partials.
- **Enjoy all of the camp programs.** Scouts are in camp for more than merit badges, and they should not miss other opportunities. Sabattis' unique program does not offer merit badge classes in the afternoon, so Scouts do not have to choose between exciting activities and merit badges. Please do not allow your Scouts to plan for failure. Advise them when they make their selections and encourage them to stick to the guidelines provided above.
- **Scheduling conflicts should not discourage a Scout from taking a merit badge.** All times are flexible, and most conflicts can be worked out with a counselor. If a Scout comes to camp prepared to pass the merit badge, he may ask a counselor for a review without waiting until the end of the week. Your Scout should be able to plan his day based on classes offered.

There will be a limited quantity of merit badge pamphlets in the trading post. Be sure to bring all merit badge pamphlets needed with you to camp.

Prerequisites

Very few merit badges have true prerequisites that must be completed before a Scout can begin working on the badge. However, some merit badges have requirements that cannot be completed at camp. In order to earn the badge at camp, the Scout must complete these requirements before attending camp. These requirements are commonly referred to as prerequisites. Scouts who have not completed the prerequisites, can still earn a "partial", and finish the badge at a later date with any merit badge counselor approved by your Scoutmaster. Prerequisites are listed on the Merit Badge Information sheet beginning on page 40.

Meeting Prerequisites

Evidence must be provided that prerequisites have been met. On these and all requirements where work was completed prior to the Scout arriving in camp, a note from the Scoutmaster is not always sufficient evidence. When a requirement states "make, demonstrate, show, do, etc." that is what is necessary. Where possible, bring what you did or made – small projects, charts, reports, letters etc. Photographs of larger projects are helpful. A note from another merit badge counselor or a "partial" from another merit badge counselor would be helpful. Be prepared to demonstrate skill requirements, even if you have a partial.

Requirements

If there are any questions about a merit badge's requirements, call the camp. Remember to check the current requirements for all merit badges your Scouts will be working on in camp.



Merit Badge Counselor Pre Approval

Certain badges require approval of a merit badge counselor prior to beginning requirements. These requirements, like all other requirements, must be followed and cannot be waived because "it is in a summer camp setting." Please be aware of all of the requirements for badges you would like to attempt in camp, and "Be Prepared" to successfully complete the badge.

Application for Merit Badge/Blue Cards

An Application for Merit Badge, commonly called a *blue card*, is required for each Scout, for each merit badge he is attempting. Please bring sufficient blue cards for your Scouts. Extras will be available for purchase in the Trading Post.

A critical first step for earning a merit badge is for the Scout to obtain his Scoutmaster's approval to work on the merit badge. The Scout should complete all of the required information on the blue card legibly in ink. The Scoutmaster's approval is evidenced by the Scoutmaster's signature on the front section of the blue card.

The approval process should involve more than signing the card. It is an opportunity for the Scout and leader to have a conversation about talents and interests, goal setting and advancement. Although a Scout should never be denied the opportunity to work on a merit badge, the Scoutmaster can help guide the Scout to select merit badges that can be readily earned by the Scout while at camp and, if the Scout is determined to work on a merit badge that may be a stretch, set appropriate expectations as to what can be accomplished in the camp setting. For these reasons, Scouts who attend camp without their home troop are expected to arrive at camp with a signed blue card from their Scoutmaster for each merit badge they plan to work on during the week.

Partials

Some Scouts may need extra help or support with merit badges; others will sail through without a hitch. Some may become discouraged or have difficulty with a particular skill. Some may have minor or major learning disabilities. Others may have physical challenges that, while not debilitating, may require extra effort. Regardless of the challenges, only those who fulfill all the requirements are to be approved for merit badges. Those who are not able to complete the requirements, for whatever reason, are issued partials. A partial may be finished with a qualified merit badge counselor at home, or the Scout may visit one of our New Jersey camps before the end of the season! Of course a Scout may also bring the partial blue card back to camp next year to complete the requirements or he can sign up for Camp Troop or Day Camp at Winnebago Scout Reservation or Camp Somers. The only expiration on a partial blue card is the Scout's 18th birthday!

For information on **Camp Troop** or **Boy Scout Day Camp** at Camp Somers or Winnebago, please visit the camp office or www.ppcbsa.org/camping.

Merit Badges Offered, Prerequisites, Information and Schedule

Please refer to the appendix at the back of this guide for information about the merit badges offered at camp. A chart beginning on page 40 is an alphabetical listing of the merit badges offered at Sabattis Adventure Camp. It also lists location, prerequisites and notes on some badges including what to bring and costs.

Refer to the Merit Badge and Program Schedule beginning on page 45 for merit badge class times. This is organized by program area and includes many other camp programs in addition to merit badges.

Merit Badge Signup

To help us better prepare for merit badge classes, please provide a list of merit badges each Scout plans on taking at camp when you check in.

Optional in 2016 - use our online scheduler. In addition to offering online rosters, we have implemented an online merit badge sign-up. Visit www.ppcbsa.org/camping to try both systems in 2016. Questions/etc. contact John Dorn at the council office, 973-765-9322 x 238 or john.dorn@scouting.org



At Camp

Unit Arrival

Saturday Arrivals

Most troops arrive on Saturday. When you arrive on Saturday, please be aware that the camp staff has a required day off from Saturday noon until Sunday noon. We understand that you are anxious to get started, but please allow the staff the time off they deserve. If there is an emergency, please see the health officer or the camp director. If you have any other questions, please wait until Sunday afternoon.

Saturday Check-In Procedure

- Arrive between 3:00 and 5:00 pm. Dinner will not be provided for troops arriving after 5:00 pm.
- Unit leaders report to the camp office and hand in the information listed below under check-in information.
- You will be shown your campsite
- The first meal is Saturday evening. See the food service section on page 26 for details.
- Turn in the BSA Annual Health and Medical Records and medications.

Sunday Check-In Procedure

- Follow steps above
- Change into bathing suits, report to the health lodge for medical re-check. Scouts are to bring medications with them for the medical re-check.
- After medical re-check, proceed to waterfront for a swim classification test. See page 29 for requirements.
- Everyone must complete their swim test at camp.

Check-In Information

Here is the information required at check-in. Visit the **Forms/Information page of the Sabattis website** for copies of all forms.

- **Roster** - All units are required to present two copies of roster of all Scouts and adults attending camp. Please use the form on the Sabattis website, or online submission. If any adult will not be attending a full week of camp, please identify the days/meals they will be in camp.
- **Patrol List** – Identify the name and size of each patrol for commissary purposes. Include number of youth and adults. Patrols of 8-10 people are preferred. The total headcount should match the roster.
- **Fees** - Any camp fees for additional Scouts/adults - bring Warren Wheeler Adventurership letters if applicable. If you are bringing more Scouts or adults to camp than the amount you registered with, please inform the council office as soon as possible before camp. This way we can be sure we will have enough food for you.
- **BSA Annual Health and Medical Records** - Required for all Scouts and leaders - Parts A, B and C must be completed and signed. Part C must be signed by a certified and licensed health-care provider if any medications are listed. Please bring photocopies and keep the originals. Please have in alphabetical order.
- **Merit Badge Schedule** - Please provide a list of merit badges each Scout plans on taking at camp. We are debuting an OPTIONAL online sign-up in 2016 - visit www.ppcbsa.org for more information.
- **Meningococcal Disease and Vaccine Information Form** - Completed and signed for all campers under 18.
- **Youth Protection Training** - Current Youth Protection training certificate for all adults
- **Off Property Activity Consent Form** - For youth to participate in out of camp activities. No Scouts will be allowed to participate in any off-property activity unless this form is on file in the camp office. Plan on bringing the signed form with you, as the ability to get this signed during the week of camp will be very limited.
- **Special Needs** - Please inform us of any Scout or leader with special needs and let us know the specifics. We have limited flexibility regarding menu changes, but we can store any extra food you may bring. See the food service section on page 26 for details. Feel free to call the Patriots' Path Council office prior to camp to discuss any special needs.
- **Out Of Council Units** - Proof of health and accident insurance and a tour plan is required for out of council units – contact your council office to obtain copies.



Sunday Schedule

Most of camp is officially closed until after lunch. Use this time to relax, explore and set up your campsite. Breakfast and lunch will be available for pickup at the commissary according to the hours posted on the daily schedule. Your site guide will meet you in your campsite after lunch at about 12:30 pm. He will be available to answer your questions lead you through the remainder of the check in process:

- Medical rechecks
- Swim classification tests at the waterfront – be sure to wear your bathing suit and bring a towel
- Camp tour

Other Sunday events include

- Evening retreat – your site guide will meet you at your campsite at 5:15 pm
- Evening barbecue dinner
- Vespers
- Campfire - your site guide will meet you at your campsite at 8:45 pm
- Adult leader meeting

Daily Schedule

Please see the appendix on page 42.

Commissioner Service

The camp commissioner's job is to bring the unit service function into the camp setting. Commissioners are there to help troops get the most out of the camp program. Your commissioner is your link to the rest of the staff and the camp's program offerings. He is also there to help identify service projects, and just to be a friend to you and your unit. He is your most valuable resource in camp - use him to your fullest advantage. If you have any issues or concerns at camp, please consult your commissioner.

Health and Safety Inspection

Every day from Monday thru Friday your camp commissioner will visit your campsite and perform a health and safety inspection. A member of the troop, preferably a youth leader, should be available to walk around with the commissioner. The commissioner will look at nine general areas. See page 35 for the site visitation form.

- **Cooking & Dining Area:** The cooking and dining area is properly cleaned up and sanitized from the morning meal. The patrol box is closed and neatly organized. Picnic tables are wiped clean. The ground around the cooking and dining areas is free of trash and food. Any equipment, including burn barrels, are free of any food residue. A duty roster is posted for each patrol.
- **Latrine & Washstand:** The latrine is properly cleaned, the seats are washed off with cleanser, left down, toilet paper is stocked, and the ground around the latrine is free of any garbage. The washstand must be cleaned.
- **Campsite Grounds & Trails:** Campsite trails and grounds must be free of any litter.
- **Tents:** All tents in the campsite are set up properly. Tent lines are firmly secured and are not located where they are a trip hazard. Tent flaps should be open to permit tents to air out.
- **Personal Equipment:** Personal equipment outside of tents is neat and orderly. Clotheslines should not be located on any trail, must be clearly marked, and must be six feet above the ground.
- **Woods Tools:** The campsite has a clearly-marked axe yard that is free of any obstructions. Axes, hand-axes, and saws are all properly sheathed when not in use.
- **Fire Equipment:** The fire barrel and Indian Tank must be filled with water. All fire equipment must be located in a central area in the campsite. Each tent must have two small buckets of water in front of it and each tent must be clearly labeled "No Flames in Tent."
- **Fireguard Chart:** The fireguard chart must be clearly posted, filled out, and signed daily by the troop fire warden.
- **Flagpole:** An American flag is flying from the flagpole, weather permitting.



Camp Office / Mexican House

The camp office is staffed from 9:00 am until 9:00 pm except during staff meal hours. If you need assistance outside of those hours, emergency contact information is posted on the office door.

Health Lodge/Emergency Services

Our resident health officer lives at the health lodge and is available 24 hours a day to handle medical emergencies. In addition, arrangements have been made with a local doctor in Long Lake, and the Adirondack Medical Center in Saranac Lake to be available for our campers at Sabattis. The Long Lake Rescue Squad and the local New York State Forest Ranger are also available for on-site emergencies and transportation to the local doctor and hospitals.

Scouts or leaders, who require medical attention that cannot be provided at camp, will be taken to a local hospital/medical center. The health officer must be notified when an ill or injured camper requires further attention. The Annual Health and Medical Records are kept with the health officer while campers are in camp, and must accompany the camper if they go for further treatment.

Scouts who are taking medications must meet with the health officer on Sunday to identify a plan for taking their medications. In most cases the Scout will report to the health lodge at specified times each day.

Sick call is held daily at 9:00 am. Emergencies are handled at any time. Hours are posted on health lodge. If the health officer is not in his office, a sign will indicate his current location. In an emergency, you can stop in the camp office to have him contacted by radio. For nighttime emergencies, please knock loudly on his door on the first floor of the health lodge.

Sanitation

The Health and Safety Officer in camp is the health officer. This person is responsible for supervising the Sanitary Code of Sabattis Adventure Camp. The New York State Department of Health and the BSA require that the three pot method of washing be used at all times in all patrol sites. If your troop has inadequate containers to meet this requirement, see the Camp Ranger for extra containers. Instruction sheets will be provided describing the three pot washing procedure. The camp commissary will supply rinse sanitation tablets and instructions on how to use them. If you are out of camp and have an occasion to drink water from a source other than the camp water system, please filter or chemically treat the water.

Sabattis Bear Precautions

When you visit the Adirondacks, you are in black bear country. They feed off wild berries and fruits as part of the ecological process and help scavenge edible refuse from the area. Our camp and tent sites are a part of the bear's natural habitat. Bears will generally avoid contact with humans, but have the need to eat, like all living things. It is exciting to be able to see a bear in the wild, but it is also important to keep them away from your campsite. Bears are rarely a problem if you keep a clean campsite and avoid practices that may attract bears. Here are some specifics:

- No food will be taken from the Trading Post to the campsites.
- Set up cooking, eating and supply areas away from your sleeping area.
- Store food and odorous items in the supplied bear box or your troop trailer. Keep the trailer locked.
- Remove all food from the campsite after every meal and return it to the commissary (no exceptions).
 - Please return all unopened food to the commissary at the specified return time.
 - Please bring opened, unused food directly to the garbage container near the commissary immediately after each meal.
- Wash your hands after cooking, eating or sacking garbage. Minimize odors.
- After every meal, clean up all cooking and eating areas with warm detergent water and police the area for dropped food (table, patrol boxes, and ground).
- Clean grills, pots, pans, cooking utensils, and wash basins after each use.
- Strain food particles from dishwater using a fine mesh screen and store with garbage. Dump dishwater at least 200 feet from your sleeping area. Food odors may attract bears and other animals.
- Assign a responsible adult to inspect the site for any overlooked food.
- Use a diluted ammonia solution and wash down all eating areas before turning in each evening. Have an adult actually do the washing or have an adult make up the solution and strictly supervise the operation.



- Keep sleeping bags and tents completely free of food, food odors, beverages, and personal smellables. Empty containers that were used for these items are also considered smellables. Personal smellables include items such as deodorants, toothpaste, soap and lotions. Any odorous product may attract bears and should be secured in the bear box.
- Do not sleep in the clothes you cook in. Ideally you should have clothes you only use for sleeping. Change into them each night.
- Finally, the leaders may wish to purchase some mothballs before leaving home and spread them around the campsite eating areas every few days.
- The State Department of Environmental Conservation, Division of Fish and Game offered these rules and suggestions. Keep it Clean! Clean! Clean!

If a bear is sighted near your campsite, remain calm and do not run. Never approach the animal. Make sure the bear has an escape route. Avoid direct eye contact, back up slowly and speak with a low, assertive voice. Attempt to scare it away by clapping your hands, yelling or banging pots together. Report the sighting to the reservation director, camp director or program director.

Garbage Pickup

In addition to disposing of garbage near the commissary, we also pick up garbage at each site Monday through Saturday evening beginning at 7 pm. Please place garbage in a tied **clear plastic bag** and leave it in front of your campsite. More information on garbage pickup and recycling is available on page 27.

Showers

Shower facilities are available in camp. The shower house across from the Scoutcraft area, and the shower trailer behind the barn, have individual stalls and are open 24 x7. Each troop will be asked to take a turn cleaning the shower house once per week.

Laundry

There are coin operated laundry facilities at Sabattis. Please contact the camp office for details.

Latrines

Each latrine has been provided with a length of garden hose to facilitate washing down the urinals, washstands, and floors. Please do not run water down into the latrine pit. Water deters the aerobic process of the system.

We ask everyone to keep the covers to the seats down, when not in use. This is a New York State Health Regulation. Please make sure the Scouts are aware of this and do not prop the seats open when not in use. Please make sure the Scouts don't dump garbage into the latrine pits. The latrines are for one purpose only. At the end of each week, your site guide will inspect the latrines and make sure they are ready for the next troop to occupy the site.

Trading Post

Our Trading Post operates as a service to the camp community and is well stocked to meet your daily needs. Stock includes snacks, soft drinks, slush puppies, patches, shirts, and other collectibles available for your enjoyment. Leaders please remind your Scouts and other adults that any food purchased at the Trading Post should be eaten there, and not taken back to the campsites. This is a precaution due to the population of bears in the area. It is recommended that each Scout bring between \$30 and \$40 for spending money while at camp. Please instill in the Scouts the responsibility of guarding against theft or loss of money while at camp. Trading Post hours will be posted at camp.



Fires at Camp

The ground of the Adirondacks is covered with a thick layer of high organic duff which is flammable during the drier summer months. We do not permit ground fires at any campsite at Sabattis Adventure Camp without a concrete burn ring. If your site does not have a concrete burn ring, all fires for cooking and troop campfires must be contained in your metal burn barrel.

Adult Leader Training

We offer a variety of adult leader training courses at camp at no charge. The Aquatics area offers the following courses:

- Safe Swim Defense
- Safety Afloat
- Aquatics Supervision: Swimming and Water Rescue
- Aquatics Supervision: Paddle Craft Safety
- Climb on Safely is offered at the COPE/Climbing area.

Please see the Merit Badge and Program Schedule in the appendix for dates and times.

Adult Programs and Activities

Most of our programs at camp are open to adult leaders. Please join in the fun. Here are some ideas:

- Adult Leader Training
- Guild of the Barkeater Award
- Polar Bear Swim
- Open Swimming and Boating
- Hiking and Mountain Biking
- Mountain Boarding
- Mile Swim
- Shooting Sports Competitions
- High Ropes at COPE
- Spar Pole
- Climbing
- Water Carnival and Paul Bunyan Field Day
- Free Time Activities
- Volunteer at Dan Beard
- Scoutmaster/SPL vs. Staff Volleyball

Adult Leader and Senior Patrol Leader Meetings

An adult leader meeting will be held at the staff dining hall/commissary Sunday evening at 7:30 pm. Please have at least **one adult** attend this meeting. Additional meetings will be announced at camp.

Short SPL meetings will be held Monday to Friday on the camp office porch at 8:45 am.

Scoutmaster Roundtable and Prospective Staff Open House

All Scoutmasters are asked to come to the commissary at 7:15 pm on Thursday for a roundtable discussion with the camp administration. Merit badge tracking sheets will also be posted for you to review your Scout's progress for the week so that any actions can be taken on Friday to help them in their merit badges.

Also, anyone interested in joining the Sabattis staff for next summer can talk with the camp administration and fill out an interest survey.

Flag Ceremonies

All troops should have appropriate morning and evening flag ceremonies in their campsites. Each troop should bring an American and troop flag to camp. A campwide retreat is held Sunday evening on the parade field next to the trading post. We request that all troops attend the campwide retreat in Class A uniforms on Sunday evening.

Retreats are also held Monday thru Friday evenings at 5:30 pm on the parade field for the camp staff. Troops normally attend their own retreat in their campsite, but they are always invited to attend the campwide retreat.



Camp Uniform

Scouts and adults should be in full Scout uniform when they arrive at camp. Full uniform should also be worn to the Sunday evening retreat, church services, special ceremonies, the opening and closing campfires. A uniform is not a requirement to come to camp. If someone does not have a uniform, please dress appropriately.

During other times, uniforms are not required. Troop tee shirts are encouraged. Other Scouting, plain and appropriate tee shirts are always welcome.

Visitors

A week of camp goes by very quickly due to the myriad of projects and activities with which a boy gets involved. For this reason, the boy has little time for much else. Certainly, parents and friends are interested in what he is doing, and he is encouraged to send postcards and letters telling of his experiences. All visitors must check in at the camp office. Please coordinate this with your unit leaders.

Sabattis Adventure Camp does not offer a specific visitors program. Visitors are welcome at camp subject to the above limitations. Parents should confirm with their troop leaders before coming to camp. Please walk to the camp office to check in, sign the log and receive a wristband which must be worn while at camp. Visitors are welcome to enjoy a meal with their troop. When checking in, please pay for any applicable meals.

- Breakfast - \$6.00
- Lunch - \$8.00
- Dinner - \$10.00

Please check out at the office before departing camp.

Unit leaders of troops not camping at Sabattis are always encouraged to visit to see what the Sabattis experience is all about. Advance notice is helpful.

Charging Electronic Devices

Adults may charge their electronic devices at a location to be announced at camp. A Scout is trustworthy, but please use this service at your own risk.

Internet Access

Sabattis has internet access with limited bandwidth for camp business use. We will provide wireless internet access for adult leaders during limited hours each day. Hours and location will be posted at camp. Please help everyone by limiting data transfer to essential items.

Mail Service

Incoming Mail

All incoming mail will be available in your unit's box in the camp office. If parents want to send letters or packages to their sons, be sure they mail early. The Friday before camp or earlier is recommended.

The mailing address is:

Name, Troop Number, Campsite
Sabattis Adventure Camp
1745 Sabattis Rd
Long Lake, NY 12847

Outgoing Mail

Bring any outgoing mail to the camp office and put it in the outgoing mailbox on the counter in the camp office.



Telephone Service

Outgoing Calls

Adult leaders will be allowed limited use of the camp telephone for important calls only. All outgoing calls other than official Scouting business will be with a calling card or as a collect call. Public pay phones are located in Tupper or Long Lake. Scouts may only use the telephone when accompanied by an adult leader.

Incoming Calls

Leaders, Scouts, and parents should be made aware that incoming calls to individuals are seldom practical due to the size of our camp.

Emergency Calls

In case of emergency, the camp office telephone number is **NEW** 518-554-4240. A message will be taken and delivered to the individual concerned as quickly as possible. Do not expect to talk to the person immediately.

Cell Phones

Cell phones are not practical at Sabattis, due to the limited service in the area. Many troops already have policies regarding cell phone usage by Scouts at camp. Sabattis Adventure Camp respects the troop policies. If your Scouts bring cell phones to camp, please remind them to follow good cell phone etiquette. This includes turning off cell phones and putting them away during merit badge classes.

Facilities Outside Camp

Ask at the camp office for directions to nearby stores and other services. Here are a few popular destinations:

Adirondack Medical Center

2233 State Route 86
Saranac Lake, NY
518-891-4141

Hoss's Country Corner

General Store / Fishing Licenses
1142 Main Street
Long Lake, NY 12847
800-952-4677

Fortunes Hardware

66 Main Street
Tupper Lake, NY 12986
518-359-9471

Stewart's Shops

Convenience Store / Gasoline
Route 28N & Route 30
Long Lake, NY 12847
518-624-4796

Custard's Last Stand

Ice Cream
1 Lake Street
Long Lake, NY 12847
518-624-2178

Order of the Arrow

The Order of the Arrow (OA) is Scouting's National Honor Society. Patriots' Path Council's Woapalanne Lodge 43 is well represented at camp. If your troop is interested in having an OA election, or a Brotherhood conversion, contact the Order of the Arrow representative at camp.

Thursday is OA day. Please wear your OA sash on Thursday. Everyone, including non-members, is invited to participate in the OA day service project at 2:00 pm. Everyone is also invited to campwide ice cream social where you can learn more about the OA. It is held on Thursday at 8:00 pm in the meeting tent.



Camp Evaluation Forms

We value your opinion! At the end of your camp stay, we ask that you evaluate how we did – be as honest as possible, we are looking for true feedback as we continue to provide the best program possible. Comments are especially helpful. Please submit two evaluations per troop, one completed by the adults and one by the Scouts. A copy of the form is in the appendix on page 36.

If you have any issues or concerns during your stay, please talk with your commissioner or the camp director. We will do our best to rectify any issues immediately. If we do not hear about an issue until we see it on an evaluation form, it is hard to correct it.

Saturday Unit Departure

Prior to leaving camp, each unit must check out with the business manager, pick up all blue cards, and have its campsite inspected.

- Unit leaders should pick up their check out packets including blue cards on Saturday morning
- Be sure to reserve your campsite for next summer before departing camp
- All troops must depart camp by 1:00 pm. Those taking the Patriots' Path Council bus may remain until the bus is ready.
- A continental breakfast is served on Saturday to simplify packing and cleanup
- Bag lunches are available for those departing after 11:30 am. Please provide a count to the commissary by Friday dinner.



Food Service / Commissary

Patrol Cooking

Sabattis Adventure Camp is a patrol cooking camp. Each troop brings their own stoves, pots, pans, utensils and other cooking gear. Each Scout provides their own plate, cup, bowl and eating utensils. We provide the food, and staples for each meal. This experience will prepare Scouts for future troop camp outs. It also helps develop community within the troop as Scouts learn to work together with fellow Scouts.

When organizing your patrols for camp, try to set up patrols of 8 to 10 people including adult guests. Using this system reduces the number of patrols transporting food from the commissary to the campsite.

First Meal at Camp

Food for Saturday dinner and Sunday breakfast and lunch are available at the commissary for pick-up by those troops arriving on Saturday. Dinner will not be provided for troops arriving after 5:00 pm on Saturday. No refunds are available if you choose not to use any of the meals.

Don't forget that Sunday dinner is the campwide barbecue. No cooking in site on Sunday night.

Menu

A dietician has approved each week's menu. It will be posted on the Forms/Information section of the Sabattis website. Occasionally, some changes may be necessary because of food availability, although these will be kept to a minimum. If any of your campers have dietary restrictions, please be sure to review the menu well in advance of arrival. Contact the camp at least two weeks prior to arrival if you have any dietary concerns. We have very limited flexibility with adjusting the menu, but you are always welcome to bring additional food for affected campers at your cost. We will be happy to store the food for you. Please package and label with camper's name, troop number and specific meal.

Food Pickup and Return

Food is issued three times per day at the commissary according to the schedule below. Please send two Scouts from each patrol. We will provide a pack frame and container for transport. We use fresh, canned and frozen foods. Dehydrated trail food may be available for outpost trips, canoe trips, and off property hikes with advance notice.

Written menus and food preparation instructions are provided to each patrol at the time of food pickup. Occasionally, some changes may be necessary because of food availability. Please notify the commissary director of any problems with food service as soon as possible so they may be corrected.

The food pickup/return times are as follows:

Meal	Pickup	Return
Breakfast	7:00 - 7:15 am	8:45 - 9:15 am
Lunch (Sat & Sun)	11:00 - 11:30 am	1:30 - 2:00 pm
Lunch (Mon - Fri)	12:15 - 12:45 pm	1:30 - 2:00 pm
Dinner	4:30 - 5:00 pm	7:00 - 7:30 pm

- Please return all unopened food at the specified return time.
- Please bring opened, unused food directly to the garbage container immediately after each meal. Do not place any items on top of this closed bear-proof container.
- Please share food among patrols to help reduce food waste. Thank you!

Staples

Staple items are commissary items that can be picked up at any meal: These include paper towels, garbage bags, toilet paper, disinfecting tablets, pine sol, and dish soap. Simply turn in a "staple request form" two meals in advance, and they will be ready for pickup. Instruct your Scouts to carefully check the items in their food packs to avoid unnecessary return trips to the commissary.



No Cook Options

In the past, some troops have tried occasional cold breakfasts and lunches and found them less time consuming for the Scouts to prepare and clean up. With advance notice, we can provide no cook breakfasts and lunches.

Waste Disposal & Recycling

All non-recyclable waste must be properly bagged and placed in the large locking container behind the Commissary / Staff Dining Hall. Throw trash bags inside of the bear-proof container. Please do not throw bags of trash on top of the container. We also provide garbage pickup at your campsite every evening after dinner.

All recyclables must be separated from the normal garbage – whether you bring it to the container or leave it for ranger pick-up. **All garbage and recyclables must be in clear plastic bags.** Due to the wildlife, garbage cannot be left in any campsite overnight.

The following materials must be recycled at the recycling center next to the large locking container behind the Commissary/Staff Dining Hall:

- Aluminum
- Tin
- Plastic #1,2,3
- Mixed glass
- Newspaper
- Chipboard and corrugated cardboard
- Empty propane cylinders

Camp Staff

Camp Staff Employment

We are constantly looking for energetic and qualified staff. Visit our website, www.ppcbsa.org/camping for further information. Applications are accepted beginning in the fall, but we sometimes have positions available in the months prior to camp.

CIT/Junior Staff

The Patriots' Path Council recognizes the need to encourage and develop quality staff. Our Counselor in Training (CIT) program will expose a Scout to the camp staff experience over a shorter period. Along with working with counselors, the CIT will develop leadership and teamwork skills. A CIT at Sabattis must be at least 14 years old. Apply online at www.ppcbsa.org/camping.

Camp Staff

Our staff members are devoted Scouts and Scouters trained and experienced in the skills of outdoor living. Like you, they are making a personal sacrifice to be part of our camp operation. Occasionally, they may make mistakes, as we all do at some point. They will respond to the same courtesy, kindness, respect, and thoughtfulness as you do. If you experience a problem with any staff member, please bring it to the attention of the camp director so we can resolve the problem as quickly as possible. Our camp staff is a reflection of all our camp troops. Please help us maintain an excellent staff.



Health and Safety Information

Guide to Safe Scouting

BSA's **Guide to Safe Scouting** prepares members of the Boy Scouts of America to conduct Scouting activities in a safe and prudent manner. The policies and guidelines have been established because of the real need to protect members from known hazards that have been identified through 100 years of experience.

All participants in official Scouting activities should become familiar with the Guide to Safe Scouting and be aware of state or local government regulations that supersede Boy Scouts of America policies and guidelines. The guide provides an overview of Scouting policies and procedures rather than comprehensive, stand-alone documentation. For some items, the policy statements are complete. Unit leaders are expected to review the additional reference material cited prior to conducting such activities.

Patriots' Path Council camps follow policies and procedures in the guide, so please use it as your primary reference source. You can find it online at <http://www.scouting.org/scoutsource/HealthandSafety/GSS.aspx>.

The remainder of this section of the leader's guide is to remind you of some key information and to specify any local policies that may supersede or supplement information in the national publication.

Annual Health and Medical Record

The BSA Annual Health and Medical Record, parts A, B and C must be completed, and kept with the camp health officer while Scouts and leaders are in camp. This is required for all Scouts and leaders. Forms are good for one year. See the Forms/Information page of the camp website for a current copy of the form. Make sure parents have a copy of this form well in advance of camp.

Please keep the original and submit copies. Each troop is encouraged to keep a copy of each form in their campsite.

Medication Administration (prescription and over-the-counter)

Policies

- All medication(s) currently being taken must be noted on part B of the Annual Health and Medical Record. The medications section in Part B should be filled out at the time of the annual medical evaluation. **If any medications are noted on Part B, New York requires a licensed healthcare professional signature on Part B.**
- Medications must be kept in the original (pharmacy or over the counter) container.
- Medications are administered by the health officer as directed by the label.
- The BSA routine drug administration record will be completely filled out by the health officer during the medical re-check.
- Each Scout will be observed to ensure that the medication is being taken.
- If a Scout fails to take the medication, camp staff will notify the leader and camp director, who will then notify the parents or guardians immediately.

Administration

- The health officer will be at the health lodge at posted hours to administer medications. Scouts who are taking medications should meet with the health officer on Sunday to confirm the medication schedule.
- The health officer will make the Scoutmaster aware of all Scouts taking medications. The Scoutmaster will sign a form assuming responsibility for ensuring that their Scouts make it to the health lodge at the appointed time.
- If a Scout is more than one hour late for their appointment, the health officer will notify the troop in writing that their Scout did not show up. The Scoutmaster will sign the written notice and the Scout will be escorted to the health lodge by troop leadership. This notice will be filed with the Camp Medication Log and stored at the health lodge.
- If the Scout does not arrive at the health lodge within one hour of Scoutmaster notification, the camp director will be informed. The camp director or designee will immediately notify the Scoutmaster to schedule a phone conference with the Scout's parents or guardians informing them of the situation.



Please take the time to set up a reliable system of ensuring that your Scouts receive their medications at the appropriate times. Just asking a Scout if they got their meds is unsatisfactory. An adult needs to escort them to the health lodge every time.

BSA Youth Protection

The Patriots' Path Council and the Boy Scouts of America believe protecting the safety of children is a critical priority. In order to achieve this goal, all adults staying overnight at any Patriots' Path Council summer camp program must have proof of current Youth Protection training.

If you are not currently Youth Protection trained, visit www.myscouting.org to take a free online course. Certificates are valid for two years.

Buddy System

The buddy system is an important requirement for the safety of our Scouts and leaders while at camp. The Patriots' Path Council requires the use of the buddy system throughout camp at all times. Please emphasize to your Scouts the importance of always traveling with a buddy and to remain in sight of your buddy at all times. If you do not have a buddy, you can often find a Scout from another troop that is heading in the same direction. This is a great way of finding a new buddy. Please remember the no one-on-one adult to Scout contact requirement when pairing up with buddies.

Campsite and Program Sign Out

Scouts are asked to sign out of their campsite indicating their destination. For program times, Scouts are to indicate what area they are going to first and expected return. Scouts will also sign in/out at each program area. This is to conform to NYS Department of Health requirements for supervision.

Wristbands

All campers (Scouts and leaders) are required to wear a camp issued wristband while in camp. This will ensure that all Scouts and leaders have checked in with the camp office. One wristband is provided to each person upon check-in. Replacements are available for a nominal fee. Any camper or leader who is not wearing a wristband will be directed to report to the office to check-in or receive a replacement wristband.

Footwear

Close toed shoes must be worn at all times at camp. We do not permit open toed shoes, sandals, etc. outside the waterfront and camp shower areas.

Swim Classification Test

All campers, youth and adults, who desire to participate in aquatic activities (swimming, boating, etc.), must take a swim classification test **at Sabattis Adventure Camp** to determine their swimming ability. A buddy tag will be issued to indicate the appropriate classification.

The classifications are as follows:

Swimmer – Blue tag The Scout has successfully completed the swimmers test:

Jump feetfirst into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.

Beginner – Red tag The Scout has successfully completed the beginner's test:

Jump feetfirst into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming and return to the starting place.

Non-Swimmer/Learner

Anyone who has not completed either the beginner or swimmer tests is classified as a non-swimmer.



Sometimes Scouts find it embarrassing if they know they cannot swim well enough to be classified as a swimmer. Please talk to your Scouts before camp and explain to them that they should try only what they are comfortable with. Explain to them that they can opt not to take the test at all and that the Aquatics staff will be more than happy to provide them with instruction. Scouts must be “Swimmers” to complete merit badges at the waterfront. Scouts may re-take the swim classification test after they have received instruction.

Leaving Camp

Scouts are under the supervision of their unit leaders. Should a camper need to leave camp (family obligations, sports, etc.) they will be released to a parent/guardian, or other adult authorized in writing by the parent/guardian. The Patriots' Path Council will not release a Scout to an unauthorized adult. A sign-out/sign-in log is kept in the camp office and must be used by all adults or Scouts entering or leaving camp outside of the normal Saturday/Sunday arrival or Saturday departure schedule.

Troop Fireguard Plan

A blank troop fireguard plan is in every campsite. Please fill out the plan on Sunday when you arrive at your site. The fireguard plan will help prevent fires so we can enjoy our camp for many years to come. The plan will be discussed along with our emergency procedures and other topics at the first unit leader meeting after your unit arrives in camp.

Remember to check with your commissioner before holding a campfire in your campsite. He will know if the ranger has instituted any fire restrictions during dry spells. Keep fire barrel and fire tank full of water at all times. All tents must have two buckets of water in front of them. As always, in camp and on your own, **no flames in tents**. This includes candles, matches, propane lanterns, and stoves.

Emergency Alerts

Sabattis has an emergency alert system (horn, siren) in place to notify campers of an emergency. The alert is either a constant or cycling (10 seconds on and 5 seconds off) alarm. In cases of malfunction or due to severe weather, you may also hear a siren from an emergency vehicle (police car/fire engine siren). **When an alert is sounded, the entire camp should proceed to the parade field by the flag pole** and stand quietly and neatly at the designated spot for your campsite. The main unit leader is to give the report of the number of Scouts and adults. When your number is checked, your troop will be told to be seated until the all clear is announced.

We may have to initiate the emergency plan for a variety of situations including: fire, thunderstorms, earthquakes, tornados/high winds, or a lost camper. In cases of severe weather, the staff will instruct everyone to proceed into the commissary. Scouts and the main unit leaders will fill the commissary section and other leaders/adults and camp staff will be directed to the staff dining hall portion.

Missing Person

Unit leaders should make regular head-counts. If you think a Scout has gone missing, check the individual's tent, the latrine, and surrounding areas. Report any absence to a staff member. The staff will alert the camp director, and follow protocols regarding missing Scouts. Please emphasize to your Scouts the importance of the buddy system.

Homesickness

Occasionally a Scout becomes homesick. This is a traumatic experience for the Scout. Many camp personnel are skilled in dealing with homesickness. Please don't hesitate to ask for help from any staff member.



Animals

Animal Bites/Insect Bites

Immediately notify the health officer.

Bears

See page 20.

Bats

Bats are inherent at any camp. At no time is anyone to ever touch a bat. If you come in contact or even suspect contact with a bat, see the health officer and/or camp director immediately. Every bat is considered to be rabid. So if anyone comes into contact with a bat and it isn't captured, the person will go for rabies shots!!! Please take this concern seriously.

Tick Treatment

The health officer should perform all tick removals at camp.



Camp Policies

Patriots' Path Council Camping Policies

The complete Patriots' Path Council Camping Policies document can be found on our website at www.ppcbsa.org/camping. The remainder of this section of the leader's guide highlights some key information and policies that pertain to summer camp.

Accountability/Unauthorized Person in Camp

If you see anyone who appears to be an unauthorized person, or anyone without a wristband, please notify a staff member immediately.

Camp Facilities Policies

- There is a \$50 per hour maintenance repair fee for malicious damage to camp facilities or equipment.
- There is only one (1) campfire (must use fire ring) per site, if allowed by camp ranger.
- Please be environmentally conscious and pick up any trash you find in camp.
- Be aware of ticks, bees, bats and bears. Notify camp staff members of any strange acting nocturnal animals.
- Keep shower houses and bathrooms clean.

Leave No Trace

"Leave No Trace" is a nationally recognized outdoor skills and ethics education program. The Boy Scouts of America is committed to this program. The principles of Leave No Trace are not rules; they are guidelines to follow at all times.

The Leave No Trace principles might not seem important at first glance, but their value is apparent when considering the combined effects of millions of outdoor visitors. One poorly located campsite or campfire is of little significance, but thousands of such instances seriously degrade the outdoor experience for all. Leaving no trace is everyone's responsibility.

Lost and Found

All Patriots' Path Council camps will hold any items that are found in camp for a period one week; medications; food; perishables will be destroyed immediately. Articles may be retrieved by claiming the item in person at the camp office during the camp season. Any item not claimed within that period will be discarded.

Pets in Camp

The Boy Scouts of America does not permit pets at camp. Please leave them at home with a caregiver. Individuals bringing pets will be asked to remove them from camp property.

Private and Off Limits Areas

Some of our buildings and camp areas are off limits to Scouts and leaders. Please respect the privacy of our staff and avoid their living quarters. Please do not enter any program areas without staff present. Off limits areas include:

- Behind the rifle, shotgun and archery ranges
- Staff lounge
- Doll House
- The barn
- Ranger's shed
- Generator shack
- Other staff living quarters
- When hiking or camping off camp property, please do not trespass or use private property. Many of the state hiking trails and waterways are bordered by private property. Our voyageurs are acquainted with the sites that are available for public use.



Prohibited Items

BSA or Patriots' Path Council policies prohibit the following in camp:

- Motorcycles
- Generators
- Pets
- Fireworks
- Firearms
- Bows and arrows
- Chain saws
- Sheath knives
- Hunting
- Gambling
- SCUBA tanks and wetsuits (snorkeling equipment may only be used during Snorkeling BSA instruction).
- Personal Climbing Equipment (Exceptions: climbing shoes, gloves).
- Tobacco - use of tobacco products is prohibited in view of Scouts.
- Alcohol - the Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and operated by the Boy Scouts of America, or at any activity involving the participation of youth members. This includes offsite locations before or during the activity.
- Heaters – Kerosene, electric and propane heaters are prohibited in our camps.

Violators of this policy may be asked to leave the property and may be subject to criminal prosecution.

Automobiles and Parking at Sabattis

Private cars are to be used for transportation to and from camp, not as transportation in camp. Here are guidelines for vehicle use at Sabattis Adventure Camp.

- On Saturdays only, one suitable personal vehicle may travel to campsites with the permission of the camp director. Immediately after this task is completed, all private vehicles will be returned to the designated parking area behind the barn. Vehicles may not remain in campsites.
- Drivers must register their vehicle with the camp office. You will receive a parking permit for each vehicle. Your troop will be assigned a specific parking row. Please park only in the row assigned.
- Please display the parking permit on your vehicle's dashboard.
- During the week, personal vehicles are not permitted on the camp roads. If you need something transported in camp, contact the camp director and he'll arrange to accommodate your needs.

Vehicle Policy

All our camps are designed for rustic camping. The campsites are in the woods and are a 5 to 10 minute walk from the parking lot. They are designed with Scout camping methods in mind; therefore, the following vehicle policies are established for camping at all our camps.

- Park in the parking lot only.
- The posted speed limit in camps, parking lots, council properties, etc. is 15 MPH
- Vehicles on Sabattis' roads must use their emergency flashers.
- Please observe the posted speed limit in camp. No vehicles are allowed in restricted areas. Please keep them in designated parking lots.
- There will be no unauthorized vehicles on camp roads.
- Camp vehicles, and those personal vehicles authorized by the camp director, will transport gear to the campsites both at the beginning and the end of the camping period.
- All pick-up and drop off of Scouts and their equipment will be made from the parking lot.
- Do not drive vehicles past barriers.
- A temporary waiver of the no personal vehicles policy may be considered for health or other reasons, at the discretion of the camp director.
- Trailers will be allowed to be towed to sites and left there during unit stay. They will be allowed to be retrieved at the end of the week.
- The camp director will notify unit leader of any infraction of the vehicle policy.



Woods Tools Use

Scouts will not cut or mar trees, buildings, or any other camp equipment with any sharpened tool. Proper use of knife, axe, and saw must be demonstrated at all times - used unwisely, they become dangerous. There is no need for non-folding sheath knives in camp. Please leave them at home.



Appendices

Daily Campsite Visitation Form

Unit: _____ Week: _____ Site: _____

INSPECTION ITEM:	MAX POINTS	POINTS AWARDED				
		M	Tu	W	Th	F
FIRE SAFETY: 2 full fire buckets by the entrance to every tent 5 No Flames in Tents visible on entry of every tent 3 Fire barrel and Indian tank full 5 Fire equipment located centrally in camp site 3 Fireguard chart filled out and signed daily 4 Burn barrels and/or fire pits free of flammable material and cold/wet when not in use and supervised 5	25					
LATRINE & WASHSTAND: Floor swept and bleached daily 5 Bungee cords in place and toilet seats down 5 Ground around latrine clear of litter 5 Washstand clean 5 Toilet paper for every toilet 5	25					
CAMPSITE CLEANLINESS & SAFETY: Axe yard clearly marked, clean, and free of tools when not in use 3 All bladed tools sheathed when not in use 3 Patrol box organized, clean, and closed 2 No perishable food left after meal 2 Cooking/Duty roster posted 2 Site and surrounding path clear of litter 2 Flag displayed weather permitting 2 Clotheslines must be 6' above the ground when weighted, and not cross any trail or tent entrance 2 No clothes hanging on trees or tarp lines 2 Wood neatly stacked 2 Bear boxes free of trash 2 Trash sent up to container after every meal 2 Bear boxes neat and free of spills 2 All cooking areas cleaned and sanitized after every meal 2	30					
PERSONAL AREA: Tents set up properly 2 Tent should be completely clear of anything for 5' from exit 3 No litter in or around tent 5 Personal gear stored neatly 5 Nothing hanging inside tent 3 All wet clothes should be on a clothesline 2	20					
SUBTOTAL	100					
CAMPSITE IMPROVEMENT PROJECT BONUS	5					
GRAND TOTAL	105					

COMMISSIONER SIGNATURE: _____ TROOP REPRESENTATIVE: _____



Camp Evaluation Form

Week: 1 2 3 4 Council/District/Troop # _____ / _____ / _____

Completed by: [] Youth [] Adult Name: _____ Email: _____

		Excellent	Very Good	Good	Average	Poor	N/A
Pre Camp	Website/Information						
	Registration / Council Support						
	Leaders' Meeting						
	Leaders' Guide						
General Camp Operations	Arrival/Check-In						
	Camp Director Support						
	Supplies/Equipment						
	Site Facilities						
	Camp Facilities						
	Health Services						
	Food Quality						
	Food Quantity						
	Commissary Services Overall						
	Commissioner Services						
	Maintenance						
	Sanitation						
	Trading Post	Hours					
Selection							
Customer Service							
Overall							
Program	Aquatics						
	Archery						
	COPE / Climbing						
	Econ						
	Health Lodge						
	Mountain Biking						
	Mountain Boarding						
	Mountain Man						
	Scoutcraft						
	Rifle / Muzzle Loader / .30-06						
	Shotgun						
	Dan Beard Program						
	Barbecue						
	Campfires						
	Campwide Games						
Water Carnival or Paul Bunyan Field Day (circle one)							
Staff	Staff Appearance						
	Staff Attitude						
	Staff Attentiveness to needs						
Overall	Overall Experience						
	Would you recommend Sabattis to another troop for summer camp?						

Please leave comments on the back – we are always looking to improve our programs/services.



Guild of the Barkeater Award Requirements

Adult Leader Participation Award

Name: _____ Troop: _____ Campsite: _____

Requirement	Initials
1. Spend six nights at Sabattis Adventure Camp	_____
2. Complete the Sabattis Adventure Camp Frisbee golf course	_____
3. Locate three Sabattis Geocaches and sign the log book	_____
4. Do one of the following	_____
a. Hike up Charley's Mountain	_____
b. Mountain bike to Lake Lila	_____
5. Do one of the following	_____
a. Shoot at the .30-06 range	_____
b. Ring the bell on top of the climbing tower	_____
6. Do one of the following	_____
a. Climb the spar pole	_____
b. Go down the zip line	_____
7. Attempt the trivia games in the office Monday through Friday	_____
8. Calculate the mileage of a trek in the trek center	_____
9. Participate in the Scoutmaster/SPL vs. Staff volleyball game	_____
10. Do two of the following:	_____
a. Help three times during meal pick-up at the commissary	_____
b. Help one time with 7:00 pm trash pick-up	_____
c. Help two times with Polar Bear swim supervision	_____

Please bring your form to the camp office to have requirements approved



Green Bar Bill Honor Patrol Award

William "Green Bar Bill" Hillcourt was one of the defining characters of the Boy Scouts of America. His numerous publications, including the 1979 edition of the Boy Scout Handbook, were hallmarks of the Scouting movement. Green Bar Bill Hillcourt died in 1993 and is buried in Mendham, New Jersey, near Schiff Scout Reservation, where he lived and worked for many years. The award recognizes a patrol that functions year-round, including summer camp.

Points may be earned prior to camp and approved by the Scoutmaster. The remaining points must be approved by the program director.

Requirements:

	<u>Points</u>	<u>Approved</u>
Mandatory		
Cooperation: Does the patrol cooperate with the troop leaders, with their patrol leader, and amongst themselves?	50	_____
Mandatory		
Project: Complete a service project to the camp, selected by the patrol and approved by the program director.	25	_____
Patrol Name: Chosen by the patrol.	25	_____
Patrol Yell: Original and related to the patrol.	25	_____
Patrol Call: A few words or sounds that can be used by members for recognition.	25	_____
Spirit: Does the patrol stick together? Does it use its call and yell? Does it carry its flag?	50	_____
Flag: Handmade by the patrol.	25	_____
Neckerchief slide: Handmade by patrol members.	25	_____
Advancement: Each member must advance one rank or earn one merit badge.	25	_____
Participation: Does the patrol enter activities? Does it work with the staff? Does it follow its program?	75	_____

To qualify, a patrol must earn 300 of 350 possible points. The points for achievement may not be divided. No partial point allotment will be allowed.

Patrol: _____ Troop: _____ Total Points: _____

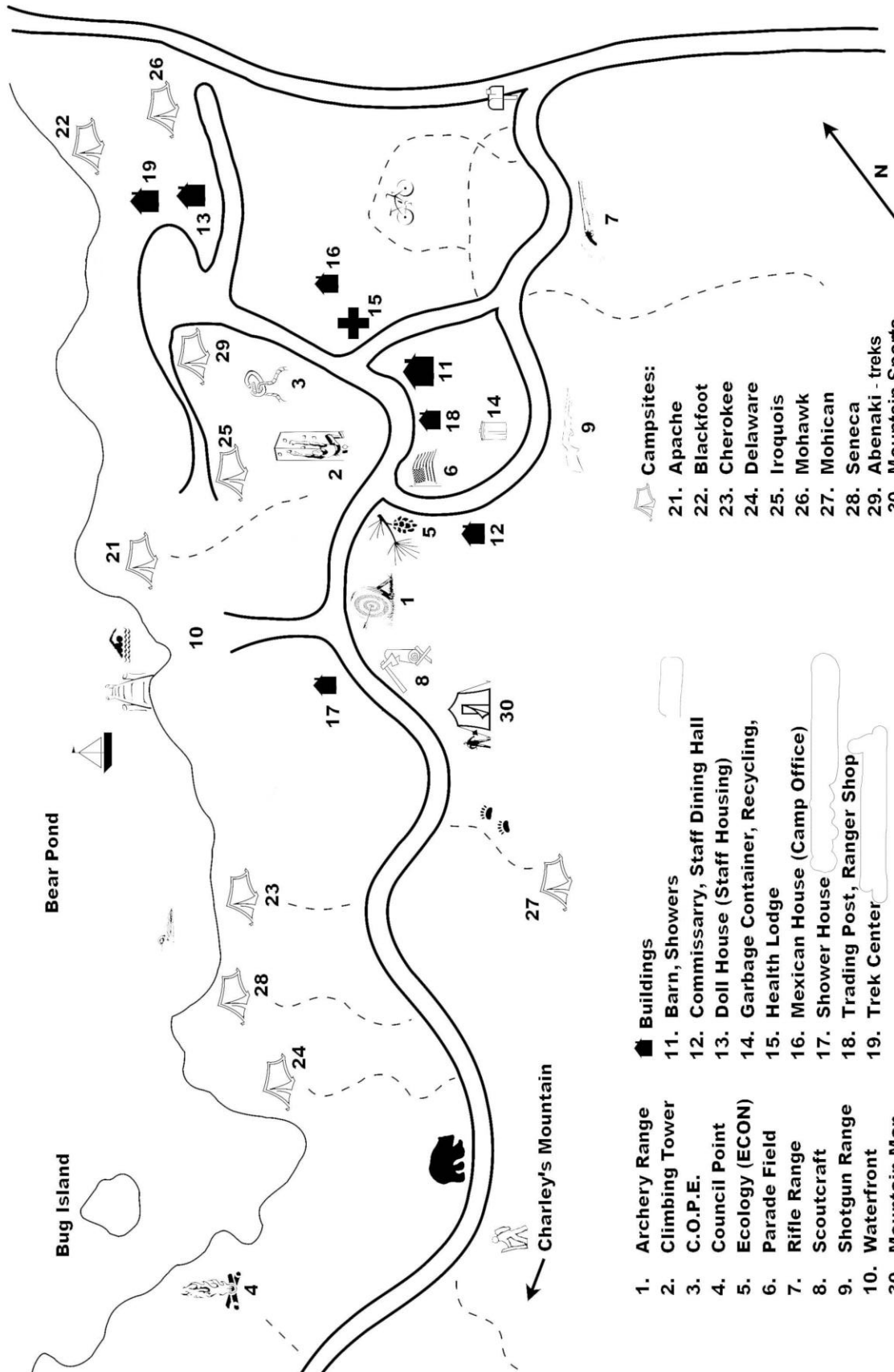
Patrol Leader: _____ Scoutmaster: _____

Commissioner: _____



Camp Map

Sabattis Adventure Camp



4/2008-SK
Rev 02/2015

Buildings

- 1. Archery Range
- 2. Climbing Tower
- 3. C.O.P.E.
- 4. Council Point
- 5. Ecology (ECON)
- 6. Parade Field
- 7. Rifle Range
- 8. Scoutcraft
- 9. Shotgun Range
- 10. Waterfront
- 11. Barn, Showers
- 12. Commissary, Staff Dining Hall
- 13. Doll House (Staff Housing)
- 14. Garbage Container, Recycling, Health Lodge
- 15. Mexican House (Camp Office)
- 16. Shower House
- 17. Trading Post, Ranger Shop
- 18. Trek Center
- 19. Mountain Man

Campsites

- 21. Apache
- 22. Blackfoot
- 23. Cherokee
- 24. Delaware
- 25. Iroquois
- 26. Mohawk
- 27. Mohican
- 28. Seneca
- 29. Abenaki - treks
- 30. Mountain Sports



Merit Badges Offered, Prerequisites and Information

Badge	Location	Prerequisites	Notes
Archery	Shooting Sports		Archery Range
Astronomy	Econ		
Bird Study	Econ		
Camping	Scoutcraft	9a, 9b	Requirement 9b is difficult to achieve at camp.
Canoeing	Aquatics		
Climbing	COPE & Climbing		
Cooking	Scoutcraft		
Cycling	Mountain Biking	7	
Emergency Preparedness	Scoutcraft	1, 2c, 6b, 6c, 8b, 9a	
Environmental Science	Econ	3f	Library resources are available for requirements 3e and 6
First Aid	Mountain Man	2d	
Fish & Wildlife Management	Econ	8	Library resources are available for requirement 8
Fishing	Econ	7	
Forestry	Econ	5, 7	
Geocaching	Scoutcraft	7, 8abc, 9	
Geology	Econ		Library resources are available for requirement 4b
Indian Lore	Mountain Man		
Kayaking	Aquatics	2	
Leatherwork	Mountain Man		
Lifesaving	Aquatics	1a	
Mammal Study	Econ		
Nature	Econ		
Oceanography	Econ		
Orienteering	Scoutcraft	7, 8, 9	
Pioneering	Scoutcraft	2a	
Reptile & Amphibian Study	Econ	8	
Rifle Shooting	Shooting Sports	1d	Rifle Range. Minimum age 12. 1f: Bring a copy of your state hunting laws.
Rowing	Aquatics		
Shotgun Shooting	Shooting Sports	1d	Shotgun range. Minimum age 13. 1f: Bring a copy of your state hunting laws.
Signs, Signals and Codes	Scoutcraft		
Small Boat Sailing	Aquatics		
Soil & Water Conservation	Econ	7	Requirement 7 is difficult to achieve at camp.
Swimming	Aquatics	2	
Weather	Econ		
Wilderness Survival	Mountain Man	5	
Wood Carving	Scoutcraft		

Any updates will be communicated to unit leaders prior to camp



Dan Beard Program Schedule

Dan Beard Scouts meet at Mountain Man unless directed otherwise

	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 am - 10:00 am	Totin' Chip	Knots	Wild Plants & Animals	Whipping and Fusing	Flag Etiquette
10:00 am - 11:00 am	Swimming or First Aid merit badge	Swimming or First Aid merit badge	Swimming or First Aid merit badge	Swimming or First Aid merit badge	Swimming or First Aid merit badge
11:00 am - 12:00 pm	Swimming or First Aid merit badge	Swimming or First Aid merit badge	Swimming or First Aid merit badge	Swimming or First Aid merit badge	Swimming or First Aid merit badge
2:00 pm - 3:00 pm	CPR Class	Charley's Mountain Day Hike (5 Mile Hike) Buddy System/ Safe Hiking *		Dan Beard Archery	
3:00 pm - 4:00 pm	Firem'n Chit			Map and Compass Skills	
4:00 pm - 5:00 pm	COPE Games			Stove, Cooking, & Menu Plan	
7:00 pm - 8:00 pm	Open Boat/Swim	Knot Tying Contest	Free Time	Fire Building Contest	

* Must sign up for Charley's Mountain Hike in camp office.

The Dan Beard program is a full week program for first year Scouts. It is designed to help these Scouts experience camp and work on Tenderfoot through First Class skills.

Those who complete the program, regardless if they earn First Aid and Swimming, will receive a special recognition for completing the Dan Beard program and being a first year Sabattis Adventure Camp camper at the Friday night campfire.



Daily Camp Schedule

	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:00 am		Breakfast Pickup ** Polar Bear Swim	Breakfast Pickup ** Polar Bear Swim	Breakfast Pickup ** Polar Bear Swim	Breakfast Pickup ** Polar Bear Swim	Breakfast Pickup ** Polar Bear Swim	Breakfast Pickup ** Polar Bear Swim	Breakfast Pickup **
8:45 am		Breakfast Return *	Breakfast Return * SPL meeting	Breakfast Return * SPL meeting	Breakfast Return * SPL meeting	Breakfast Return * SPL meeting	Breakfast Return * SPL meeting	Breakfast Return *
9:00 am		Camp Set-Up Free Time	Sick Call	Sick Call	Sick Call	Sick Call	Sick Call	Pack Up
10:00 am			Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	Pick Up Check Out Packet with Blue Cards
11:00 am		Lunch Pickup *	Morning Program	Morning Program	Morning Program	Morning Program	Morning Program	Lunch Pickup *
12:15 pm			Lunch Pickup *	Lunch Pickup *	Lunch Pickup *	Lunch Pickup *	Lunch Pickup *	
1:00 pm		Arrival						
1:30 pm		Check-In	Lunch Return *	Lunch Return *	Lunch Return *	Lunch Return *	Lunch Return *	Lunch Return *
2:00 pm		Camp Setup	Site Guide Visit (12:30) Camp Tour Med Recheck Swim Test	Afternoon Program	Afternoon Program	Lake Lila Bike Trip Float Plane	Charley's Mtn Hike Afternoon Program	Water Carnival or Paul Bunyan Field Day Ironman
3:00 pm				Adirondack Museum	Afternoon Program	Afternoon Program	Afternoon Program	
4:00 pm								
4:30 pm	Dinner Pickup*		Dinner Pickup *	Dinner Pickup *	Dinner Pickup *	Dinner Pickup *	Dinner Pickup *	
5:30 pm		Campwide Retreat						
5:45 pm		Barbecue						
7:00 pm	Dinner Return *	Vespers	Dinner Return * Evening Program	Dinner Return * Evening Program	Dinner Return * Evening Program	Dinner Return * Evening Program	Dinner Return *	
7:30 pm			Charley's Mtn Overnight	Charley's Mtn Overnight	Charley's Mtn Overnight	SM Roundtable	Week in Review	
8:00 pm		Leader Meeting	Campwide Game		Volleyball	Ice Cream Social		
8:30 pm				Sabattis Theater	Campwide Game	Iron Chef		
9:00 pm		Campfire						Campfire
9:30 pm			Stargazing at Barn		Stargazing at Barn			
10:00 pm	Taps	Taps	Taps	Taps	Taps	Taps	Taps	

* The commissary is open for 30 minutes at each meal pickup and return time (** 15 minutes for breakfast pickup)



Afternoon Program Schedule

	Scoutcraft	ECON	Shooting Sports	Archery	Waterfront	Health Lodge	COPE / Climbing	Mountain Sports	Bike & Board
Monday	Firem'n Chit Open Scoutcraft Rank Requirements		Open Rifle	2-3:15 Open Archery	Open Boating Open Swim Instructional Swim	CPR Training for merit badges	Open Spar Pole COPE Games Teambuilding *	Open Buckskin	2:00-3:30 Mountain Boarding 3:30-5:00 Mountain Biking
Tuesday	Totin' Chip Open Scoutcraft Rank Requirements	Open Econ Edible Plant Hike Survival Games	Open Shotgun	2-3:15 Open Archery	Open Boating Open Swim Instructional Swim	CPR Training for merit badges	Open Climbing Open Spar Pole Teambuilding *	Charley's Mtn Dan Beard Hike* 3:45-5 Open Buckskin	2:00-3:30 Mountain Boarding 3:30-5:00 Mountain Biking
Wednesday	Scoutcraft Projects Geocaching	Conservation Project	2-3:30 Muzzle Loader 3:30-5 .30-06	Open Archery	Open Boating Open Swim Instructional Swim		COPE Teambuilding *	Open Buckskin	Lake Lila Bike Trip*
Thursday	Charley's Mountain Day Hike *	Open Econ Survival Games Edible Plant Cooking	Open Rifle	2-3:00 Dan Beard Archery 3:45-5 Open Archery	Open Boating Open Swim Instructional Swim		COPE	4-5 Buckskin Competition	2:00-3:00 Mountain Boarding 3:00-4:00 Mountain Biking 4:00-5:00 Mountain Bike Race

Be sure to see the Program Area Descriptions and Merit Badge and Program Schedule for details

* Sign up in the camp office in advance



Evening Program Schedule

	Scoutcraft	ECON	Shooting Sports	Archery	Waterfront	COPE & Climbing	Mountain Man
Monday		Astronomy MB Twilight Canoe*	Shotgun MB	Archery Games	Open Swim/Boat War Canoe Race * Safety Afloat Safe Swim Defense	COPE Team Building (Low COPE) *	Open Buckskin
Tuesday	Open Scoutcraft Cooking Demo	Charley's Mtn Overnight* Astronomy MB Overnight on Charley's Mtn *	Open Shotgun		Open Swim/Boat War Canoe Race * Aquatics Supervision: Swimming and Water Rescue training	COPE Team Building (Low COPE) *	Open Buckskin Dan Beard Knot Tying Contest
Wednesday	Flag Retirement Ceremony	Astronomy MB		Open Archery	Troop Swim* Troop Funyak* War Canoe Race *	Open Climbing Open Spar Pole Team Building (Low COPE) *	Wilderness Survival MB overnight
Thursday	Leave No Trace/ Trek Safely Cooking Contest	Astronomy MB Twilight Fishing*	Top Gun Rifle/ Shotgun Competition	Robin Hood Competition	Troop Swim* Open Boat War Canoe Race * Aquatics Supervision: Paddle Craft Safety training	Adult Spar Pole Open Zip Line Team Building (Low COPE) *	Dan Beard Fire Building Contest

Be sure to see the Program Area Descriptions and Merit Badge and Program Schedule for details

* Sign up in the camp office in advance



Merit Badge and Program Schedule

All sessions are 50 minutes long, Monday to Friday, unless otherwise indicated

Aquatics											
Merit Badge / Program	AM	9:00	10:00	11:00	1:00	2:00	3:00	4:00	5:00	7:00	Notes
Canoeing MB		✓									
Kayaking MB				✓							
Lifesaving MB		✓									
Rowing MB			✓								
Small Boat Sailing MB				✓							
Swimming MB			✓	✓							
BSA Lifeguard											See notes in Aquatics section
Instructional Swim						Monday - Thursday					
Mile Swim		✓									See notes in Aquatics section
Open Boating						Monday - Thursday				M, Tu, Th	Sailing boats, kayaks, funyaks, canoes, row boats
Open Swim						Monday - Thursday				M, Tu	
Polar Bear Swim	7-7:30										SM sign up at camp office.
Snorkeling, BSA			✓								
Training - Aquatics Supervision: Paddle Craft Safety										Tue	
Training - Aquatics Supervision: Swimming and Water Rescue										Thu	
Training - Safe Swim Defense & Safety Afloat										Mon	
Troop Funyak										Wed	SM sign up at camp office.
Troop Swim										W, Th	SM sign up at camp office.
War Canoe Race										M - Th	SM sign up at camp office.

Health Lodge											
Merit Badge / Program	AM	9:00	10:00	11:00	1:00	2:00	3:00	4:00	5:00	7:00	Notes
CPR training						M & Tu					Merit badge CPR requirements
First Aid MB			✓	✓							



Merit Badge and Program Schedule

All sessions are 50 minutes long, Monday to Friday, unless otherwise indicated

COPE & Climbing											
Merit Badge / Program	AM	9:00	10:00	11:00	1:00	2:00	3:00	4:00	5:00	7:00	Notes
Climbing MB		✓		✓							
<i>Challenging Outdoor Personal Experience (COPE)</i>						Wed & Thu				M, Tu	Team and Leadership building. Four-day course. 13+
<i>COPE Games</i>						Mon					
<i>Open Climbing</i>			✓			Tue				Wed	
<i>Open Spar Pole Climbing</i>						Tue				Wed	
<i>Adult Spar Pole Climbing</i>						Tue				Thu	
<i>Open Zip Line</i>										Thu	Ages 13+
<i>Team Building (Low COPE)</i>						✓	✓	✓		✓	Reservation required, maximum group of 10 per session; any age.
<i>Training: Climb on Safely</i>			✓								

Econ											
Merit Badge / Program	AM	9:00	10:00	11:00	1:00	2:00	3:00	4:00	5:00	7:00	Notes
Astronomy MB										✓	M, W, Th 7:00 pm. Tu overnight
Bird Study MB				✓							
Environmental Science MB		9 – 10:50									
Fish & Wildlife Management MB				✓							
Fishing MB				✓							
Forestry MB			✓								
Geology MB				✓							
Mammal Study MB			✓								M and Tu only
Nature MB			✓								
Oceanography MB		✓									
Reptile & Amphibian Study MB		✓									
Soil & Water Conservation MB		✓									
Weather MB			✓								W, Th and F only
<i>Charley's Mountain Overnight</i>										Tue	Required for Astronomy MB. Sign up at camp office.
<i>Conservation Project</i>						Wed					
<i>Edible Plant Hike</i>						Tue					
<i>Edible Plant Cooking</i>						Thu					
<i>Open ECON</i>						Tue					Extra help, finish MB partials
<i>Survival Games</i>						Tue & Thu					Fun for all. Camo is encouraged.
<i>Twilight Canoeing</i>										Mon	SM sign up at camp office.
<i>Twilight Fishing</i>										Thu	SM sign up at camp office.



Merit Badge and Program Schedule

All sessions are 50 minutes long, Monday to Friday, unless otherwise indicated

Scoutcraft											
Merit Badge / Program	AM	9:00	10:00	11:00	1:00	2:00	3:00	4:00	5:00	7:00	Notes
Camping MB		✓									
Cooking MB		✓	✓			Wed Hike 12:30-3					Hike is for both sections
Emergency Preparedness MB				✓							
Geocaching MB			✓								
Signs Signals and Codes MB				✓							Offered if requirements are available
Orienteering MB		✓									
Pioneering MB			✓								
Scouting Heritage											Evening Class
Wood Carving MB				✓							
<i>Charley's Mountain Day Hike</i>							Thu				Leaves Scoutcraft at 2:15 pm. Bring plenty of water and energy! Sign up at camp office.
<i>Cooking Contest</i>										Thu	
<i>Cooking Demonstration</i>										Tue	
<i>Firem'n Chit</i>						Mon					
<i>Flag Retirement Ceremony</i>										Wed	
<i>Geocaching</i>						Wed					
<i>Interpreter Strip – Morse Code</i>										M, Tu, W	Scouts and adults
<i>Leave No Trace / Trek Safely</i>										Thu	
<i>Open Scoutcraft</i>						Mon & Tue				Tue	Extra help, finish MB partials
<i>Rank Requirements</i>						Mon & Tue					
<i>Totin' Chip</i>						Tue					
<i>Scoutcraft Projects</i>						Wed					

Mountain Man											
Merit Badge / Program	AM	9:00	10:00	11:00	1:00	2:00	3:00	4:00	5:00	7:00	Notes
Indian Lore MB		✓									
Wilderness Survival MB			✓							Wed	Must attend Wed overnight
Leatherwork MB				✓							
<i>Buckskin Competition</i>								Thu			Knife and tomahawk throwing
<i>Open Buckskin</i>						Mon & Wed 2:00 - 5 Tue 3:45 - 5				M & Tu	Test your skill throwing knives and tomahawks
<i>Charley's Mountain Day Hike (Dan Beard)</i>						Tue					Leaves at 2:15 pm. Bring plenty of water and energy! Sign up at camp office.



Merit Badge and Program Schedule

All sessions are 50 minutes long, Monday to Friday, unless otherwise indicated

Shooting Sports											
Merit Badge / Program	AM	9:00	10:00	11:00	1:00	2:00	3:00	4:00	5:00	7:00	Notes
Archery MB		✓		✓							
Rifle Shooting MB		9 – 10:50									
Shotgun Shooting MB				✓						M, Th	Must also attend M & Th evening
.30-06 Shooting								Wed 3:30-5			.30-06 range
Action Archery						Wed					
Archery Games										Mon	
Muzzle Loader						Wed 2-3:30					Rifle Range
Open Archery			✓			M & Tu 2- 3:15		M, T, W, Th 3:45 - 5		Wed	At Archery
Open Rifle						Mon & Thu					12+
Open Shotgun						Tuesday				Tue	13+
Top Gun Rifle & Shotgun Competition										Thu	Send your top guns. One Scout and one leader per troop. 13+
Robin Hood Competition										Thu	Top youth and adult archer from each troop

Mountain Sports											
Merit Badge / Program	AM	9:00	10:00	11:00	1:00	2:00	3:00	4:00	5:00	7:00	Notes
Cycling MB		✓		✓							
Lake Lila Bike Trip						Wed					Trip leaves the barn at 2:00 pm sharp. 15 mi round trip on dirt roads. Bring plenty of water. Sign up at camp office.
Mountain Bike Race								Thu			Come race your friends or compete in the beat the clock challenge!
Mountain Biking Trip							Mon & Tue				
Mountain Biking Trip (Thu)							Thu				Special time on Thursday
Open Mountain Boarding			✓			Mon & Tue					Meet at flagpole
Open Mountain Boarding (Thu)						Thu					Special time on Thursday

