

CAMP SEQUASSEN

SCOUTS BSA RESIDENT SUMMER CAMP



2026 LEADER'S GUIDE

UPDATED: 2/10/2026

SCOUTING AMERICA MISSION STATEMENT

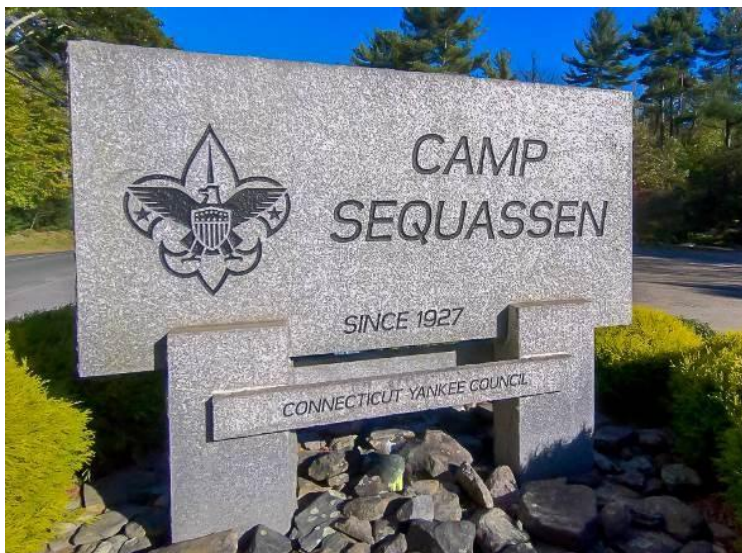
The mission of Scouting America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

SCOUTING AMERICA VISION STATEMENT

Scouting America will prepare every eligible youth in America to become a responsible, participating citizen and leader who is guided by the Scout Oath and Law.

CAMP SEQUASSEN MISSION STATEMENT

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



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WELCOME TO CAMP SEQUASSEN

Dear Scouts & Scouters,

Welcome to Camp Sequassen. We are delighted to have you join us for the 2026 summer camp season for an unforgettable summer filled with adventure, friendship, and personal growth. This year we are celebrating our 99th summer of operation. Located in northwest Connecticut along West Hill Pond we pride ourselves on offering an innovative and tradition based summer camp experience for all Scouts and Scouters to enjoy. Scouting units from across the region will get to experience the innovation and top-notch program we offer, explore the great outdoors, engage in exciting activities, and create lasting memories with fellow Scouts and Scouters. From climbing our challenging tower, canoeing on our pristine lake, or exploring the great outdoors, we have something to offer everyone at camp. Every moment at Camp Sequassen is designed to create lasting memories and foster camaraderie among Scouts and Scouters. Our dedicated staff is here to support you every step of the way. Whether you're here to make new friends, learn new skills, or just have fun, Camp Sequassen is the place for you!

Welcome again to Camp Sequassen, where adventure and friendship await!

Yours in Sequassen,

Mike Migliore

Mike Migliore
Camp Director

Michael Gavlik

Michael Gavlik
Program Director

Dave Boyajian

Dave Boyajian
Camp Ranger





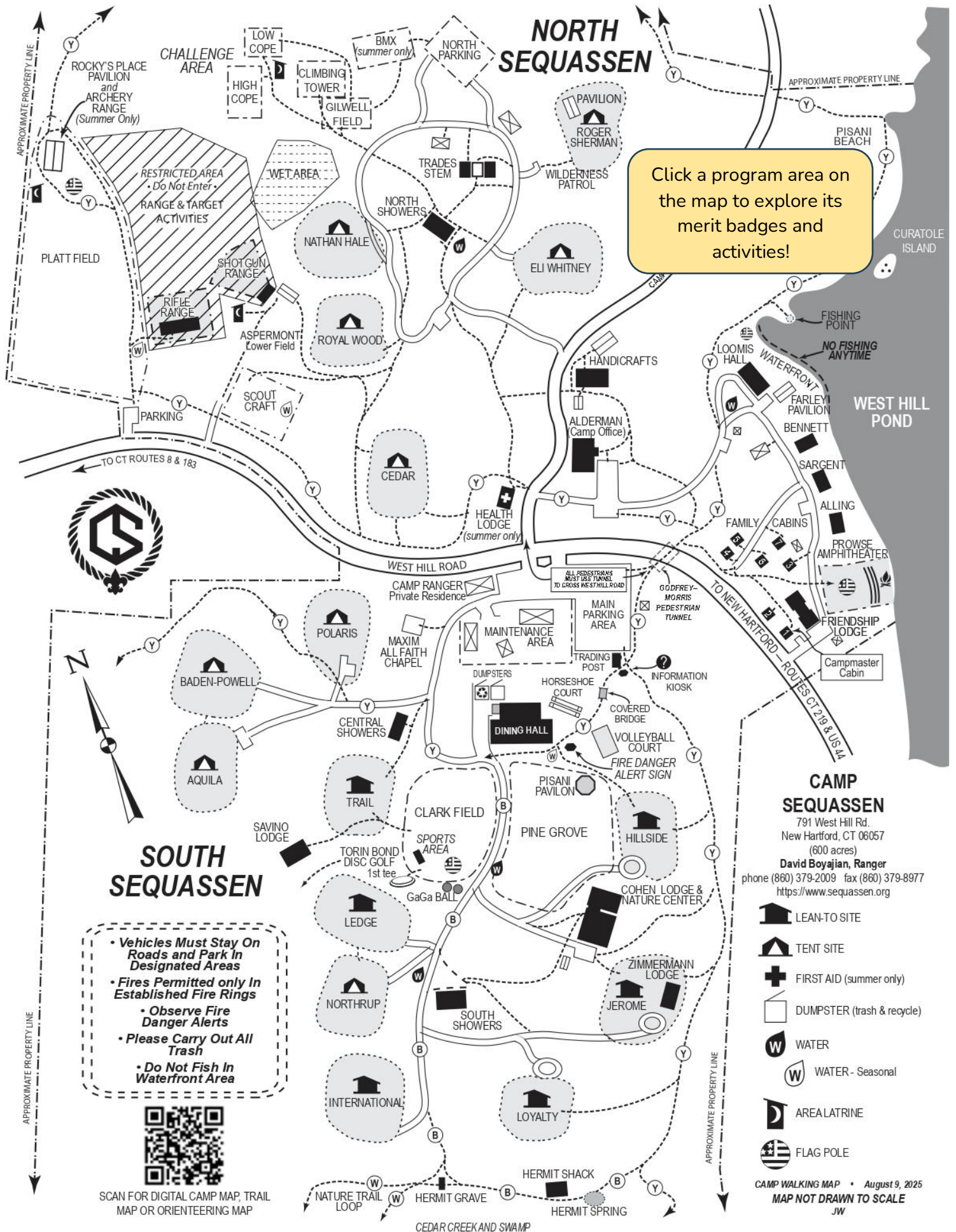
2026 PROGRAM INFORMATION



WEEKLY SCHEDULE

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30AM		Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	Polar Bear Swim	
7:00AM		Reveille Campsite Cleanup	Reveille Campsite Cleanup	Reveille Campsite Cleanup	Reveille Campsite Cleanup	Reveille Campsite Cleanup	Reveille Campsite Cleanup
7:45AM		Flag Raising	Flag Raising	Flag Raising	Flag Raising	Flag Raising SPL Meeting (7:55AM)	Breakdown Campsites Pack Gear out to Transportation
8:00AM		BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	BREAKFAST	
9:00AM		MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	Photos Distributed Merit Badge Paperwork Review
9:15AM (SAT)							BRUNCH
10:00AM		MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	MB Instruction WP Instruction	Closing Flag Ceremony
11:00AM	Staff Arrive at Camp	MB Instruction WP Instruction Scouter Roundtable 11:50AM	MB Instruction WP Instruction Scouter Roundtable 11:50AM	MB Instruction WP Instruction Scouter Roundtable 11:50AM	MB Instruction WP Instruction Scouter Roundtable 11:50AM	MB Instruction WP Instruction Scouter Roundtable 11:50AM	Units Depart Camp Staff Departs Camp
12:00PM	Staff Meeting	Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	
12:30PM		LUNCH	LUNCH	LUNCH	LUNCH	LUNCH	
1:00PM	Unit Check-In, Medical Checks, Swim Tests, Camp Tours, Range and Target Activities, Dining Hall and Waterfront Orientations	SPL Meeting	SPL Meeting	SPL Meeting All Faith Service	SPL Meeting Staff vs. Scout Frisbee Game	MB Instruction	Want another week of camp? See the Camp Director today!  HAVE A SAFE TRIP HOME. WE WILL SEE YOU NEXT YEAR!
1:30PM		Troop Time	Troop Time	Troop Time	Troop Time		
2:00PM		MB Instruction	MB Instruction	MB Instruction	MB Instruction	2:30PM Campwide Land and Sea Competition	
3:00PM	Campsite Setup	Open Program Areas Troop Activities Volleyball Tournament	Open Program Areas Troop Activities Frisbee Tournament	Open Program Areas Troop Activities	Open Program Areas Troop Activities		
4:00PM	Camp Leaders Meeting (SPLs & Scoutmasters)						
5:00PM		Troop Time	Troop Time	Troop Time	Troop Time	Troop Time	
5:45PM	Retreat Ceremony	Retreat Ceremony	Retreat Ceremony	Retreat Ceremony	Retreat Ceremony	Retreat Ceremony	
6:00PM	DINNER	DINNER	DINNER	DINNER	DINNER	DINNER	
7:00PM	Troop Time	Open Program Hermit Pilgrimage (7:45PM)	Open Program	Fire Hose Competition	Open Program SPL Meeting (6:45PM)	Troop Activities	
7:45PM	Assemble for Campfire					Assemble for Campfire	
8:00PM	Opening Campfire					Closing Campfire	
9:00PM	Troop Activities	Troop Activities	Troop Activities	Troop Activities	Troop Activities	Troop Activities	
10:00PM	Lights Out Taps	Lights Out Taps	Lights Out Taps	Lights Out Taps	Lights Out Taps	Lights Out Taps	

CAMP MAP



MERIT BADGE PROGRAM

The Camp Sequassen merit badge program provides Scouts with opportunities to learn new skills, share with others, and develop a hobby or interest. Merit badge work can be done in the campsites, camp program areas and even at home.

PREREQUISITES: Some merit badge requirements cannot be completed at camp. These requirements may be completed before or after attending camp but must be completed before the merit badge is earned. To complete the badge at camp, prerequisites must be accomplished before arriving at camp (2026 merit badge prerequisites can be found on page [13](#)). The Camp Sequassen merit badge program requires advanced planning by Scouts and leaders prior to arrival at camp. Scouts may sign up for a merit badge before completing the prerequisites.

PROGRESS REPORTS: On Tuesday evening, a merit badge progress report will be provided to unit leaders. The report will list any Scout who is having difficulty completing a merit badge and the reason for the difficulty. With your support and encouragement, the Scout may be able to complete the requirements while at camp.

PARTIALS: A Scout completing only a portion of a merit badge's requirements will be issued a "partial" merit badge report. Camp counselors may only give credit for requirements completed at Camp Sequassen. Partial awards are valid until a Scout's 18th birthday. Scouts and units are responsible for maintaining their merit badge records from summer camp, including the partial report(s).

ADDITIONAL MATERIALS AND FEES: Some merit badges require additional materials or fees to complete the requirements. Some fees are paid when you register online for the merit badge including Basketry (\$15), Electronics (\$10), Leatherwork (\$10), Metalwork (\$10), Shotgun Shooting (\$20), Space Exploration (\$15), and Welding (\$20).

**CAMP SEQUASSEN OFFERS OVER 60 DIFFERENT MERIT
BADGES TO CHOOSE FROM! SEE THE SCHEDULE AND
PREREQUISITES ON THE NEXT PAGES FOR MORE
INFORMATION!**

MERIT BADGE SCHEDULE

X = Merit Badge offered at this time | WP – Open to all, Wilderness Patrol Scouts have priority

Merit Badge	Cap.	Pre-Reqs	9AM	10AM	11AM	2PM	3PM
The merit badges in this section are available for Scouts of all ages							
Animation (3)			X				
Archery (6)	16		X	X	X		
Backpacking/Camping		Yes		X		WP	
Basketry (4, 5)						X	
Canoeing	18	Yes		X			
Cybersecurity						X	
Entrepreneurship			X				
Fire Safety/Scouting Heritage		Yes				WP	
Fish & Wildlife Management			X				
Fishing (3)	16	Yes			X		
Forestry					X		
Game Design						WP	
Geology						WP	
Golf (Disc)	24				X		
Kayaking	18	Yes		X	X		
Leatherwork (4)			X		X	WP	
Lifesaving (2, 5)	24	Yes		X			
Nature			X				
Oceanography				X			
Orienteering		Yes	X				
Paul Bunyan Award (1)		Yes	X				
Pioneering (5)						X	
Pottery (4)	12			X	X		
Reptile & Amphibian Study		Yes				WP	
Rifle Shooting (6)	16		X	X	X		
Rowing	18	Yes	X			X	
Salesmanship		Yes		X			
Search & Rescue			X				
Sports/Athletics		Yes			X		
Swimming (7)	24	Yes	X	X	X		
Swimming Fundamentals (1, 7)	4		X	X	X	WP	
Wilderness Patrol (1)				X			
Wood Carving		Yes	X	X	X		
Scouts entering grade 8 or higher in Fall 2026 may select from this section and above							
Astronomy (3)				X			
Chess	24					X	
Climbing (6)	12			X			
Cycling (6)	12	Yes				X	
Electronics (4)	12			X			
Engineering (3)		Yes	X				
Environmental Science				X			
Metalwork (4)	12		X				
Moviemaking (3)	16		X				
Painting	12					X	
Personal Fitness		Yes	X	X			
Signs, Signals & Codes (3)		Yes			X		
Small Boat Sailing	14	Yes		X		X	
Space Exploration (4)						X	
Wilderness Survival (3)		Yes		X	X		
Scouts entering grade 9 or higher in Fall 2026 may select from this section and above							
Automotive Maintenance	12		X			X	
Chemistry					X		
Emergency Preparedness		Yes		X			
First Aid		Yes		X			
Home Repairs	12				X		
Motorboating	6	Yes	X	X			
Multisport	12	Yes	X				
Nuclear Science			X				
Older Scout Adventures (1, 4, 8)	12					Mon-Thu 2-5p	
Plumbing	12		X				
Shotgun Shooting (3, 4, 6, 9)	10			X			
Stand Up Paddleboarding/ Snorkeling Awards (1)	10		X			X	
Welding (4, 11)	12			X			
Scouts aged 15 and older may select from this section and above							
Red Cross Lifeguard (1, 2, 10)	4						(Offered during Week 1 and weeks when min. registration met by June 15)



Merit Badge Schedule Notes

1. Not a merit badge.
2. A swim check is required on Sunday at 4 PM.
3. Additional time in the afternoon and/or evening may be needed to complete badge requirements.
4. There is an additional fee to this merit badge or program. The following costs will be added to your online registration if selecting a merit badge listed below.

Costs:

Basketry	\$15	Metalwork	\$10	Shotgun Shooting	\$20
Electronics	\$10	Older Scout Adventures	\$50	Space Exploration	\$15
Leatherwork	\$10	Pottery	\$10	Welding	\$20

5. Not recommended for first year Scouts.
6. Do not bring personal equipment (bows, guns, climbing gear, bicycles, etc.) to camp.
7. Swimming merit badge is not recommended for first year Scouts. It is recommended that first year Scouts take Swimming Fundamentals the year prior to taking Swimming merit badge.
8. Signed parental permission and White Water Tubing Waiver (waiver can be found on page [83](#)). Minimum registration of 2 required. Program may be adjusted due to staff availability.
9. Shotgun Shooting merit badge is for Scouts who are entering grade 9 or higher in Fall 2026 and who have completed Rifle Shooting merit badge. There is an additional fee of \$20 which covers two boxes of ammunition, which is the minimum required for qualification. If a Scout needs additional ammunition to complete the merit badge, it will be available at the range for \$10 per box of 25 shells. Scouts may need to be at the range during open time to practice/qualify for the merit badge.
10. Red Cross Lifeguard training will require the Scout to spend all day at the waterfront. Scouts must be at least 15 years old and a [BLUE](#) Swimmer. There is an additional \$150 fee for this training. Participants will complete a swim check on Sunday at 4PM and may need to complete testing on Saturday morning. Successful completion of the course earns ARC Lifeguarding w/ First Aid, CPR/FPR w/ AED. **Offered Week 1 and any week when minimum registration of 4 Scouts is met by June 15th.**
11. Must wear long pants and long-sleeve shirts.

MERIT BADGE NOTES AND PREREQUISITES (2026)

Merit Badge	Requirements	Notes
Athletics	3a-d, 5	
Backpacking	8c, 8d, 10, 11a-c	
Camping	4a, 5e, 7b, 8d, 9a-c	
Canoeing		Must be a BLUE swimmer.
Citizenship in the Community	3, 4, 7	Offered during Trail to Eagle Weeks 4-7.
Citizenship in the Nation	7, 8	Offered during Trail to Eagle Weeks 4-7.
Citizenship in the World		Offered during Trail to Eagle Weeks 4-7.
Communication	5	Offered during Trail to Eagle Weeks 1-3.
Cooking	2a, 2c, 4a-f, 5a-b, 6a-b	Offered during Week 7.
Cycling	6 (Option A: 2 & 3 OR Option B: 4 & 5)	
Emergency Preparedness	2, 3, 9	
Engineering	4	
Fire Safety	5d, 5g	Recommended for first year Scouts.
First Aid		Must be First Class or higher.
Fishing	7	Fish are not guaranteed to be caught. Fishing poles are available for use at camp.
Hiking	4a-e, 5	Offered during Trail to Eagle Weeks 1-3.
Kayaking		Must be a BLUE swimmer.
Lifesaving	2a	Must bring long pants, long-sleeved button-down shirt, shoes and socks that can get wet for clothes inflation. Must be a BLUE swimmer, have Swimming merit badge, and take a swim check on Sunday.
Motorboating		CT Safe Boating Certificate (or out-of-state equivalent) required. Email a copy of your certificate to camp.sequassen@ctyankee.org . Must be a BLUE swimmer.
Multisport	5	Class will work on the duathlon track.
Orienteering	7a	
Paul Bunyan Award	3	
Personal Fitness	6, 7	
Personal Management	1, 2	Offered during Trail to Eagle Weeks 1-3.
Reptile & Amphibian Study	8a OR 8b	
Rowing		Must be a BLUE swimmer.
Salesmanship	5a, 5b, OR 5c	
Scouting Heritage	6	
Signs, Signals & Codes	7	
Small Boat Sailing		Must be a BLUE swimmer.
Sports	5a-h	
Swimming		Must be a BLUE swimmer. Scouts should take Swimming Fundamentals the year prior to taking Swimming merit badge.
Wilderness Survival	4	Scouts should be prepared to build and sleep in a shelter for one night at camp.
Wood Carving	2a	Totin' Chip required (can be earned at camp).

OPEN PROGRAM ACTIVITIES

Every afternoon provides new opportunities for Scouts to enjoy the different program areas that Camp Sequassen has to offer. Some programs are offered once throughout the week, while other areas open their facilities throughout the week. No matter what you and your troop choose, there's always something fun to do at camp!

SCOUT AND BUDDY ACTIVITIES: Many of our areas run specialized events throughout the week to test your skills or learn something new, with bragging rights and prizes on the line! Most of our facilities, like the shooting ranges and waterfront are also open throughout the afternoon for anyone to enjoy. These activities are best when done with a buddy so make sure to bring a friend when exploring all that camp has to offer.

TROOP AND PATROL ACTIVITIES: Sometimes the best activities are done with your troop or patrol! Practice your skills and teamwork as you compete with your troop in tournaments around camp.

CAMPWIDE EVENTS: Join the entire camp for some of the activities hosted by the best staff! Please note that during some of these events, all other program areas are closed.

CHECK OUT OUR ACTIVITY SCHEDULES AND DESCRIPTIONS ON THE NEXT PAGES TO FIND YOUR NEXT ADVENTURE!



SCOUT & BUDDY ACTIVITIES

Activity	Area	6:30AM	9AM	10AM	11AM	2PM	3PM	4PM	7PM	8PM	9PM
3D Printing Challenge	ST						Tuesday				
Aqua Trampoline (4)	W						Mon-Thurs		T, Th		
Archery Carnival Shoot (7)	A								Tues		
Astronomy Hike	AC									Tues 8:30-11:30PM	
Axe Throwing (3)	PG								T, Th		
Basic Scout Skills	S						Mon-Thurs				
Basketball Tournament (1, 5)	C						Thursday				
Blacklight Crafts	H									Wed 8:30-9:30PM	
Bug Wall Exploration	E										Mon
Cliff Conquerors (7)	CT						Thursday				
Conquistadors (1, 4)	W								Mon		
Cowboy Action Shooting (7, 8)	R								Tues		
CPR Certification (ARC) (9)	W			Mon-Tues							
Crafting Basics	H						Monday				
Disc Golf Course	C						Mon-Wed				
Ecology Open House	E						Mon-Thurs				
Fasten & Furious (1)	S						Monday				
Fire Building Challenge	S						Tuesday				
First Aid Certification (9)	W			Wed-Fri							
Gaga Ball Competition	C								Mon		
Instant Art Challenge	H						Tuesday				
Knife Throwing (2)	S						Mon-Thurs				
Lawn Games	C								Thurs		
Lumberjack Olympics (1)	S						Thursday				
Marksmanship Tournament (7)	Qualifiers	A / R					Mon-Tues				
	Finals	A / R						Wed 4:15PM			
Mile Swim (4)	W	M-F									
Necessary & Mundane Olympics (1)	ST								Mon		
Night Climbing (7)	CT									Tues 8:30-9:30PM	
Nuclear Relay (1)	E						Thursday				
Open Archery (7)	A						M-Th	M, T, Th	M, T, Th		
Open BMX (7, 10)	B								T, Th		
Open Boating (4)	W						Mon-Thurs		Thurs		
Open Climbing (7)	CT						Mon & Thurs				
Open Crafts	H						Mon-Thurs		Thurs		
Open Rifle Shooting (7)	R						M-Th	M, T, Th	M, Th		
Open Shop	ST						Thursday				
Open Spin Art	H								M, T		
Open Swimming	W						Monday - Thursday		T, Th		
Open Zipline (8)	CP						Wednesday				
Paddleboard Yoga (4, 5)	W	T-Th									
Pick-Up Sports	C						Thursday		M, T, Th		
Plant Safari	E						Wednesday				
Polar Bear Swim	W	M-F									
Race to the Top Challenge (7)	CT						Monday				
Range and Target Challenge (1, 7)	A / R						Monday-Tuesday				
Saturn (4)	W						Mon-Thurs				
Scout Sonar	E						Monday				
SEQ Space Race	ST						Monday				
The Voice	H						Thursday				
Totin' Chip	PG								Mon		
Tri-Craft-alon (1)	H						Wednesday				
Water Rank Requirements (5)	W								Tues		

Area A = Archery Range

Key: AC = Alderman Center

B = BMX Course

C = Clark Field

CP = COPE Course

CT = Climbing Tower

E - Ecology

H = Handicrafts

PG = Pine Grove

R = Rifle Range

S = Scoutcraft

SG = Shotgun Range

ST = STEM and Trades

W = Waterfront

THIS SCHEDULE IS SUBJECT TO CHANGE AT THE DISCRETION OF THE PROGRAM DIRECTOR.

TROOP & PATROL ACTIVITIES

Activity	Area	6AM	3PM	4PM	7PM
Canoe Overnight (4, 6)	W				By Appt. M-Th
Challenge COPE (1, 7)	T		Tuesday		
Conservation Project (6)	E			M, W, Th	
Ecology Jeopardy (1)	E				Tuesday
Frisbee Tournament (1, 5)	C		Tuesday		
Go Green	E	Anytime			
Orienteering Challenge	S		Tuesday		
Open Sports Field	C		Thursday		M, T, Th
SEQ Open (1, 5)	C		Wednesday		
Sequassen Relay (1, 5)	V				Tuesday
Troop Snorkeling (4, 6)	W		Mon-Thurs		
Troop War Canoe (6)	W	By Appt.	By Appt (Mon-Thurs)		By Appt. (Thurs)
Volleyball Tournament (5)	C		Monday		
Water Polo (6)	W				By Appt. (M, T, Th)

CAMPWIDE EVENTS

Activity	1PM	2PM	3PM	4PM	7PM	8PM	9PM
Opening Campfire						Sunday	
Open Program			Mon-Thurs		Mon, Tues, Thurs		
Hermit Pilgrimage					Monday 7:45pm		
All Faith Service	Wed						
Fire Hose Competition (1, 5)					Wed		
Hessian Hike						Wednesday 8:30-10pm	
Staff vs Scout Frisbee Game	Thurs						
Friendship Fires						Thursday	
Land & Sea Games		Friday 2:30pm					
Closing Campfire						Friday	

Activity Schedule Notes

1. This activity qualifies for the All Camp Challenge.
2. Scouts must be entering grade 8 or higher in Fall 2026 to participate in these activities.
3. Scouts must be entering grade 9 or higher in Fall 2026 to participate in these activities.
4. Must be a **BLUE** Swimmer.
5. SPLs must sign up for this activity at an SPL meeting or with the appropriate area director.
6. Unit leaders must sign up for this activity with the appropriate program area director no later than Monday.
7. Do not bring personal equipment (bows, guns, climbing gear, bicycles, etc.) to camp.
8. Scouts must be 14 years of age or older.
9. There is an additional fee for CPR and First Aid certification.
10. Wearing long pants and a long-sleeved shirt is recommended

CAMPWIDE EVENTS DESCRIPTIONS

All Camp Challenge	Troop or patrol strives to participate in as many program area activities as possible during their week at camp. (See page 42 for more details)
All Faith Service	All camp programs come to a halt during the All Faith Service held at the Maxim All Faith Chapel.
Closing Campfire	The staff along with units will perform in this closing campfire, the best performance of the week. Various awards and recognition will also be given out during this program.
Fire Hose Competition	At the Bogan Waterfront units gather and compete to see who can dominate the bucket on the rope. Units use a fire hose to push the bucket to the other side of the beach in this aerial tug of war. Dress to get wet and have a great time!
Friendship Fires	Friendship fires take place Thursday night in unit campsites. See page 36 for more details.
Hermit Pilgrimage	Each week groups depart from Clark Field and make their way to the Hermit Area in silence. Once there, the history of Camp Sequassen is portrayed in a creative and engaging performance. Participation counts towards the Honor Scout Award.
Hessian Hike	Starts at the Waterfront. Take a walk on the wild side and visit a local historic site. Bring your flashlight. Participation counts towards the Honor Scout Award.
Land and Sea Games	Join your troop for an all-out crazy competition. Wacky games to test your teamwork!
Open Program	Most program areas are closed on Wednesday evenings to allow participation in the fire hose competition.
Opening Campfire	Join our staff at the amphitheater as they introduce themselves at our opening campfire.
Staff vs. Scout Frisbee Game	The Camp Sequassen Staff take on the winning unit in the Ultimate Frisbee Tournament of the week.



MERIT BADGES AND PROGRAMS BY AREA

AQUATICS AREA

Merit Badge	Pre-Reqs	Cap.	9AM	10AM	11AM	2PM	3PM
ARC Lifeguard Certification (1, 3, 4, 5, 11)		4	X (Offered Week 1 and weeks when minimum registration is met by June 15) (9a-5p)				
ARC Lifeguard Recert (3, 4, 5, 12)		4			X		
Canoeing (1, 4)	Yes	18		X			
First Aid (1, 15)	Yes			X			
Kayaking (4)	Yes	18		X	X		
Lifesaving (1, 4, 5, 6, 7)	Yes	24		X			
Motorboating (4, 9, 15)	Yes	6	X	X			
Rowing (4)	Yes	18	X			X	
Small Boat Sailing (1, 4, 14)	Yes	14		X		X	
Stand Up Paddleboarding / Snorkeling Awards (3, 4, 10, 15)		10	X			X	
Swimming (4, 8)	Yes	24	X	X	X		
Swimming Fundamentals (2, 3, 8)		4	X	X	X	WP	

Activities	6:30AM	9AM	10AM	11AM	2PM	3PM	4PM	7PM
Aqua Trampoline (4)		Merit Badge Classes				Mon-Thurs		T, Th
Canoe Overnight (4, 17)								By Appt. (M-Th)
Conquistadors (4, 13)								Monday
CPR Certification (18)								
Fire Hose Competition (16)								Wednesday
First Aid Certification (18)								
Mile Swim Award (4)	M-F							
Open Boating (4)						Mon-Thurs		Thursday
Open Swimming (19)						Mon-Thurs		T, Th
Paddleboard Yoga (4, 16)	T-Th							
Polar Bear Swim	M-F							
Saturn (4)						Mon-Thurs		
Sequassen Relay (13, 16)								Tuesday
Troop Snorkeling (4, 17)						By Appt. (Mon-Thurs)		
Troop War Canoe (17)	By Appt. (6AM)					By Appt. (Mon-Thurs)		By Appt. (Thurs)
Water Polo (17)								By Appt. (Tu, Th)

See Aquatics Notes on next page

Aquatics Area Schedule Notes:

1. These merit badges/activities are longer than one hour. Do not schedule another class during these times.
2. Wilderness Patrol Scouts will have priority for these 2 PM classes.
3. Not a merit badge.
4. Must be a **BLUE** Swimmer.
5. A swim check is required on Sunday at 4 PM.
6. Not recommended for first year Scouts.
7. Swimming merit badge is required prior to enrollment in Lifesaving merit badge.
8. Swimming merit badge is not recommended for first year Scouts. It is recommended that first year Scouts take Swimming Fundamentals the year prior to taking Swimming merit badge.
9. Participants must hold a CT Safe Boaters Certificate or, if resident of another state, the appropriate equivalent. You must email a copy of your valid certification prior to your week of camp to the camp email camp.sequassen@ctyankee.org.
10. Must attend all sessions M-F to earn both patches.
11. Red Cross Lifeguard training will require the Scout to spend all day at the waterfront. Scouts must be at least 15 years old and a **BLUE** Swimmer. There is an additional \$150 fee for this training. Participants will complete a swim check on Sunday at 4PM and may need to complete testing on Saturday morning. Successful completion of the course earns ARC Lifeguarding w/ First Aid, CPR/FPR w/ AED. **Offered Week 1 and any week when minimum registration of 4 Scouts is met by June 15th.**
12. There is a \$50 fee for lifeguard recertification. Candidate must have own CPR pocket mask or buy one for an additional \$15. Must attend both one hour classes, 11 AM – noon and 2 – 3 PM, Monday-Friday.
13. This activity qualifies for the All Camp Challenge.
14. Scouts must be entering grade 8 or higher in Fall 2026 to participate in these badges or activities.
15. Scouts must be entering grade 9 or higher in Fall 2026 to participate in these badges or activities.
16. SPLs must sign up for this activity at an SPL meeting.
17. Unit leaders must sign up for this activity with the appropriate program area director no later than Monday.
18. There is an additional fee for CPR and First Aid certification.
19. Open Swimming after 7 PM is available only if daylight allows and/or PFD is worn



AQUATICS AREA PROGRAM DESCRIPTIONS

Aqua Trampoline	Scouts can take turns every 15 minutes to jump, jettison or be jettisoned for fun and fitness.
ARC Lifeguard Certification	Successful completion of this all week course earns the participant ARC Lifeguarding w/ First Aid, CPR/FPR w/. Lifeguard training will require the Scout to spend all day at the waterfront. Scouts must be at least 15 years old and a BLUE Swimmer. There is an additional \$150 fee for this training. Participants may need to complete testing on Saturday morning. This training is also open to adults. ARC Lifeguard certification renewal is available for \$50 fee.
Canoe Overnight	Your unit or patrol departs from the Bogan Waterfront and makes its way to an outpost campsite on the lake. There your unit can enjoy an evening sleeping under the stars on the shore of West Hill Pond. Be sure to sign up with the Aquatics Director no later than Monday.
Conquistadors	Groups of three Scouts head down to the waterfront to try and navigate a canoe through the perils of West Hill Pond to reach the famed island. Groups will encounter dangers in the water they must overcome along the way on their quest. Be prepared to get wet. Participation counts towards the All Camp Challenge.
CPR Certification	For a fee of \$30 individuals can earn their American Red Cross CPR certification from a qualified and knowledgeable Red Cross Instructor. All sessions must be attended. Sign up with the Aquatics Area Director on Sunday.
Mile Swim Award	Work your way up to the Mile Swim Award. Scouts interested must be BLUE swimmers and be at the Waterfront at 6:30 AM on Monday for the first session. Scouts will swim 150 yards on Monday, 200 yards on Tuesday, 400 yards on Wednesday, and 800 yards on Thursday and Friday will swim one mile.
Open Boating	Explore West Hill Pond by boat during one of our many open boating times.
Open Swim	Take a dip in our sun-heated lake during one of our many open swim times.
Paddleboard Yoga	Rise with the sun on our beautiful West Hill Pond to start your morning with focus and balance. This journey will take you on a self discovery to find your inner self. You may get wet. Advanced sign up is required. See the Aquatics Director no later than Monday.
Polar Bear Swim	Join our wide-awake, alert and enthusiastic waterfront staff for an early morning swim at our waterfront. Be sure to get there at 6:30 AM in order to be the first people into the lake. Everyone who attends at least three mornings during the week earns the Polar Bear patch.
Saturn	Rock from side to side and see how far you can make it tilt or climb the ball for the ultimate water challenge game. Bring a friend or two because a challenge like this is out of this world!
Sequassen Relay	Think Ironman Triathlon, but with you and three of your best friends. This relay consists of a mile run, canoe trek to the island, and a half mile swim from the island back to the waterfront. Sign up is at the SPL meeting on Tuesday. Participation counts toward All Camp Challenge.
Stand Up Paddleboarding / Snorkeling Awards – 2 pack	Older Scouts will learn finer points of Stand Up Paddleboarding and Snorkeling to earn patches for these activities. Completing the course will get you a ride on a Sea Scooter.
Troop War Canoe	During the day your unit or patrol can take the war canoes out onto the lake. Explore the lake in style, race against your troop in one of the fastest canoes on the lake. Each canoe seats 10-12 individuals. Be sure to sign up with the Aquatics Director no later than Monday.
Water Polo	Bring your troop down and compete against each other or challenge another troop to a competition in the game of Water Polo. Be sure to check with the Aquatics Director no later than Monday to ensure that our arena is available for your competition when you want it.

CHALLENGE AREA

Merit Badge	Pre-Reqs	Cap.	9AM	10AM	11AM	2PM
Climbing (1)		12		X		
Cycling (1)	Yes	12				X
Multisport (2)	Yes	12	X			

Activities	Cap.	2PM	3PM	4PM	7PM
Challenge COPE (6)			Tuesday		
Cliff Conquerors (3)			Thursday		
Night Climbing (3)					Tuesday 8:30-9:30PM
Older Scout Adventures (2, 4)	12	Mon-Thurs 2-5PM			
Open BMX (5)					Tues & Thurs
Open Climbing (3)			Mon & Thurs		
Open Zipline			Wednesday		
Race to the Top Challenge (3)			Monday		

Challenge Area Schedule Notes:

- Scouts must be entering grade 8 or higher in Fall 2026
- Scouts must be entering grade 9 or higher in Fall 2026.
- Climbing activities at the wall are open to Scouts and adults who are interested in climbing. Due to the heavy demand at the wall, Scouts have priority climbing privileges over Scouters. Climbing Director may set appointments for Scouts to use the wall if the program schedule permits.
- There is an additional \$50 fee for participation in this program. Signed parental permission and White Water Tubing Waiver required (waiver can be found on page [83](#)). Must be a **BLUE** swimmer. Minimum registration of 2 required. Maximum class size of 12. Program time may be adjusted due to staff availability.
- Wearing long pants and long sleeved shirt is recommended.
- This activity qualifies for the All Camp Challenge.

PLEASE DO NOT BRING PERSONAL BIKES OR CLIMBING GEAR TO THE CHALLENGE AREA

CHALLENGE AREA PROGRAM DESCRIPTIONS

Challenge COPE	Does your troop/patrol have what it takes to conquer one of our challenging COPE elements? Head up to the Challenge Area and see if you can meet the challenge. Participation counts toward All Camp Challenge.
Night Climbing	Scale the Climbing Tower for a challenge never seen before.
Open BMX	Put your bike riding skills to the test on our rolling course with jumps and bumps to test your balance and control. Long sleeved shirts and long pants are recommended.
Open Climbing	Scouts and Scouters can challenge gravity at the Camp's 35' tower. Challenge the easy wall during the Race to the Top Challenge on Monday, and the hard wall during Cliff Conquerors on Thursday.
Open Zipline	Join us at the COPE course and race down our zipline.

ECOLOGY/CONSERVATION AREA

Merit Badge	Pre-Reqs	9AM	10AM	11AM	2PM
Astronomy (1, 5)			X		
Chemistry (2)				X	
Environmental Science (1)			X		
Fish & Wildlife Management		X			
Forestry				X	
Geology					WP
Nature		X			
Nuclear Science (2)		X			
Oceanography			X		
Reptile & Amphibian Study	Yes				WP
Space Exploration (1, 6)					X

Activities	3PM	4PM	7PM	8PM	9PM
Astronomy Hike				Tues 8:30-11:30PM	
Bug Wall Exploration					Monday
Conservation Project (4)		M, W, Th			
Ecology Jeopardy (3)			Tuesday		
Ecology Open House	Mon-Thurs				
Go Green	Anytime				
Nuclear Relay (3)	Thursday				
Plant Safari	Wednesday				
Scout Sonar	Monday				

Ecology Area Schedule Notes:

1. Scouts must be entering grade 8 or higher in Fall 2026
2. Scouts must be entering grade 9 or higher in Fall 2026
3. This activity qualifies for the All Camp Challenge.
4. Sign up for Conservation Projects with the Area Director no later than Monday.
5. Additional time in the evening may be needed to complete badge requirements.
6. There is an additional fee of \$15 for this merit badge.



ECOLOGY AREA PROGRAM DESCRIPTIONS

Astronomy Hike	Join the merit badge class for late night star gazing. Bring your chair or a ground cover. This hike is open to anyone who wants to join.
Bug Wall Exploration	Rock the night with games, music and creepy crawlies.
Conservation Project	Help preserve the beauty of Camp Sequassen by conducting a conservation project. Many projects are available, contact the Ecology Director for details.
Ecology Jeopardy	Test your Ecology knowledge against other Scouts to discover who holds the most knowledge of the outdoor world. Participation counts towards the All Camp Challenge.
Ecology Open House	Scouters are invited to the Nature Center for a behind the scenes look at what's involved in delivering a top notch ecology program.
Go Green	Help the environment by collecting, sorting and depositing as many recyclables as you can by Thursday evening's SPL meeting.
Nuclear Relay	Does your patrol have what it takes to take on the simulation of saving the camp from a nuclear disaster? See if you have the teamwork and skill to save the day! Participation counts towards the All Camp Challenge.
Plant Safari	Crikey! Journey through identifying the plants found in the great outdoors at camp!
Scout Sonar	Come see if you have what it takes to out "ping" the competition as you and your buddy guide each other to mapping the deep ocean! Participation counts towards the Honor Scout Award.



HANDICRAFTS AREA

Merit Badge	Pre-Reqs	Cap.	9AM	10AM	11AM	2PM
Animation (3)			X			
Basketry (5, 6)						X
Leatherwork (6)			X		X	WP
Metalwork (1, 6)		12	X			
Painting (1)		12				X
Pottery (6)		12		X	X	
Wood Carving	Yes		X	X	X	

Activities	3PM	4PM	7PM
Blacklight Crafts			Wed 8:30-9:30PM
Crafting Basics	Monday		
Instant Art Challenge	Tuesday		
Open Crafts	Mon-Thurs		Thursday
Open Spin Art			Monday-Tuesday
The Voice	Thursday		
Tri-Craft-alon (2, 4)	Wednesday		

Handicrafts Area Schedule Notes:

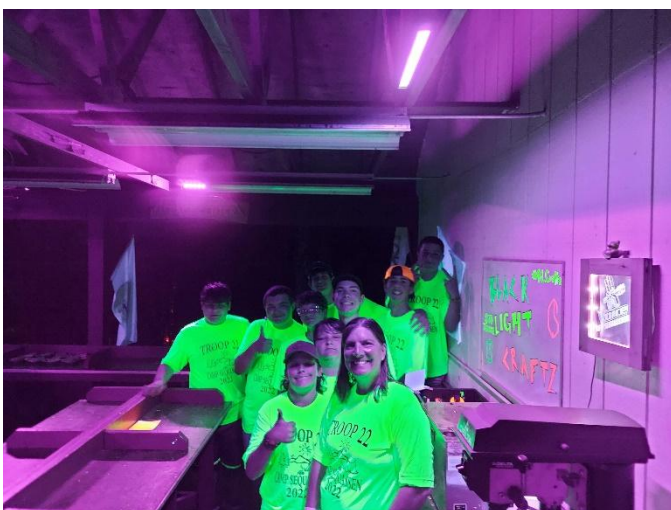
1. These merit badges/activities are for Scouts entering grade 8 or higher in Fall 2026.
2. This activity qualifies for the All Camp Challenge.
3. Additional time in afternoon or evening will be needed to complete the badge requirements.
4. One team of 3 Scouts, per Troop, at no charge. Each additional team requires \$3 entry fee.
5. Recommended for Scouts entering grade 8 or higher in Fall 2026.
6. There is an additional fee for this merit badge.

Basketry \$15 Metalwork \$10
 Leatherwork \$10 Pottery \$10



HANDICRAFTS AREA PROGRAM DESCRIPTIONS

Blacklight Crafts	The Handicrafts Lodge turns dark and transforms into a blacklight painting gallery. Scouts will have the opportunity to use paints and colors best seen under blacklight. Participation counts towards the Honor Scout Award.
Crafting Basics	Learn the basics of leatherwork and wood carving at Handicrafts! No prior experience is necessary!
Instant Art Challenge	Step into the wild world of creativity! In this fast-paced activity, Scouts will race against the clock to sketch a surprise object – but with a twist.
Individual Open Crafts	Bring your own projects to the craft area; we'll help you get them done. Craft kits are available in the Trading Post. You don't have to take a merit badge to work on a craft project.
Open Spin Art	Take home an artistic masterpiece made on the Handicraft Center's spin art contraption. No artistic talents are required. Bring a buddy.
Tri-Craft-alon	Teams of three Scouts participate in three crafty events. One team of 3 Scouts, per Troop, at no charge. Each additional team requires \$3 entry fee. Participation counts towards the All Camp Challenge.
The Voice	Impress four staff "coaches" singing with or without accompaniment, solo or in a group to earn SEQ bucks.



RANGE AND TARGET ACTIVITIES AREA

Merit Badge	Cap	9AM	10AM	11AM
Archery	16	X	X	X
Rifle Shooting (4)	16	X	X	X
Shotgun Shooting (2)	10		X	

Activities	3PM	4PM	7PM
Archery Carnival Shoot			Tues
Cowboy Action Shooting (5)			Tues
Open Archery (1)	Mon-Thurs	Mon, Tues, Thurs	M, T, Th
Open Rifle Shooting (1)	Mon-Thurs	Mon, Tues, Thurs	M, Th
Range and Target Challenge (3)	Mon-Tues		
Rifle/Archery Marksmanship Tournament	Qualifying Rounds: Mon-Tues 3-5PM Finals: Wed 4:15PM		

Range and Target Activities Area Schedule Notes:

1. Open shoot periods may be canceled due to weather, staffing issues or to meet the needs of range and target activities merit badge classes. Announcement will be made at lunch or dinner if the schedule is to be changed.
2. Shotgun Shooting merit badge is for Scouts who are entering grade 9 or higher in Fall 2026 and who have completed Rifle Shooting merit badge. Classes will be held Monday – Friday. An additional fee of \$20 will be added to the registration fees when a Scout registers online for this merit badge. This fee is for two boxes of ammunition, which is the minimum required for qualification. If a Scout needs additional ammunition to complete the merit badge, it will be available at the range for \$10 per box of 25 shells. Scouts may need to be at the range during open time to practice/qualify for the merit badge.
3. This activity qualifies for All Camp Challenge.
4. Must not have already earned the Rifle Shooting merit badge.
5. This activity is for Scouts 14 years of age or older.

PLEASE DO NOT BRING PERSONAL GUNS OR BOWS TO THE RATA AREA

RATA AREA PROGRAM DESCRIPTIONS

Archery Carnival Shoot	Stop by the Archery Range for a fun filled evening of carnival style games.
Battleship Rifle	Take aim at a squadron of battleships and try to sink them all.
Cowboy Action Shooting	Take aim at the steel plates and see how many you can hit, just like the old west!
Marksmanship Tournaments	This tournament is at both the archery and rifle ranges.
Open Archery	Enjoy the warm summer sun at our archery range as you pull back, take aim, and fire at the target.
Open Rifle Shooting	Head up to our .22 caliber range and practice your marksmanship skills.
Range and Target Challenge	Do you think you're a shooting ace? Come over to Platt Field and see what challenge of the day our Range and Target Activities staff have in store for you! Participation counts towards the All Camp Challenge.

SCOUTCRAFT AREA

Merit Badge	Pre-Reqs	9AM	10AM	11AM	2PM
Backpacking/Camping	Yes		X		WP
Emergency Preparedness (4)	Yes		X		
Fire Safety/Scouting Heritage	Yes				WP
Orienteering	Yes	X			
Paul Bunyan Award (5)	Yes	X			
Pioneering (6)					X
Search & Rescue		X			
Signs, Signals & Codes (1, 3)	Yes			X	
Wilderness Survival (1, 3)	Yes		X	X	

Activities	3PM	4PM	7PM
Axe Throwing (4)			T, Th
Basic Scout Skills	Mon-Thurs		
Fasten & Furious (2)	Monday		
Fire Building Challenge	Tuesday		
Knife Throwing (3)	Mon-Thurs		
Leave No Trace Training	By Appt.		
Lumberjack Olympics (2)	Thursday		
Orienteering Challenge	Tuesday		
Scout Leader Cookoff	Wednesday		

Scoutcraft Area Schedule Notes:

1. May require some open time during the week.
2. This activity qualifies for the All Camp Challenge.
3. This activity is for Scouts entering grade 8 or higher in Fall 2026.
4. This activity is for Scouts entering grade 9 or higher in Fall 2026.
5. Not a merit badge.
6. Recommended for Scouts entering Grade 8 or higher in Fall 2026. Experience has shown that younger Scouts are unlikely to complete all requirements.



SCOUTCRAFT AREA PROGRAM DESCRIPTIONS

Axe Throwing	Expand your frontiersman skills at our adventurous area with axe throwing. Can you hit the bull's eye?
Basic Scout Skills	Are you a little rusty with your basic knots and first aid? Need a refresher to earn a requirement for Second Class? Stop by the Scoutcraft Area to brush up on your basic Scouting skills. Scouts will receive one on one or small group instruction to develop the skills they need to progress on the path to Eagle.
Fasten & Furious	Campers race to build and lash creative structures in a fast-paced, hands-on challenge. Clear communication and teamwork matter just as much as speed, making the whole experience loud, competitive, and fun. Participation counts towards the All Camp Challenge.
Fire Building Challenge	Scouts compete to see who the Camp's best qualified fire builder is.
Knife Throwing	Expand your frontiersman skills at our adventurous area with knife throwing. Can you hit the bull's eye?
Leave No Trace Training	Learn the principles of Leave No Trace here at Camp Sequassen. Available to Scouts and Scouters by appointment.
Lumberjack Olympics	Scouts will use the 2 man saw, axe and branding equipment in a timed race in order to assemble the best-looking brand in the shortest amount of time. Stop by the Scoutcraft area to test out your skills. Participation counts towards the All Camp Challenge.
Orienteering Challenge	Think you know how to use a map and compass? Try out our orienteering courses for a challenge you won't forget! Participation counts towards the Honor Scout Award.



SPORTS AND WELLNESS AREA

Merit Badge	Pre-Reqs	Cap.	9AM	10AM	11AM	2PM
Chess (1)		24				X
Entrepreneurship			X			
Fishing (5)	Yes	16			X	
Game Design						WP
Golf (Disc)		24			X	
Moviemaking (1, 5)		16	X			
Personal Fitness (1)	Yes		X	X		
Salesmanship	Yes			X		
Sports/Athletics	Yes				X	

Activities	3PM	4PM	7PM	8PM
Basketball Tournament (2, 4)	Thursday			
Disc Golf Course	Mon-Wed			
Frisbee Tournament (2, 4)	Tuesday			
Gaga Ball Competition			Monday	
Lawn Games			Thursday	
Open Sports Field / Pick-Up Sports (3)	Thursday		M, T, Th	
SEQ Open (2, 4)	Wednesday			
Sequassen Relay (2, 4)			Tuesday	
Volleyball Tournament (4)	Monday			

Sports and Wellness Area Schedule Notes:

1. These merit badges and/or activities are for Scouts entering grade 8 or higher in Fall 2026.
2. This activity qualifies for the All Camp Challenge.
3. Sports activity as selected by the Sports and Wellness Area Director.
4. SPLs must sign up for these events at an SPL meeting.
5. Some time in afternoon or evening will be needed to complete the badge requirements.

SPORTS AND WELLNESS AREA PROGRAM DESCRIPTIONS

Basketball Tournament	Bring your fellow Scouts together for fast-paced games, teamwork, and friendly competition. Scouts showcase their skills, sportsmanship, and love of the game in an exciting, high-energy setting. Participation counts towards the All Camp Challenge.
Disc Golf Course	There were too many trees in camp to build a traditional golf course. As a result, a Frisbee golf course was constructed for your enjoyment. Contact the Sports Director for details; you are welcome to bring your own disc.
Frisbee Tournament	Units compete against each other for the title of Frisbee Champion, with the winning team playing against the staff on Thursday! Units can enter up to two teams with seven Scouts each and unlimited substitutions. Participation counts towards the All Camp Challenge.
Gaga Ball Competition	The Gaga Ball Competition is a fast-paced and exciting game played in the official Sequassen Gaga pit. The last Scout standing by avoiding being hit by the ball wins.
Lawn Games	Enjoy an evening on Clark Field with various backyard games including Kan Jam, Cornhole, Bocci, etc. Bring a buddy and meet new friends.
Open Sports Field / Pick Up Sports Open	Sports and Wellness Area Director will organize pick-up games of various sports and activities. When Clark Field is not being used for camp-wide events, your troop can play the game of their choice. The field is lit until 8:00pm most evenings. Check with the Sports and Wellness Director for exact scheduling details and equipment requirements.
SEQ Open	Compete against your fellow Scouts and troops at the SEQ Open! SPLs will pick between badminton, pickleball or disc golf to see who will win it all! Participation counts towards the All Camp Challenge.
Sequassen Relay	Think about the Ironman Triathlon, but with you and three of your best friends. This relay consists of a mile run, canoe trek to the island, and a half mile swim from the island back to the waterfront. Sign up is at the SPL meeting on Tuesday. Participation counts toward All Camp Challenge.
Volleyball Tournament	Units compete against each other for the title of Volleyball Champion. Units can enter up to two teams with six Scouts each and unlimited substitutions!



STEM AND TRADES AREA

Merit Badge	Pre-Reqs	Cap.	9AM	10AM	11AM	2PM
Automotive Maintenance (2)		12	X			X
Cybersecurity						X
Electronics (1, 5)		12		X		
Engineering (1, 4)	Yes		X			
Home Repairs (2)		12			X	
Plumbing (2)		12	X			
Welding (2, 5, 6)		12		X		

Activities	3PM	4PM	7PM
3D Printing Challenge	Tuesday		
Necessary & Mundane Olympics (3)			Mon
Open Shop	Thursday		
SEQ Space Race	Monday		

STEM and Trades Area Schedule Notes:

1. These merit badges are for Scouts entering grade 8 or higher in Fall 2026.
2. These merit badges are for Scouts entering grade 9 or higher in Fall 2026.
3. This activity qualifies for the All Camp Challenge.
4. Some time in afternoon or evening will be needed to complete the badge requirements.
5. There is an additional fee for this merit badge.

Electronics \$10 Welding \$20

6. Must wear long pants and long-sleeve shirts.

STEM AND TRADES PROGRAM DESCRIPTIONS

3D Printing Challenge	Plan, style, and tinker your way to wowing the judges as you see what 3d printed masterpieces you can make!
Necessary & Mundane Olympics	Challenge other Scouts in how big successes come from small, everyday actions. Using effort and teamwork Scouts will complete tasks doing the simple things well. Participation counts towards the All Camp Challenge.
Open Shop	Scouts may work on STEM and Trades merit badge requirements if they need additional time outside of the class sessions.
SEQ Space Race	3... 2... 1... Blast off! See if you have what it takes to be the first to the moon in this interstellar sprint!



WILDERNESS PATROL PROGRAM

The Wilderness Patrol program has been designed to support the troop program for Scouts working on the Tenderfoot through First Class requirements. The program experiences and activities will enable Scouts to develop their outdoor skills, practice the Patrol Method and help them learn to work in groups and grow as individuals. This program is not designed to complete a specific rank. We will provide a fun environment in which Scouts will learn and practice essential Scout skills.

Scouts interested in the Wilderness Patrol program can choose between three pathways:

Pathways	9AM	10AM	11AM
Expedition Wilderness Pathway	Expedition Wilderness		Trailblazers
Journey to Adventure Pathway	Trailblazers	Journey to Adventure	
À la carte Pathway	Scouts choose one class from the below list and take merit badges during the remaining slots.		

1) TRAILBLAZERS – OFFERED AT 9AM AND 11AM (1-HOUR SESSION)

Form a patrol for your week at camp while you learn about basic Scouting skills and what it means to be a Scout at Camp Sequassen!

Skills Covered: Patrol method, flag etiquette, EDGE method, compass skills, knife safety, Art merit badge.

2) EXPEDITION WILDERNESS – OFFERED AT 9AM (2-HOUR SESSION)

Get ready for the wilderness by learning and practicing your first aid skills, swimming rescues, and more preparation tools for the outdoors!

Skills Covered: First aid, hiking safety, swimming rescues, weather identification.

3) JOURNEY TO ADVENTURE – OFFERED AT 10AM (2-HOUR SESSION)

Learn your outdoor survival skills to be prepared for anything that comes your way on your journey to Eagle!

Skills Covered: Knots, knife safety, camping, lashings, fire building, fire safety.

9:00AM – 12:00PM	2:00PM	3:00-5:00PM	7:00-8:00PM
Wilderness Patrol Pathways	Merit Badge Period	Monday – Thursday: Open Program Basic Scout Skills	Monday: Totin' Chip Tuesday: Water Rank Requirements

In the afternoon, Wilderness Patrol Scouts may hone their Scout skills at the Scoutcraft Area Monday-Thursday or select their own activity from the open program offerings.

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

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

- Backpacking/Camping
- Fire Safety/Scouting Heritage
- Leatherwork
- Game Design
- Geology
- Reptile and Amphibian Study
- *The Swimming Fundamentals program is available at 2:00 and should be a priority for Scouts who need to develop swimming skills. It is not a merit badge.*

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

OTHER WILDERNESS PATROL ACTIVITIES

TOTIN' CHIP: All Scouts have the opportunity on Monday evening to learn the basic safety and usage of a pocketknife, saw and axe. Completion of this class will satisfy the requirement for Wood Carving and Woodwork merit badges.

CAMP SCAVENGER HUNT: Complete your Adventure Passport as you explore the different program areas around camp. Check out the different activities, meet the staff, and try something new as you try to complete your passport! Only open to Wilderness Patrol Scouts.

WATER RANK REQUIREMENTS: All Scouts have the opportunity on Tuesday evening to complete Tenderfoot through First Class rank requirements that take place in the water with the Wilderness Patrol staff. Sign up with the Wilderness Patrol Director by Tuesday lunch.

NOTE: This activity is available to all Scouts and sign ups are required to ensure proper staffing. This activity is optional and takes places outside of the normal 9AM-12PM Wilderness Patrol classes. Wilderness Patrol Scouts are NOT automatically signed up and must sign up with the Wilderness Patrol Director.

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

THE WILDERNESS PATROL PROGRAM IS A GREAT WAY FOR NEW SCOUTS TO COMPLETE REQUIREMENTS THAT MAY BE HARD TO COMPLETE AT TROOP MEETINGS. IT'S ALSO A GREAT WAY TO LEARN ABOUT THE CAMP AND ALL THE ACTIVITIES AVAILABLE!

OLDER SCOUT ADVENTURES PROGRAM

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

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

Activities include:

- Low & High COPE elements
- Exclusive access to the BMX course
- Ziplining
- Mountain Boarding/Mountain Biking
- Shotgun Shooting
- Long Range Archery
- Disc Golf
- Waterfront Picnic
- Tubing on the Farmington River
- Cowboy Action Shooting
- RC Cars



The Older Scout Adventures Consent Form and Waiver can be found on page [83](#).

THE OLDER SCOUT ADVENTURES PROGRAM GIVES OLDER SCOUTS THE BEST OF BOTH WORLDS; THE OPPORTUNITY TO EARN MERIT BADGES AND TRY OUT SOME OF THE MORE EXCITING ACTIVITIES ONLY RESERVED FOR OLDER SCOUTS!



OTHER PROGRAMS

TRAIL TO EAGLE WEEKS

First Class, Star and Life Scouts who are entering grade 8 or higher in Fall 2026 who want to prepare themselves for the next step along the trail to Eagle may attend the Trail to Eagle Week program. As part of the program, they may earn required merit badges not offered to all Scouts. Scouts will also attend discussions and seminars on Eagle Scout Boards of Review, projects, living as an Eagle, ceremony preparations, etc.

Scouts may sign up for these merit badges during their week at camp or come back and sign up as a provisional Scout. Because this program requires special staffing, there is an additional \$50 fee for participating in the Trail to Eagle Week program.



LIFE SKILLS WEEK – OFFERED WEEKS 1-3

Merit Badges: Communication (9AM), Personal Management (10AM), Hiking (2PM)

CITIZENSHIP BADGE WEEK – OFFERED WEEKS 4-7

Merit Badges: Cit. in the Community (9AM), Cit. in the Nation (10AM), Cit. in the World (2PM)

COOKING MERIT BADGE

Cooking merit badge is a special program offering for week 7 only. Scouts must be entering grade 8 or higher in Fall 2026. There is an additional fee of \$50 for this merit badge. Registration is part of the online merit badge selection process. Scouts who attend multiple weeks during the summer have priority sign-up.



COUNSELOR IN TRAINING PROGRAM

Scouts who are 15 years old are eligible to participate in a two-week CIT program. For the regular price of one week at camp, Scouts receive two weeks of leadership development training as well as hands on experience working in camp program areas. The CIT program consists of the 1st week of camp as the Training Week plus one other week working on-the-job in one or more program areas.

Registration for the CIT program is available via sequassen.org/staff. Click on the “Counselor-in-Training Application” button and complete the online form application. After the application is reviewed, Scouts will receive additional information. For questions, please contact Karen Caiati at 203-951-0234.

OTHER ACTIVITIES

FRIENDSHIP CAMPFIRES

To promote friendship and Scouting fellowship, unit leaders are encouraged to host a Friendship Campfire in their campsites or attend a Friendship Campfire at the invitation of another unit.

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

Here's what you do...

- Determine that your Scouts are interested in hosting a campfire.
- Invite a troop to your site for a campfire (optional).
- Feel free to invite staff to your campfire, they like to perform!
- Plan a short program to have fun and promote fellowship.
- Enjoy your campfire!

CONSERVATION AND SERVICE PROJECTS

A list of campwide conservation and service projects has been developed for units and patrols to complete during their stay at Camp Sequassen. A list of service projects will be located at the Camp Office.

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

Examples:

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



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

ORDER OF THE ARROW ACTIVITIES



THERE ARE MANY EXCITING THINGS HAPPENING AT CAMP THIS YEAR WITH OWANECO LODGE.

OA DAY: Every Tuesday is OA day. All members are asked to wear their OA sashes all day long. They are also asked to participate in a service project that will take place after lunch. After a long day at camp, members are invited to an Ice Cream Social. The Owaneco Lodge will have their trading post available for purchasing Owaneco merchandise.

BROTHERHOOD: Has it been six months since you went through your ordeal? You've been active, attending ordeals and chapter meetings. You even went to that scrumptious Winter Banquet. What now? Well then, it is time to seal your membership into the Order by becoming a Brotherhood member. See our Lodge Representative(s) and they will tell you what you will need to do. Brotherhood conversion will take place on Tuesday evening after dinner. Only members of Owaneco Lodge are eligible for Brotherhood conversion.

OWANECO TRAIL AWARD: The Owaneco Trail Award is a six-segment award that helps Scouts in becoming better acquainted with Camp Sequassen. Interested Scouts who would like to earn this award, which is sponsored by the lodge, can find the requirements on page [48](#).

WOOD BADGE WEDNESDAY



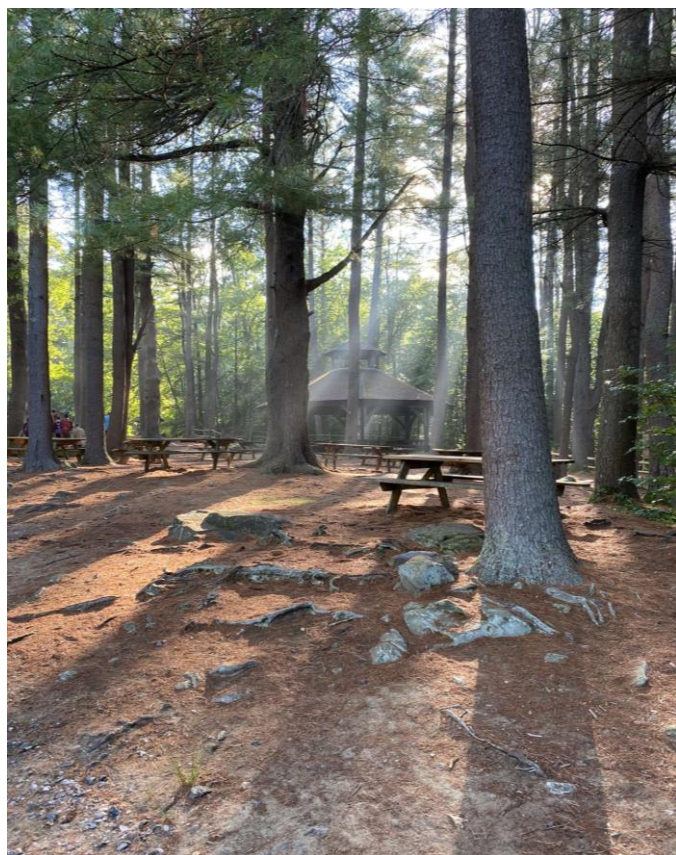
WOOD BADGE

All Wood Badgers are invited to wear their course t-shirt and any Wood Badge swag on Wednesday!

SPL MEETINGS

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

DAY	TIME	LOCATION	NOTES
Sunday	4:00PM	Pisani Pavilion	With Scoutmaster (or one adult leader from your troop)
Monday	After Lunch (~1:00 PM)	Pine Grove	
Tuesday	After Lunch (~1:00 PM)	Pine Grove	
Wednesday	After Lunch (~1:00 PM)	Pine Grove	
Thursday	After Lunch (~1:00 PM)	Pine Grove	
Thursday	After Dinner (~6:45 PM)	Pine Grove	Please bring all SEQ bucks
Friday	After Morning Flags (~7:55 AM)	Pisani Pavilion	





AWARDS AND RECOGNITION



POLAR BEAR SWIM

[illegible]

SENIOR PATROL LEADER: _____

HONOR PATROL REQUIREMENTS/APPLICATION

UNIT NUMBER: _____ CAMPSITE: _____ PATROL NAME: _____

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

REQUIREMENTS:

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

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

2. Have a patrol flag and display it during morning and evening flag ceremonies.
3. Show Patrol spirit during your week at camp.
4. Patrol members must participate in at least eight All Camp Challenge events.
5. At least three Scouts earn the Honor Scout Award.
6. During your stay at camp, Do Your Best as a Patrol to observe the Scout Oath and Law, Do A Good Turn Daily and Be Prepared.

NOTE: This must be turned into the Program Director upon completion by Friday morning’s SPL meeting.



ALL CAMP CHALLENGE

TROOP _____ **PATROL NAME** _____ **CAMPSITE** _____

To complete the All Camp Challenge, the unit/patrol must actively participate in a total of 7 of 13 activities. Bonus points can be earned if the unit/patrol participates in at least 75% or 100% of the activities. Please have the Area Director initial showing your participation.

AQUATICS

Conquistadors	Monday 7:00PM	_____
Sequassen Relay	Tuesday 7:00PM	_____

CHALLENGE AREA

Challenge COPE	Tuesday 3:00PM	_____
----------------	----------------	-------

ECOLOGY

Ecology Jeopardy	Tuesday 7:00PM	_____
Nuclear Relay	Thursday 3:00PM	_____

HANDICRAFTS

Tri-Craft-alon	Wednesday 3:00PM	_____
----------------	------------------	-------

RANGE AND TARGET ACTIVITIES

Range and Target Challenge	Mon-Tues 3:00PM	_____
----------------------------	-----------------	-------

SCOUTCRAFT

Fasten & Furious	Monday 3:00PM	_____
Lumberjack Olympics	Thursday 3:00PM	_____

SPORTS AND WELLNESS

Frisbee Tournament	Tuesday 3:00PM	_____
SEQ Open	Wednesday 3:00PM	_____
Basketball Tournament	Thursday 3:00PM	_____

STEM AND TRADES

Necessary & Mundane Olympics	Monday 7:00PM	_____
------------------------------	---------------	-------

HONOR SCOUT AWARD

The Honor Scout Award was developed to recognize Scouts attending Camp Sequassen who exemplify the Scout Oath and Law during their time at camp. Scouts who earn the Honor Scout Award demonstrate Scout Spirit through their participation in camp programs, giving back to their troop and having fun at camp! Complete all 12 categories below to earn the Honor Scout Award.

Scout Name	Unit Number	Campsite	Week
REQUIREMENTS			
TRUSTWORTHY: Complete one of the following activities:			
<ul style="list-style-type: none"> Scout Sonar Reach the top of the climbing tower Use the zipline Orienteering Challenge 		Area Director	
LOYAL: Participate in all activities with at least one buddy		SPL / Unit Leader	
HELPFUL: Pick up and properly dispose of at least three pieces of litter		SPL / Unit Leader	
FRIENDLY: Help another Scout work on a rank advancement requirement		Scout	
COURTEOUS: Make a strong effort for your table to win the Silver Spoon at each meal		SPL / Unit Leader	
KIND: Write a thank you note to a staff member or adult leader. Give it to that person		Recipient of Your Note	
OBEDIENT: Be on time for all flag ceremonies		SPL / Unit Leader	
CHEERFUL: Perform a song, skit, or cheer at a troop friendship fire		SPL / Unit Leader	
THRIFTY: Use all camp supplies wisely and with purpose		SPL / Unit Leader	
BRAVE: Attend one of the following events:			
<ul style="list-style-type: none"> Hermit Pilgrimage Hessian Hike Blacklight Crafts 		Area Director	
CLEAN: Maintain a clean campsite and bunk area		SPL / Unit Leader	
REVERENT: Attend the All Faith Service		SPL / Unit Leader	

HONOR TROOP AWARD

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

FIRST TIER: (WHITE/PURPLE RIBBON)

1. Troop must participate in campwide events including retreat, games, and the opening and closing campfire during their week in camp.
2. Troop must have a campsite visitation score of at least 90 on four out of five days that the troop is in camp.
3. The SPL, or their designee, must participate in all SPL meetings.
4. Troop must display good Scout Spirit while in camp (i.e. good sportsmanship, manners, singing in the dining hall, etc.).
5. Troop Scouts must participate in the advancement program at the camp.
6. Troop must complete a service project while in camp.
7. All troop leaders, both youth and adult, must play their respective roles effectively while their troop is in camp.
8. At least one patrol earns Honor Patrol Award.

SECOND TIER: (PURPLE/WHITE RIBBON)

1. Troop participates in most campwide events including retreat, games, and opening and closing campfires during their week in camp.
2. Troop must have a campsite inspection score of at least 80 on four out of five days that the troop is in camp.
3. Troop must display Scout Spirit while in camp (i.e. good sportsmanship, manners, singing in the dining hall, etc.).
4. Troop Scouts participate in the advancement program at camp.
5. All troop leaders, both youth and adult, perform their respective roles effectively while their troop is in camp.
6. SPL participates in at least two SPL meetings.
7. Troop participates in All Camp Challenge.

SEQUASSEN SUPER TROOP

This weeklong competition will award the troop that best displays organization, preparation, Scout spirit, skill and participation throughout the week of camp. Super Troop points will be awarded for specific activities a troop performs during their stay at camp. This activity is meant to be fun and participation is optional. Led by the unit's Senior Patrol Leader, the requirements are set up so both small and large units can win Super Troop.

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

The Program Director will do the scoring with the assistance of the Commissioner. All scores will be kept secret until the closing awards ceremony. In the event of a scoring tie, the Commissioner, Program Director, and Camp Director will decide based on Scout spirit.

1) HONOR SCOUT AWARD

Unit will earn 1 point per Scout that earns the Honor Scout Award, with a maximum of 5 points per unit. (see page [43](#)).

2) HONOR PATROL

Units that have at least one patrol earn the Honor Patrol award will receive 15 points (see page [41](#)).

3) DAILY CAMPSITE VISITATION RESULTS

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

<u>Score:</u>	<u>Points</u>
100-98	5
97-95	4
94-90	3

4) PARTICIPATION AND APPEARANCE AT DAILY FLAG CEREMONIES

Units that attend all daily flag ceremonies will be awarded 20 points. During two different ceremonies, an unknown staff member will review units at the evening flag ceremony. The two units in full Field Uniform and displaying the most Scout spirit, including troop and patrol flags, will receive an additional 10 points.

5) CAMPWIDE EVENT PARTICIPATION

Units that participate in the Fire Hose Competition, the Land & Sea Games, and complete the All Camp Challenge will be awarded 25 points. Units that complete 75% of the All Camp Challenge events will earn an additional 5 points, while units that complete 100% of the All Camp Challenge events will earn an additional 10 points.

6) FRIENDSHIP FIRE

Units are encouraged to hold friendship fires in their sites during the evening hours. Units that host a friendship fire and those units that attend a friendship fire will be awarded 20 points. The Camp Commissioner should be notified before the friendship fire is held.

7) CAMP SERVICE PROJECT OR CONSERVATION PROJECT PARTICIPATION

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

8) PARTICIPATION IN FRIDAY CAMPFIRE PROGRAM

Troops will receive 10 points on Friday if they have a pre-approved song, skit, cheer, or stunt for the Friday campfire. All submissions for the campfire must be approved by the Program Director by 2pm on Thursday.

9) SPL PARTICIPATION IN MEETINGS

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

10) ALL FAITH SERVICE

Troops will receive 15 points for attending the All Faith Service on Wednesday.



COMMISSIONER'S SITE VISITATION CHECKLIST

Campsite: _____ Unit/Town: _____ Week: _____

Senior Patrol Leader: _____ Scoutmaster: _____

Your Commissioner: _____

FIRE SAFETY	Mon	Tue	Wed	Thu	Fri
Fire Barrel - filled, clear of debris, near fire circle					
Fire Circle - debris cleared, barrel near, correct location					
Fireguard Chart - posted and signed daily by fire warden					
Fire Tools - displayed on rack, readily available					

HEALTH AND SAFETY	Mon	Tue	Wed	Thu	Fri
Latrine - area cleaned (in and out), disinfectant used					
Washstand - clean (in, on and around) of trash/debris					
First Aid Kit - displayed and stocked, easily accessible					
Travel Area - free of debris, clothes lines placed properly					
Trash Can - liner inside, emptied if full					
Axe Yard - defined, safe, tools clean and safeguarded					

SCOUT-LIKE CONDITION	Mon	Tue	Wed	Thu	Fri
Bulletin Board - hung, neat, duty roster, emergency procedures					
Tents/Lean-tos - neat, no trash, flaps all up or down, swept					
Campsite Entrance - well kept, neat, show Scout skill					
Flags - up (or down when raining), unit flags displayed					
Cup Dispenser - kept stocked with cups					

ENVIRONMENT	Mon	Tue	Wed	Thu	Fri
Litter - site free of litter, full trash bags disposed of					
Beauty - site kept as natural as possible					
Brush Piles - fire wood stacked, other wood piled					
Structures - neat, no markings or damage					
Assigned Service Area - clean and free from litter					

TOTAL POINTS EARNED (OUT OF 100 POSSIBLE)	Mon	Tue	Wed	Thu	Fri
Commissioner's Initials					

0 = Unsatisfactory 1 = Needs improvement 2 = Fair 3 = Good 4 = Very good 5 = Excellent

Comments:

THE OWANECO TRAIL AWARD



SPONSORED BY OWANECO LODGE 313 ORDER OF THE ARROW

EARNING THE AWARD

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

THE OWANECO TRAIL AWARD

UNIT LEADER'S APPROVAL

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

Scoutmaster

Date

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



LODGE APPROVAL

Scout _____ from Troop # _____ and town _____ has completed the above listed segments of the Owaneco Trail and has qualified for the Owaneco Trail Award.

Lodge Chief, Summer Lodge
Representative, Camp Director,
Camp Ranger or Campmaster

Date

Trail Award Received: ____/____/____

THE OWANECO TRAIL AWARD - SEGMENTS

OUTPOST TRAIL SEGMENT



Hike to Outpost along the trail, starting at the Trail Corner outside the Trading Post.

While on your hike, find the Judd's Brook inscription and write it down.

Camp one night at Outpost. (This can be done in a group)

Make a plaster cast of two different animal tracks in camp.

Date

Initials

_____	_____
_____	_____
_____	_____
_____	_____

SERVICE PROJECT SEGMENT



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

Date

Initials

_____	_____
-------	-------

BOUNDARY TRAIL SEGMENT



Hike the entire boundary trail, starting and ending at the Trail Center outside the trading post.

Locate the "Lost Village".

Locate three surveyor's pins/pylons along the trail.

Visit the Four Corners marker. Make a copy of the face of the marker, and identify the names of the four towns.

Date

Initials

_____	_____
_____	_____
_____	_____
_____	_____

HERMIT'S TRAIL SEGMENT



Hike the entire boundary trail, starting and ending at the Trail Center outside the trading post.

Put something green on the Hermit's Grave.

Take a drink from the Hermit's Spring.

Sleep one night in the area of the Hermit's Grave. (This can be done in a group)

Memorize the inscription on the Hermit's Grave.

Date

Initials

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

THE OWANECO TRAIL AWARD - SEGMENTS

NATURE TRAIL SEGMENT



Hike the nature trail starting and ending from the nature center at the Carl Cohen Lodge.

Hike the safety trail from the nature center down to the beaver dam. Explore Cedar Swamp.

Make a salad from at least three edible plants and share this with your counselor.

Identify the leaves of ten trees along the trail.

Identify ten plants along the trail.

Date

Initials

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SEQUASSEN HISTORIC TRAILS SEGMENT



Locate and write down the following inscriptions and present them to your counselor.

- A. Hermit's Grave
- B. Hidden Inscription (a.k.a. Deep Woods Inscription)
- C. Judd's Brook
- D. Inscription from both fireplaces in the Dining Hall
- E. Sequassen Constellatina
- F. Aspermont Camp
- G. Sargent Cottage
- H. Honor Tree in the Pine Grove

Memorize the following and repeat them to your counselor.

- A. Hidden Inscription (a.k.a. Deep Woods Inscription)
- B. Inscription from both fireplaces in the Dining Hall

Read "Sequassen Past and Present," and give a brief history of the camp to your counselor.

Locate and write down any eight of the following inscriptions and present them to your counselor.

- A. Loomis Hall
- B. Savino Lodge
- C. Zimmerman Lodge
- D. English Chapel
- E. Platt Field
- F. Clark Field Flagpole
- G. Carl Cohen Lodge
- H. Gates Health Lodge
- I. Friendship Lodge Philia Plaque
- J. Dining Hall Dedication Plaque
- K. International/Nature Center (South side of Cohen Lodge)

Date

Initials

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



GENERAL INFORMATION



PRE-CAMP PLANNING CHECKLIST

JANUARY

- ☐ Obtain Scout commitments for camp attendance
- ☐ Confirm camp leadership
- ☐ [Schedule camp promotion presentation for Scouts and parents](#)

FEBRUARY-MARCH

- ☐ Attend Camp Kick-Off Meeting
- ☐ Conduct Camp promotion presentation for Scouts and parents
- ☐ Begin choosing summer camp program
- ☐ Collect camp fees from Scouts
- ☐ Enter Scouts attending online and submit a minimum of \$75 per Scout by March 15

APRIL

- ☐ Submit Early Bird Camp fees by check to the Council Resource Center by April 15
- ☐ Pass out the Resident Camp Health Forms to Scouts and adults
- ☐ Pass out merit badge selection forms and Code of Conduct to Scouts
- ☐ Submit Campership Applications to Scout office by May 1 deadline
- ☐ Collect remaining camp fees from Scouts (if necessary)

MAY-JUNE

- ☐ Collect Health Forms and signed Code of Conduct from Scouts and Leaders and merit badge choices from Scouts
- ☐ Collect other necessary paperwork: Safeguarding Youth Training Certificates for all adults attending camp, Older Scout Adventures Consent forms and Tubing Waivers
- ☐ Enter merit badge selections for each Scout online
- ☐ Attend Pre-Camp Leaders Meeting as scheduled. Regular camp fees and all paperwork due at this meeting
- ☐ Submit Brunch Orders online
- ☐ Submit Camp Photo Orders online
- ☐ Confirm Camp leadership, transportation and equipment
- ☐ Collect remaining camp fees from Scouts (if necessary)

JULY-AUGUST

- ☐ Collect Health Forms and signed Code of Conduct from Scouts and leaders and merit badge choices from Scouts
- ☐ Collect other necessary paperwork: Safeguarding Youth Training Certificates for all adults attending camp, Older Scout Adventures Consent forms and Tubing Waivers
- ☐ Enter merit badge selections for each Scout online
- ☐ Attend Pre-Camp Leaders Meeting as scheduled. Regular camp fees and all paperwork due at this meeting
- ☐ Submit Brunch Orders online
- ☐ Submit Camp Photo Orders online
- ☐ Collect remaining camp fees from Scouts (if necessary)
- ☐ Enjoy your week at Camp Sequassen
- ☐ Request refunds by August 31

UNIT EQUIPMENT CHECKLIST

The following list is meant as a general guide for your unit.

- | | |
|--|--|
| <input type="checkbox"/> Health Forms | <input type="checkbox"/> American Flag |
| <input type="checkbox"/> Troop First Aid Kit | <input type="checkbox"/> Troop Reference Books |
| <input type="checkbox"/> Rope | <input type="checkbox"/> Propane lanterns |
| <input type="checkbox"/> Mantles | <input type="checkbox"/> Matches |
| <input type="checkbox"/> Cooking Equipment | <input type="checkbox"/> Clock |
| <input type="checkbox"/> Troop/Patrol Flags | <input type="checkbox"/> Scout Spirit |
| <input type="checkbox"/> Advancement materials | <input type="checkbox"/> Other items as needed |

PERSONAL EQUIPMENT CHECKLIST

This is only a suggested list. All items should be labeled with the Scout's name.

- | | |
|--|---|
| <input type="checkbox"/> Medication (turned into Health Lodge) | <input type="checkbox"/> Scout Handbook |
| <input type="checkbox"/> Pen/Pencil/Paper | <input type="checkbox"/> Shorts |
| <input type="checkbox"/> Field Uniform | <input type="checkbox"/> Activity Uniform* |
| <input type="checkbox"/> Long pants | <input type="checkbox"/> Long sleeve shirts |
| <input type="checkbox"/> Jacket | <input type="checkbox"/> Sweatshirt |
| <input type="checkbox"/> Boots | <input type="checkbox"/> Sneakers |
| <input type="checkbox"/> Poncho/Raincoat | <input type="checkbox"/> Sleeping Bag/Blankets |
| <input type="checkbox"/> Towel/Washcloth | <input type="checkbox"/> Shampoo/Soap |
| <input type="checkbox"/> Aquatics Shoes | <input type="checkbox"/> Toothbrush and toothpaste |
| <input type="checkbox"/> Insect Repellent | <input type="checkbox"/> Flashlight (extra batteries) |
| <input type="checkbox"/> Socks | <input type="checkbox"/> Swimsuit |
| <input type="checkbox"/> Pillow | <input type="checkbox"/> Underwear |
| <input type="checkbox"/> Advancement materials | <input type="checkbox"/> Camera (optional) |
| <input type="checkbox"/> Fishing pole (optional) | <input type="checkbox"/> Compass |
| <input type="checkbox"/> Spending money | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Backpack | <input type="checkbox"/> Mosquito netting |
| <input type="checkbox"/> Photocopy of camp health form | |

PLEASE NOTE: Scouts and leaders will wear Field Uniform (uniform shirt with trousers/shorts and belt) to dinner each day. Activity Uniform (Scouting T-shirt with trousers/shorts and belt) is the recommended attire for breakfast, lunch, and program areas unless special clothing, like swimwear, is required.

(If you want your picture to appear in future camp promotional material, you need to be wearing Scout clothing.)

If you forget something, some items may be available at the Trading Post.

TROOP DUTY ROSTER

(POST ON BULLETIN BOARD)

DUTY	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Breakfast Waiter	X						X
Lunch Waiter	X						X
Dinner Waiter							X
Latrine Clean-Up							X
Fire Warden							X
Firewood Fire Water							X
Litter Control							

ADMINISTRATIVE INFORMATION

The Camp Sequassen administrative staff (Camp Director, Program Director, Commissioner and Camping Registrar) works year-round to ensure the program provided during your week at camp is the best experience possible. Questions about summer camp can be directed to Karen Caiati at the Connecticut Yankee Council Scout Resource Center in Milford, 203-951-0234 or directly to the Camp Director's office during the summer at 860-379-2009.

2026 CAMP DATES

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

2026 CAMP FEES

	<u>Regular Rate*</u>	<u>Early Bird Rate</u> <u>Paid in full by April 15**</u>
Camp Fee	\$725	\$675
Additional Week(s) or Additional Family Member	\$675	\$625
Extra Programs	Add \$50 for Older Scout Adventures Add \$50 for Trail to Eagle Week Add \$150 for Red Cross Lifeguard Certification Add \$50 for Cooking Merit Badge	
Adult Leader Fee	\$200	\$200
	Two adult leaders attend FREE with a minimum of 5 unit Scouts attending. Gold Status Troops (units bringing 80% or more of its registered Scouts) may register an additional leader at no charge	
Week 7 Special (with Unit)	Units attending Week 7 must have a minimum of 4 youth and 2 adult leaders to receive the Week 7 Special Unit discount	
With Unit	\$350	\$300
Provisional	\$450	\$400
Unit Deposit	\$200	*Deposits may be paid online but remaining balance must be paid by check or electronic transfer
Daily Rate	\$125 / day Mon-Fri	

* Scout fees are due no later than the date of the week's pre-camp leaders meeting (see page [60](#)).

** Early Bird discount is available to new Scouts joining a troop in 2026 if registered for camp and paid in full by May 31.

CAMPERSHIPS

Every Scout deserves a week at summer camp. Financial assistance for summer camp is available from the Council. Scout registration should be completed online, including a \$75 non-refundable deposit, after which the completed campership application is submitted to the Council office. Notification of any balance due will be made as soon as possible. Full payment is due by three weeks prior to the start of the camp week.

Applications for Camperships should be submitted by May 1.

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

REFUND POLICY

Each week requires a \$75 non-refundable deposit per Scout. Full refund, minus the non-refundable deposit, is available if requested by June 15. Refund of camp fee minus \$250 is refundable if withdrawal is made on or after June 16 but prior to the start of the camp session. Refund requests must be made in writing to the Camping Registrar. Adults will be given a full refund if notified in writing two weeks prior to the start of camp. Any adult cancellations after that will forfeit \$75. No refund requests will be accepted after August 31. Refund Request Forms are available on page [81](#).

TWENTY DOLLARS OF EVERY PAID SCOUT REGISTRATION IS DEPOSITED IN A FUND FOR CAMP IMPROVEMENTS. THANK YOU FOR HELPING MAKE CAMP SEQUASSEN ONE OF THE BEST CAMPS IN THE NORTHEAST.



BEFORE CAMP

TROOP REGISTRATION

Summer camp registration for summer 2026 is entered online. Troop youth rosters, entered online, are due by March 15. Unit registration numbers as of March 15 will be used to assess eligibility to “hold” a site (minimum of 10 Scouts required) and determine available space for sharing a site, if needed.

When the roster is entered, a minimum of the \$75 non-refundable per Scout deposit is due.

To be eligible for the Early Bird discounted fee, youth must be registered online by name and registration fees must be paid in full online or received in the Council office by April 15.

Fees paid after April 15 are due no later than the date of the leaders meeting for each week of camp (see page [60](#) for pre-camp meeting dates). Unit leaders should submit rosters and pay for their troop as a group.

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

If you are unable to use the online registration system for summer camp, contact the Camping Registrar, 203-951-0234, to discuss options.

PROVISIONAL SCOUTS

Scouts are always welcome to attend camp as a Provisional Scout, i.e., a Scout who comes without the rest of their unit. Please register online using the Individual Registration section.

Provisional registrations, and all applicable documentation, should be submitted at least three weeks prior to the session start date. Payment and merit badge selections should be done online. The required current health form and other optional forms, such as the swim classification form and dietary restrictions form, should be submitted to the Milford Scout office. All forms are available on the Council website.

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

GOLD STATUS

Troops achieve Gold Status by bringing 80% or more of their registered Scouts as of May 31 to camp. Troops achieving Gold Status qualify for GOLD treatment during their week at camp. In addition to the camp patch and a gold banner for its flagstaff, gold units may register one leader at no charge, in addition to the two free leaders with minimum of five Scouts.

REGISTERING UNIT ADULTS

Two **REGISTERED** adult leaders 21 years of age or over are required at camp at all times. There must be a registered female adult leader 21 years of age or over if the unit is serving female Scouts. All adults staying overnight in connection with a Scouting activity must be currently registered as an adult volunteer. Adult volunteers must register in the position(s) they are serving in. Registration as a merit badge counselor position does not meet this requirement. All adults, attending camp with a unit, overnight or for 23 hours or more, need to be listed on the Troop's camp roster by name so that required paperwork (current Safeguarding Youth training status, annual health and medical records, etc.) may be verified.

Not all unit adults will be charged the full camp fee. Adults may be added to the Troop's online camp roster without paying a deposit or camp fee. Adult schedules should be submitted at the pre-camp meeting after which the Camping Registrar will adjust the adult fees as needed. Please do **NOT** pay for any adults until the pre-camp leaders meeting.

Please note that units will be assigned seats in the dining hall based on the number of "full week" adults. (For example: A unit checks in at camp with 10 Scouts. The unit qualifies for two no charge adults based on youth attendance and pays the \$200 adult fee for each of the two additional adults. The unit is assigned seats in the dining hall for 10 Scouts and four adults, total 14.) For any meal that unit attendance exceeds the number of seats assigned to the unit, extra participants' meals must be paid for separately and additional people should plan to be seated at a "guest" table.

If a unit anticipates three or more additional people for any meal, the specific meal and number of "guests" needs to be provided at Sunday check-in or, in the case of Sunday or Monday meals, no later than noon the preceding Friday. (Please see section on visitor/guest meals on page [69](#).)

MERIT BADGE SELECTION

Merit badge selections will be submitted using the online registration system. Once a Scout is listed on a troop roster (or registered as a provisional Scout) and a minimum of the \$75 non-refundable deposit is paid, merit badge selections may be entered. Please note minimum age requirements and extra fees where applicable.

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

SCOUTS WITH SPECIAL NEEDS

The camp staff will accommodate Scouts with special while abiding by the Scouting America Guide to Advancement merit badge guidelines. Scouts with special needs must be able to function independently or be accompanied by a parent or caregiver. The Camp Director should be contacted about special arrangements when the special needs require the presence of a caregiver.

PRE-CAMP LEADERS MEETING INFORMATION

PRE-CAMP LEADERS MEETING: For 2026, there will be separate “meetings” for 1) presentation of general camp information and 2) submission of administrative paperwork.

A Scouts BSA Resident Summer Camp Pre-Camp program will be offered in the Spring via Zoom with presentations by the Camp Director and Program Director. The program will be recorded so it will be available to those unable to attend the live date and for those who wish to review the information later.

Submission of administrative paperwork for summer camp will be requested, as it has been in the past, by deadlines appropriate to the week a unit is attending camp.

Thursday evening hours are available for each camp session as indicated on the schedule below. Please RSVP to Karen Caiati, 203-951-0234 or karen.caiati@scouting.org, to confirm that you plan to attend the evening session. If no one indicates attendance for a given date, the evening hours will be cancelled.

If attendance on the designated Thursday evening is not preferred, you may arrange to submit and process the unit paperwork by making an appointment with the Camping Registrar. Please contact Karen Caiati, as above, to make arrangements for a time Monday-Friday, 9 AM - 4 PM. The appointment should be scheduled before the deadline listed for your camp week.

PRE-CAMP PAPERWORK SUBMISSION DEADLINES / EVENING PRE-CAMP MEETING DATES:

Please ensure your unit has arranged for your unit’s pre-camp processing prior to the appropriate date below.

Week 1	Thursday, June 4, 2026
Week 2	Thursday, June 11, 2026
Week 3	Thursday, June 18, 2026
Week 4	Thursday, June 25, 2026
Week 5	Thursday, July 2, 2026
Week 6	Thursday, July 9, 2026
Week 7	Thursday, July 16, 2026

Evening hours for pre-camp processing will be held at the Scout Service Center in Milford until 8:00 PM for those units that have registered to attend the appropriate data above.

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

- ✓ Complete camp roster
- ✓ Brunch orders
- ✓ Photo orders
- ✓ Merit badge selections for each Scout
- ✓ Dietary restrictions

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

- ✓ Balance of fees due
- ✓ Medical forms for Scouts and adults
- ✓ Administration of Medication Forms for Scouts
- ✓ Individual Plan of Care (when applicable)
- ✓ Proof of current Safeguarding Youth Training for all adults
- ✓ Adult attendance schedule, if needed
- ✓ [Code of Conduct Acknowledgement](#)
- ✓ [Older Scout Adventures Consent Forms and Tubing Waiver Forms](#)
- ✓ [Unit Swim Classification Forms](#) (optional)
- ✓ [Patrol Cooking Request Form](#) (optional)

Units are asked to bring a check to pay their unit account balance.

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

Every unit should arrange for a pre-camp administrative review by the appropriate week's deadline, indicated above. On opening day, units that have completed a pre-camp review will be processed prior to those that have not.

MERIT BADGE REGISTRATION NOTE: In order to support our Scouts, the merit badge schedule may be changed to better meet the needs of the Scouts. Small or large classes may be adjusted to provide the best possible learning environment. Merit badge classes will be finalized **after the Pre-Camp meeting** which may result in some classes being canceled or extra classes being added. Unit leaders will be provided with their unit's merit badge schedule upon checking-in at camp. **Please submit all merit badge registrations online by the pre-camp meeting date so we can better serve your unit.**

YOUR UNIT'S CAMP PATCHES

The Camp Sequassen summer camp patch comes in three distinct versions – Bronze, Silver and Gold. The color of the patch provided to the Troop will be determined by the percentage of the Troop's Scouts (unit youth registrations as of June 1) attending summer camp.

Bronze for units bringing up to 60% of its registered Scouts to Sequassen summer camp

Silver for units bringing between 61% and 79% of its Scouts to Sequassen summer camp

Gold for units bringing 80% or more of its registered Scouts to Sequassen summer camp

“WE LOVE SEQUASSEN” LOYALTY RECOGNITION

A sequentially numbered segment (rocker) in recognition of a second through seventh year of attendance at Camp Sequassen summer camp is available at the camp's Trading Post. The site leader should procure the appropriately numbered segments for the unit's Scouts before departing camp. An order form can be found on page [82](#).

WHILE AT CAMP

CAMP CHECK IN PROCESS

Final check in takes place on the Sunday your unit arrives for their week at camp. Units will be assigned a check in time for at least one adult unit representative to come to Alderman Center, the camp administration building, to confirm or revise the unit's camp attendance and submit any missing administrative material. If the person who has coordinated the unit's registration and paperwork is available, he/she is the most appropriate person to do the unit check in.

Units will be given the opportunity to request a check in time between 1 PM and 4 PM. Priority will be given to units that have completed a pre-camp review. Units that have not arranged for pre-camp processing will be checked in at camp later on opening day. The final check-in schedule will be sent to unit contacts prior to Sunday.

Unit representatives should bring all necessary paperwork, forms and fees, not previously submitted, to final check in. Scouts with medications or other health needs should report to the Health Lodge. While the unit representative is checking-in, other Scouts and leaders may proceed to their campsite and prepare for orientations.

VERIFICATION OF "NO SHOW" POLICY

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

ORIENTATION SCHEDULE

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

Units should start at the range and target activities orientation at the waterfront, then proceed to the waterfront orientation and finish at the dining hall orientation.

NOTE: Swim classifications will be done during the unit's waterfront orientation for Scouts that did not complete offsite classification prior to arrival at camp. Scouts needing to participate in the classification process should come to the orientation session prepared to swim. Classifications will lengthen a unit's time at the waterfront orientation session.

COMMISSIONER SERVICES

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

Your campsite will include the following equipment and supplies:

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

If during your stay you should need additional supplies or equipment, these may be checked out with the assistance of the Commissioner.

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

SCOUT RELEASE POLICY

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

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

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

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

CAMP HEALTH & SAFETY

MAJOR EMERGENCY PLAN: In an emergency, responsibility and authority rests with the Camp Director, or in their absence, their designee.

REPORTING AN EMERGENCY: Emergencies should be reported to the nearest Camp Commissioner or Program Area staff member who will contact the Camp Office.

SITUATIONS REQUIRING FIRST AID: All injuries requiring more than wound washing and a band-aid are emergencies and must be reported to the Camp Health Lodge and Camp Office.

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

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

A campwide speaker (PA) system may also be used to communicate important information.

CAMP EMERGENCY PROCEDURES

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

- Location of the fire
- The type of fire
- The severity of the fire
- What type of personal injury has occurred, if any

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

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

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

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

The camp's missing person procedure will be followed. If the alarm is sounded (**constant up note**) all Scouts, leaders and visitors should report to Clark Field where attendance will be

taken by the Unit Leader and reported to the Commissioner and/or Program Director. Camp Staff will report to their assigned positions.

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

LIGHTNING OR SEVERE STORMS: The Aquatics Area will be cleared immediately. All watercraft will be returned to shore. Scouts, leaders, and visitors should take shelter in the nearest permanent structure. Scouts should remain in their program area unless the camp alarm is sounded. Everyone must report to the Dining Hall if the emergency alarm is sounded. **(Constant up note)**. Even if the alarm is not sounded, unit leaders may move their Scouts into permanent structures, preferably the Dining Hall, if they deem it prudent. When moving Scouts to permanent shelters, avoid open fields, high trees and carrying umbrellas. A shelter in place may be announced in the event of sudden severe weather occurrences. Everyone will be instructed to seek and remain in the nearest shelter. You are to remain there until the shelter in place has been lifted.

HIGH WIND: High winds expose all campers to the danger of falling limbs and trees. If it becomes necessary, the Camp Director will sound the emergency alarm causing the entire camp to assemble at Clark Field or the Dining Hall. A shelter in place may be announced in the event of sudden severe weather occurrences. Everyone will be instructed to seek and remain in the nearest shelter. You are to remain there until the shelter in place has been lifted.

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

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

CHILD ABUSE: The Camp Director must be notified immediately of any suspected incidents of child abuse including physical, mental or emotional abuse. Connecticut law requires reporting child abuse to the Department of Public Health. A Connecticut DCF 136 form can be found on page [89](#) for making the report.

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

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

GENERAL CAMP OPERATION

LEADERSHIP GUIDELINES: Every troop staying in camp must be under the supervision of at least two adult leaders registered with Scouting America. Both must be at least 21 years of age. Units with coed youth members, even those including parent and child, require male and female adult leaders, both of whom must be 21 years of age or older and registered members of Scouting America. All adults accompanying a Scouting unit who are present at the activity must be registered as leaders.

Scouting America requires all adults serving as leaders at summer camp to be current with Safeguarding Youth Training (SYT). All registered adults are required to complete this new course by May 1. Youth Protection Training will not be accepted. Please submit proof of SYT completion for all adults attending camp with the unit at the pre-camp leaders' meeting.

CAMP SEQUASSEN CODE OF CONDUCT: As Scouts and Scouters, we all agree to do our best to live by the principles of Scouting by following the Scout Oath, Scout Law, Scout Motto, and the Outdoor Code. You will find a copy of the Camp Code of Conduct on page [79](#). Please review this with the youth, parents, and adults who will be at Camp Sequassen this summer. We ask that you collect copies of the signed Code of Conduct for your records. Please complete and submit the Code of Conduct Acknowledgement (on page [80](#)) with your unit's registration paperwork. As always, your unit's adult leaders are responsible for the supervision of its membership, maintaining discipline, security, and the Camp Sequassen Code of Conduct.

UNIFORMS: Scouts and Scouters are required to wear the official Scouting America Field Uniform to dinner each evening. Uniforms should be worn properly with shirts tucked in. During other times, Scouts should dress in Activity Uniform or other appropriate attire for their activities. Uniformed troops will get extra credit towards Honor Troop and Super Troop recognition.

CAMP DRESS CODE: During evening flags and dinner, Scouts and Scouters must wear the Field Uniform. At all other times, participants should wear the Activity Uniform or other clothing that is modest, comfortable, and appropriate for the activity, with safety as the top priority. Some activities require specific attire, for example, long pants must be worn for the Welding merit badge. For aquatics, Scouts and Scouters should wear secure swim or boating attire appropriate for the activity and secure enough to stay in place during the activity. Closed-toe shoes are required everywhere outside of swimming, boating, and shower areas; flip-flops or sandals may be worn only in designated aquatic or shower areas.

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

SIGN-OUT AND SIGN-IN: Once registered, all Scouts and Scouters leaving camp for any reason must sign out at Alderman Center. Upon return, each person must sign in. If a Scout is leaving camp, the Scout release policy (see page [63](#)) applies.

VISITORS IN CAMP: All visitors to camp must sign-in and sign-out at the Alderman Center. Please remind all visitors to sign in immediately upon their arrival at camp and before

proceeding to campsites or program areas. All visitors are required to wear wrist bands while on camp grounds.

Visitors will be asked, when they sign-in, if they plan to be eating any meals at the dining hall while in camp. Meals should be paid for at check in and seating will be provided at a guest table (see page [69](#)).

MEDICAL FORMS: Each Scout and adult staying in camp more than 23 hours must have a completed Scouting America medical form on file at the Camp Health Lodge.

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

For a Scout to carry their personal emergency medications (e.g., EPI pen, inhaler, Insulin, etc.) while at camp, the State of Connecticut Department of Public Health (DPH) requires a statement signed by the individual's medical provider authorizing self administration. An asthma plan is required for a Scout to carry their inhaler.

The current Scouting America Annual Health and Medical Record, a three part (A, B and C) medical history and physical evaluation form, is required for all Scouts and adults attending resident camp. Additionally, Connecticut Yankee Council added an addendum to meet Connecticut DPH regulations. The CYC Addendum is required for all Scouts under 18 years of age to receive over-the-counter (OTC) drugs and products for the routine treatment of minor ailments and injuries and for issuing topicals such as Bacitracin.

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

Medical forms must be completed to the Health Officer's satisfaction before the individual may stay or participate in camp activities. To avoid delaying the start of a Scout's full participation at camp, unit leaders need to review all health forms prior to arrival at camp.

Please watch for the following errors - which account for 90% of all health form problems:

1. Part B2: The State of Connecticut requires both parent and doctor signatures to authorize administration of the medications entered on each line.
2. Part C (lower right): Provider must sign and date the form in the spaces provided. A "stamped" signature is not acceptable. Double check for the DATE!

INDIVIDUAL PLAN OF CARE*: An Individual Plan of Care is a plan for a Scout with special health care needs, considerations, or disabilities that make it necessary to plan or make accommodations for the time they are in camp to ensure a safe experience or provide emergent supportive care if need arises. There are many possible reasons to have an Individual Plan of Care. The most common ones include Asthma, Anaphylactic Reaction (EPI Pen), or Diabetes. The purpose is to document needed accommodations to be provided for the student/Scout. In most cases, this plan already exists with schools for students with these issues. Parents can use their copy or can get a copy from their school nurse. If a copy of the Individual Plan of Care cannot be obtained from the school, a parent can develop a plan with the Scout's medical provider's input. All medications must have a medical provider medication order with

instructions. A parent cannot order/direct medication administration. If you have any questions please feel free to contact Karen Caiati, 203-951-0234 or karen.caiati@scouting.org.

*Connecticut State Youth Camp Requirement

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

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

LOST & FOUND: Neither Camp Sequassen nor the Connecticut Yankee Council is responsible for lost or stolen items. Please do not bring valuable items to camp. Lost and found items may be turned in or claimed at the Alderman Center. Items labeled with the owner's name and/or unit will be returned to the unit. Unmarked, unclaimed items will be disposed of on August 31.

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

CAMP TELEPHONE: 860-379-2009 (for emergency use only)

CAMP FAX: 860-379-8977

MAIL SERVICE: Mail is delivered daily to Camp Sequassen. Mail for Scouts should be addressed as follows:

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

TRADING POST: Camp Sequassen operates a Trading Post which includes a full selection of advancement materials, souvenirs, snacks and craft kits. The camp trading post accepts cash, major credit cards, debit cards and tap-to-pay methods.

SHOWER HOUSES: Shower houses are provided for the convenience of Scouts and leaders. Shower houses are equipped with individual locking shower stalls so scheduling Scout and Scouter shower times is unnecessary. Scouters may also use the showers and restroom facilities on the lower level of the Alderman Center (Camp Administration Center). The Alderman facilities are off limits to Scouts; please remind them of this policy.

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

CAMP PHOTOS: Unit camp photo shoot sessions should be scheduled during Sunday check-in. Unit photos can be taken anywhere in camp as long as arrangements are made in advance. An 8x10 photo costs \$15. Please place your order early to allow adequate time to fulfill your order. Unit photos will be distributed to unit leaders on Saturday prior to closing unless other arrangements are made in advance with the Office Manager.

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

FAMILY BRUNCH: A Family Brunch will be held from 9:15 – 10:00 AM on Saturday for parents and guests. Brunch tickets may be purchased during check-in on Sunday or online prior to arrival at camp. Ticket prices are: Adults (\$10), Youths age 6-12 (\$5). There is no charge for youths 5 and younger. There is no extra fee for registered campers and adult leaders.

VISITOR AND GUEST MEALS: Guests and visitors may eat in the dining hall but may not be able to sit with the unit because seating is assigned. Seating will be provided elsewhere, if needed. Arrangements for meals should be made when the guests sign in at the Alderman Administration Center with the Office Manager.

If a unit anticipates three or more additional people for any meal, the specific meal and number of “guests” needs to be provided at Sunday check-in or, in the case of Sunday or Monday meals, no later than noon the preceding Friday, to ensure availability of guest seating and food.

Meal costs for visitors and guests are:

All Day Pass	\$30
Breakfast	\$12
Lunch	\$14
Dinner	\$16

FOOD ALLERGIES: It is important that the Camp Health Officer, Camp Office and Kitchen Staff be made aware of any food allergies. We can accommodate minor requests for menu adjustments, but they must be made in writing a minimum of two weeks in advance of the Scout’s arrival in camp. Dietary Restrictions information received at the Council office within two weeks of the first day of the applicable camp session will incur a late fee of \$25 which will be added to the individual Scouts’ fees. Peanut butter is not served in our dining hall although individually wrapped nut containing products, such as candy bars, are available for purchase at the Trading Post. **You must list Dietary restrictions on the online registration system if applicable for the Scout.**

BUDDY SYSTEM: No one should be alone when fun is being had. Scouts are friendly and should travel through camp in pairs or larger groups. Please enforce the Buddy System to ensure Safeguarding Youth guidelines are being followed.

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

FUELS: Propane and liquid fuels are permitted in camp but must be used under adult supervision. Bulk fuel must be stored in your automobile or with the Camp Ranger. Please dispose of “empty” gas cylinders properly at checkout.

NOT ALLOWED IN CAMP: The following items are not allowed in camp:

- Camouflage clothing
- Clothing with inappropriate messages/illustrations

- Open-toed shoes (except within the confines of the waterfront or in showers)
- Alcoholic beverages, marijuana, and illegal drugs
- Fireworks
- Aerosol cans/airhorns
- Bulk (over one quart) liquid fuel (Must be stored with the Ranger if in camp)
- Glass bottles
- Sheath or survival-type knives
- Privately owned firearms, including rifles, shotguns, pistols, pellet and BB guns, air soft guns, paintball guns, bows, blowguns, slingshots and crossbows (Police may be exempted from this policy but must inform the Camp Director of their situation)
- Privately owned bikes, guns, bows, chain saws, and/or climbing gear
- Electronic devices such as radios, video games, pocket televisions, laser pointers, etc.
- Scout use of cell phones in camp is strongly discouraged.

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

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

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

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

SMOKING/VAPING: Smoking and vaping in front of Scouts is not permitted. Smoking and vaping is allowed only in the designated smoking area behind the Dining Hall. Smoking and vaping is not allowed in or around tents, campsites, program areas or camp buildings.

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

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

TICKS: Ticks are part of the natural environment and have been found at all the council camps. Tick bites can result in serious diseases and health problems. All tick bites should be reported

to the Camp Health Officer and leaders must ensure Scouts are reminded to check themselves daily for ticks and signs of tick bites.

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

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

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

MERIT BADGE RECORDS: The camp uses an automated merit badge registration/recording system, therefore blue cards are not required. Merit badge records will be issued at the end of your camp week.

NOTE: PLEASE BE SURE TO CHECK YOUR FOLDER BEFORE YOU LEAVE CAMP ON SATURDAY TO ENSURE YOU HAVE RECORDS FOR ALL OF YOUR SCOUTS' MERIT BADGES.

A SCOUT IS CLEAN

Each year hundreds of dollars and countless hours are required to repair damage or correct conditions caused by Scouts who probably don't realize the problems their carelessness or prankish actions are causing. The impact of one incident per week per Scout times 1600 Scouts per year results in an overwhelming maintenance burden. Following is a list of the problems most frequently encountered:

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

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



AFTER CAMP

SITE RESERVATIONS FOR FOLLOWING YEAR

Site reservations will be accepted from any unit agreeing to bring ten or more Scouts to summer camp. Units planning to attend camp with less than ten Scouts may not reserve exclusive use of a campsite but may work with the Camping Registrar to be co-located with another unit. When a campsite is shared, the incumbent unit will have priority to reserve the site and week for the following year if they have met the minimum attendance requirement.

Reservations for the same week next year open the Friday of your week at camp this year. A unit may reserve its site and week of camp for the following year by submitting an online reservation no later than September 30 and paying the \$200 non-refundable deposit, (e.g., a unit camping in Trail campsite during week one of the camp season may reserve Trail campsite for week one of the following camp season). If an online reservation with deposit is not submitted, the site becomes available at 9:00 AM on October 1. Campsite deposits will automatically be credited to the unit's Scout fees for the coming summer and should be used as part of the unit's payment of camp fees.

A campsite may be reserved for the summer resident camp season at any time provided no other unit has reserved or has rights to reserve the site. When submitting an online campsite reservation, you may indicate your site preference. Site assignments are not guaranteed. A \$200 non-refundable deposit fee is required to hold your space in the camp session. The deposit will be credited toward the coming summer's camp fees.

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



2026 CAMP EVALUATION

Please submit completed form to Program Director or Camp Director on Saturday morning before leaving camp.

What are the top three camp program offerings?

What camp programs would you change or discontinue?

What new camp programs would you like to see offered?

PLEASE GIVE US FEEDBACK ON THE FOLLOWING AREAS:

WILDERNESS PATROL

Staff: _____

Program: _____

Program Area: _____

ECOLOGY AREA

Staff: _____

Program: _____

Program Area: _____

SPORTS AND WELLNESS AREA

Staff: _____

Program: _____

Program Area: _____

HANDICRAFTS AREA

Staff: _____

Program: _____

Program Area: _____

RANGE AND TARGET ACTIVITIES AREA

Staff: _____

Program: _____

Program Area: _____

AQUATICS AREA

Staff: _____

Program: _____

Program Area: _____

SCOUTCRAFT AREA

Staff: _____

Program: _____

Program Area: _____

CHALLENGE AREA

Staff: _____

Program: _____

Program Area: _____

STEM AND TRADES AREA

Staff: _____

Program: _____

Program Area: _____

OLDER SCOUT ACTIVITIES

Staff: _____

Program: _____

Program Area: _____

DINING HALL

Staff: _____

Program: _____

Program Area: _____

Food: _____

CAMPSITE

Tents/Lean-tos: _____

Latrine: _____

General Comments: _____

CAMP FACILITIES, GENERAL COMMENTS:

PLEASE GIVE ANY FEEDBACK ON STAFF, PROGRAM OR ANYTHING ELSE YOU WOULD LIKE TO SEE ADDRESSED.

Unit Number: _____ District: _____ Campsite: _____ Week: _____

Name: _____

☐ Adult

☐ Youth

2026 RESIDENT CAMP UNIT REGISTRATION WORKSHEET

(For unit use in preparation for online roster entry)

Please note the additional charges for Older Scout Adventures, Trail to Eagle Week, Cooking MB and ARC Lifeguard

Unit: _____ District: _____ Council: _____ Week: _____

Camp Leader: _____ Telephone (H): _____ (W): _____ (C): _____

Address: _____ City: _____ Zip: _____ Email: _____

ALL INFORMATION MUST BE FILLED OUT

Scout's Name	Date of Birth	Sibling?	Camp Fee	Older Scout Adventures @ \$50	Trail to Eagle Week @ \$50	ARC Lifeguard @ \$150	Cooking MB @ \$50	Full Payment	Campership Application (attached)	Photo @ \$15 each	Brunch Tickets (Adults \$10 / Child \$5)	Total Amount Enclosed

PLEASE USE NEXT PAGE FOR ADDITIONAL SCOUTS AND LEADER INFORMATION

Scout's Name	Date of Birth	Sibling?	Camp Fee	Older Scout Adventures @ \$50	Trail to Eagle Week @ \$50	ARC Lifeguard @ \$150	Cooking MB @ \$50	Full Payment	Campership Application (attached)	Photo @ \$15 each	Brunch Tickets (Adults \$10 / Child \$5)	Total Amount Enclosed

CAMP LEADER REGISTRATION

Adult's Name	Phone Number	Camp Fee of \$200	Photo @ \$15 each	Brunch Tickets (Adults \$10 \ Child \$5)	Total Amount Enclosed

Connecticut Yankee Council, Scouting America
Camping Department
60 Wellington Rd.
Milford, CT 06461

QUESTIONS?
karen.caiati@scouting.org
203-951-0234

CAMP FEES:

_____ Scouts @ \$725 = \$ _____
_____ Early Bird Scouts @ \$675 (by 4/15) = \$ _____
_____ 2nd Family Members @ \$675 = \$ _____
_____ EB 2nd Family Members @ \$625 (by 4/15) = \$ _____
_____ 2nd Week @ \$675 = \$ _____
_____ EB 2nd Week @ \$625 (by 4/15) = \$ _____
_____ Scouts – OS Adv. @ add'l \$50 each = \$ _____
_____ Scouts – Trail to Eagle Week @ add'l \$50 = \$ _____
_____ Scouts/adults – ARC Lifeguard @ add'l \$150 each = \$ _____
_____ Adults @ \$200 each = \$ _____
_____ Photo Orders @ \$15 each = \$ _____
_____ Add'l Brunch Tickets/Adult @ \$10 each = \$ _____
_____ Add'l Brunch Tickets/Child @ \$5 each = \$ _____
TOTAL AMOUNT ENCLOSED: = \$ _____

CAMPERSHIP GUIDELINES

Information About Financial Aid for Summer Campers

The Council's commitment to all Scouts is: Every Scout deserves a week at summer camp, and no Scout will miss camp because of a lack of funds.

A campership is financial assistance awarded to a Cub Scout or Scouts BSA youth to allow him/her to attend a Connecticut Yankee Council summer camp program (residential camp or day camp). Camperships are need-based and are awarded to youth who are unable to afford the full summer camp fee. All campership requests will be processed with the highest degree of confidentiality possible.

To be eligible for a need-based campership, a youth must:

- Be a registered youth member of Scouting America.
- Plan to attend a summer camp program operated by the Connecticut Yankee Council.
- Secure the approval of their parent or guardian and his/her unit leader.
- Complete the attached application.
- Be able to arrange for their personal needs while at camp and arrange for their own transportation.
- Furnish the medical, health and other information required of all campers at Scout summer camps.
- Be in need of assistance to pay the full summer camp fee.

A Campership Committee made up of at least three Council volunteers will review all campership applications. The committee is recruited and/or appointed by the Camping Committee Chairman. The committee may award applicants up to 50% of the camp fee based upon the lowest rate available. However, if the need is great, the committee may elect to provide a higher-level campership. Scouts are expected to help provide for their own camping experience; therefore, 100% camperships will not normally be approved. The youth should help pay their own way, contributing some portion of the camp fee along with other support that can be provided by the family, troop/pack, and chartering organization.

Camperships to weekend Scouting activities are generally not considered. If a Scout cannot pay their own way, the unit chartering organization or the event committee should provide the needed funds.

Campership requests must be submitted to the Camping Registrar by May 1. Forms are available at the Scout Service Center, the ctyankee.org website and/or from the unit leaders. **Campership requests must be filled out completely and signed by the parent/guardian and unit leader.**

The Connecticut Yankee Council will apply any awarded campership directly toward the balance of a Scout's summer camp fee. The Scout's parents and unit leader, and camp director will be informed of the account credit. Camperships will not be paid to individuals.

The Connecticut Yankee Council will make every effort to raise funds to aid families in sending their children to camp. If you know of any potential donors to the campership fund, please contact Karen Caiati at karen.caiati@scouting.org or 203-951-0234.

For further information, please contact Karen Caiati at karen.caiati@scouting.org or 203-951-0234.



CONNECTICUT YANKEE COUNCIL CAMBERSHIP APPLICATION



MUST BE SUBMITTED NO LATER THAN MAY 1

Prior to submitting this form, please complete online registration including payment of \$75 deposit.

The information you provide on this form will be kept strictly confidential. A separate application is required for each applicant. Camperships may provide up to one half of the fee. Larger camperships must be fully justified below.

Name: _____ Unit: _____ District: _____

Address: _____ City/Town: _____ Zip: _____

Age: _____ Gender: M / F Phone: _____ Parent's E-mail: _____

Camp Attending: _____ Dates of Camp: _____

Amount of event fee (least expensive rate available) \$ _____

Amount of money Scout can earn – A Scout is thrifty \$ _____

Amount of money family can provide \$ _____

Amount of money chartering organization/unit can provide \$ _____

Assistance from any other source for this event \$ _____

Amount of money needed for campership $[A-(B+C+D+E)=]$ \$ _____

Number of family members in your household, including parents/guardians: _____

What is the family's combined NET (take home) annual income: _____

Statement concerning need (please explain thoroughly, you may attach additional pages or write on the back of this page):

As a parent or guardian of the above named individual, I certify that he/she needs the financial aid requested. I understand that any assistance awarded will be credited against the camp fee and cannot be transferred or used in any other way.

Forms must be signed by the unit leader, in the box below, prior to being forwarded to the Scout office.

Parent/Guardian's Signature: _____ Daytime phone #: _____ Date: _____

I have reviewed this application and verify this Scout is registered in my unit, in good standing and deserving of the assistance requested.

Unit Leader: _____ Unit: _____ Date: _____

E-Mail: _____ Daytime Phone No. _____

Address: _____ City: _____ Zip: _____

Date Application received: _____ Amount of approved campership: \$ _____

Mail to: Connecticut Yankee Council, Campership Committee, 60 Wellington Road, Milford, CT 06461

Scan/email to karen.caiati@scouting.org

CAMP SEQUASSEN CODE OF CONDUCT

As Scouts and Scouters, we all agree to conduct ourselves according to the Scout Oath, Scout Law, Scout Motto, and Outdoor Code.

- I will use the buddy system.
- I will wear my Camp Sequassen wristband at all times.
- I will abide by the Camp's dress code.
- I will show respect and consideration to my fellow Scouts, visitors, staff, and leaders.
- I will be respectful and tolerant of others at all times.
- I will respect the privacy and boundaries of all individuals, regardless of age or gender.
- I will respect and take care of camp property.
- I will respect other people's property.
- I understand that bullying or intimidating behavior will not be tolerated.
- I understand that the use of profanity or abusive language will not be tolerated.
- I will not use or possess any alcohol, marijuana or illegal drugs. If found or detected, my parent/guardian (and/or police if necessary) will be notified immediately.
- I understand that, according to Scouting America regulations and State law, tobacco products may only be possessed/used by adults and, then, only in designated areas.
- I understand that Camp visitors must check in at the Camp office and wear a wristband. If I see someone without a wristband, I will notify a staff member or adult immediately.
- I understand that Camp visiting hours are from 7:45 AM to 9:30 PM. All Camp visitors must sign out of camp by 9:30 PM.
- I understand that Camp visitors are not permitted in campsites without the permission of an adult leader assigned to that campsite.
- I understand that Scouts may visit other unit campsites only by invitation and with the expressed approval of an adult leader from the visited campsite. Adult leaders must be in the campsite anytime a visitor is present.
- I will respect quiet time from 10:00 PM to 7:00 AM.
- All Scouts and leaders should be in their campsite by 10:00 PM. Exceptions can be made when returning from specific camp programs.
- I will follow Scouting America Safeguarding Youth guidelines and policies at all times.
- When in doubt, I will let the Scout Oath and Scout Law be my guide.
- I will take responsibility for my own actions and behavior.



As a Camp Sequassen Scout, I agree to do my best to show Scout Spirit at all times and behave in a manner consistent with the Scout Oath and Scout Law.

I agree to comply with the Camp Sequassen Code of Conduct and I understand that failing to abide by the Camp Code of Conduct will subject me to possible disciplinary action by my unit and/or Camp.

Printed Name: _____ Youth / Adult

Signed: _____ Date: _____

Unit _____ Council _____ District: _____

For youth under 18 years of age:

Parent/Guardian Signature: _____ Date: _____

**PLEASE GIVE A SIGNED AND DATED COPY TO YOUR UNIT LEADER/SUMMER CAMP ADULT LEADER
(PROVISIONAL SCOUTS SHOULD SUBMIT THIS FORM TO THE COUNCIL OFFICE WITH OTHER REQUIRED PAPERWORK)**

CODE OF CONDUCT ACKNOWLEDGEMENT

As Scouts and Scouters, we all agree to do our best to live by the principles of Scouting by following the Scout Oath, Scout Law, Scout Motto, and the Outdoor Code.

After reviewing the Camp Sequassen Code of Conduct with the youth, parents, and adults who will be at camp this summer, please complete the form below and turn it in with your unit's registration paperwork, indicating that you have shared the agreement with your members and have collected their signed forms documenting their understanding and concurrence.



The youth and adult members of our unit, attending summer camp at Camp Sequassen, have all reviewed, signed and submitted the Camp Code of Conduct to our camp coordinator.

On-Site Unit Leader/Scoutmaster:

Printed Name: _____

Signed: _____ Date: _____

Unit: _____ Council: _____ District: _____

REFUND REQUEST FORM

Scout Name(s):	
Name of Person Requesting Refund:	Parent / Unit Leader <small>(circle one)</small>
Telephone:	Unit/District:
Week #:	Campsite:
Reason for Refund (must be completed): <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	

REFUND POLICY – SCOUTS BSA RESIDENT CAMP

Full refund less \$75.00 will be issued if cancellation occurs by June 15.

Camp fee minus \$250.00 will be issued if cancellation is on or after June 16 but prior to start of camp.

Refund requests must be submitted in writing to the Camping Registrar.

NO REFUND REQUESTS WILL BE ACCEPTED AFTER AUGUST 31.

Amount paid to Date:	\$
Less Non-Refundable Deposit/Fee:	\$ (-75.00) or (-250.00)
Total Refund Due:	\$

Check Payable to:			
Mail Refund to:	Name:		
	Address:		
	City:	State:	Zip:

Camp Director Approval:	Date:		
GL Account:			
Refund Request Received	Date:	By:	
Refund Issued	Date:	Amount:	Check #:

"WE LOVE SEQUASSEN" LOYALTY RECOGNITION

Unit Type: Troop / Crew Unit #: _____ Campsite: _____ Week: _____

Unit Leader: _____ Cell Phone: _____

A sequentially numbered segment (rocker), in recognition of a second through seventh year of attendance at Camp Sequassen summer camp, is available at the Camp Office. One rocker may be ordered at no charge for each of the unit's Scouts attending a full week of summer camp in 2026.

The site leader should procure the appropriately numbered segments for the unit's Scouts before departing camp.

Complete this order form and submit to the Office Manager by Friday at 5:00PM.

SCOUT NAME	ROCKER (CIRCLE ONE)					
_____	2 nd	3 rd	4 th	5 th	6 th	7 th
_____	2 nd	3 rd	4 th	5 th	6 th	7 th
_____	2 nd	3 rd	4 th	5 th	6 th	7 th
_____	2 nd	3 rd	4 th	5 th	6 th	7 th
_____	2 nd	3 rd	4 th	5 th	6 th	7 th
_____	2 nd	3 rd	4 th	5 th	6 th	7 th
_____	2 nd	3 rd	4 th	5 th	6 th	7 th
_____	2 nd	3 rd	4 th	5 th	6 th	7 th
_____	2 nd	3 rd	4 th	5 th	6 th	7 th

Additional rockers for adults may be ordered for \$1.00 each. Please indicate the number of each segment you will be purchasing.

_____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th

Total # ordered at \$1 each _____

Please have out segment order ready for pickup: Date: _____ Time: _____

OFFICE USE ONLY

Total rockers – no charge: _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th

Total rockers – \$1 each: _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th

Total rockers – ordered: _____ 2nd _____ 3rd _____ 4th _____ 5th _____ 6th _____ 7th

Amount due: \$ _____ Amount paid: \$ _____

Order picked up by: _____ Date: _____

OLDER SCOUT ADVENTURES PARENTAL CONSENT

Name of Scout: _____ Unit: _____ Week/Camp Dates: _____

Campsite: _____ Date of Birth: _____ Age: _____

Parents, please read and sign the portion below.

I understand that participation in the Older Scout Adventures program includes climbing/rappelling, ziplining, bike touring, tubing on the Farmington River (Wednesday or rain date, Thursday), etc. and that these activities involve a certain degree of risk that could result in injury or death. I understand these risks and also understand that precautions will be taken to ensure the safety and well-being of my son/daughter and I have given permission for my child to participate in these Older Scout Adventures activities during his/her stay at Camp Sequassen.

I understand some of these activities are done off the camp property. Therefore, I authorize the camp leadership to transport my son/daughter off camp to these event sites so long as Scouting America rules are followed.

In the event of an emergency, I understand every effort will be made to contact me. In the event I cannot be reached, I give my permission to the physician selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medications for my child. I further agree to the release of medical information pertaining to treatment/condition/prognosis/etc. of my son/daughter to the adult leader in charge.

Signature of Scout/Venturer

Date

If under 18, you must have the bottom section signed by your parent(s)/guardian(s).

Signature of Parent/Guardian

Date

Printed Name

Signature of Parent/Guardian

Date

Printed Name

Participants Voluntary Release of Liability and Assumption of Risk Agreement
Read Before Signing, This is a legal binding contract.

North American Canoe Tours, Inc. & Farmington River Tubing

Participants Name (Print) _____ Emergency phone # _____
Age _____ (If under 18 you must have the bottom section signed by your parent/guardian)

In exchange for being allowed to use the equipment rented from Farmington River Tubing and to participate in any way in the activity of river tubing and its related events, I the undersigned, for myself and my successors or assigns, acknowledge, appreciate, and agree that:

1. I can swim and I am physically and mentally capable of participating in this activity.
2. Farmington River Tubing is a rental company which rents inner tubes, PFD's, and Transportation. It does not own, control, alter or maintain the river or the surrounding areas including the Satan's Kingdom State Recreation area, the Nepaug State Forest, the Private property along the river, nor the D.O.T. & D.E.P. property located at the take out.
3. The use of the equipment rented from Farmington River tubing, the transportation provided, and the activity of river tubing and its related events is inherently hazardous. By way of example, and not limitation, these hazards include: wet or uneven surfaces, slips, trips, falls, collisions with or entrapment in rocks or trees both above and below the water, equipment failure, vehicle accidents, encounters with wildlife, and weather conditions.
4. The risk of injury from these hazards, both known and unknown, as well as from the use of the equipment, the transportation provided, and the use of the river and its surrounding areas is significant. Including but not limited to; cuts, lacerations, bruises, sprains, strains, dislocations, broken bones, head injuries, drowning, permanent paralysis, or death.
5. I have familiarized myself with the conditions of the river, including its sides and the surrounding areas, and the weather conditions/forecast for the duration of my use of the equipment and my involvement in the activity.
6. I knowingly and freely assume all risks, both known and unknown, related to the use of the equipment, the transportation, or the activity of river tubing and its related events; even if arising from the negligence of the Releasees or others, and assume full responsibility for myself while using the equipment, the transportation, or while participating in the activity of river tubing and its related events.
7. I willingly agree to comply with all written and verbal terms, conditions, warnings, restrictions, and directions given by Farmington River Tubing or others for the use of the equipment, the transportation, and the activity of river tubing and its related events.
8. If I incur any injuries while using the equipment or participating I will immediately notify a Farmington River Tubing representative, fill in and sign an accident form, and seek any necessary medical attention at my own expense.
9. I, for myself and on behalf of successors, my heirs, assigns, personal representatives and next of kin, hereby release, indemnify, hold harmless, and promise not to sue Farmington River Tubing, North American Canoe Tours Inc., its officers, officials, servants, volunteers, agents and or employees, other participants, sponsors, advertisers, promoters, property owners or lessors, public entities, and any other individual that is connected in any manner with the rental of the equipment, the transportation, or the activity and its related events, from any and all claims, demands, losses, and liability arising out of or related to any injury, disability, or death I may suffer, or loss or damage to person or property, whether arising from the negligence of the releasees or otherwise, to the fullest extent permitted by law.
10. I agree that should I or my successors or assigns assert a claim as a result of my use of the equipment, transportation, or participation in the activity of river tubing and its related events, the claiming party shall be liable for the expenses, including legal fees, incurred by the releasees. The claim shall be submitted to arbitration before the American Arbitration Association, and not by way of civil lawsuit filed in either the state or federal courts. Three arbitrators, including one neutral shall be utilized.
11. Every term and provision of this contract is intended to be severable in whole or in part. If any of them are found to be unenforceable or invalid, that shall not affect the other terms and provisions, which shall remain binding and enforceable on me, my successors and assigns.

I have read this document, fully understand its meaning and intent of same, understand that I am giving up substantial rights by signing it, and sign it voluntarily for the privilege of using the rented equipment, the transportation, and participating in the activity of river tubing and its related events.

Participants Signature: _____ Date: _____

Consent and release of Parent or Guardian for minors under 18 yrs old.

I am the parent or guardian of the minor listed above. I certify that they properly fit into the equipment, that they are able to properly use it, and that they are capable of participating in the activity of river tubing and its related events. I certify that I, as parent/guardian with legal responsibility for this participant, do consent to their use of the equipment and participation in the activity of river tubing and its related events. I agree that the terms of the contract above shall likewise bind me, my child, my heirs, legal representatives, and assigns. I hereby release and shall defend, indemnify and hold harmless Farmington River Tubing and North American Canoe Tours Inc., its officers, officials, servants, volunteers, agents and or employees, other participants, sponsors, advertisers, promoters, property owners or lessors, public entities, and any other individual that is connected in any manner with the rental of the equipment, the transportation, or the activity and its related events from every claim and any liability arising out of my minor's use of the equipment, transportation, or participation in the activity of river tubing and its related events. I further promise not to sue the entities referenced above on my behalf or on behalf of my minor listed above. **I have read this document fully. I fully understand its meaning and intent of same. I understand that I am giving up substantial rights for myself and for my minor listed, and voluntarily sign it for the privilege of allowing my minor to use the rented equipment, the transportation, and to participate in the activity of river tubing and its related events.**

Print name: _____ Signature: _____ Date: _____

SWIMMING CLASSIFICATION

In accordance with Scouting America policy, each Scout and adult must have a swim classification upon arrival at camp. Swim classifications may be done at camp as part of the check-in process. An alternative is for individuals or units to conduct swim classifications for Scouts and adults prior to attending camp using the “Swim Classification” procedure and record sheet outlined on page [87](#). Arriving at camp with swim classifications already completed and submitted at the pre-camp meeting reduces a unit’s orientation time.

If taking advantage of the option to determine swim classifications prior to arrival at camp, the following procedure must be followed.

The swim classification at the unit level must be administered by an individual with one of the following certifications:

- Aquatics Instructor, Scouting America
- Aquatics Supervisor, Scouting America
- Certified Lifeguard

Any expense for this pre-camp classification is paid by the unit and is not reimbursed by the camp. The attached “Unit Swim Classification” report must be filled out completely with the proper classification filled in for all Scouts, leaders and adults who took the swim assessment. The Swim Classification form and the copy of the Scouting America requirements must be signed by the administrator of the classification assessment and submitted **along with copies of their certifications including current CPR with expiration date**.

Remember, every person using the waterfront must have a “swim classification.” If any person in your unit does not take part in the pre-camp classification session(s), he/she will have to take the swim test upon arrival at summer camp.

When the unit/Scout arrives at summer camp, each individual will be issued a buddy tag based on their classification.

Please note: When the swim classification is conducted away from camp, the Camp Aquatics Director reserves the authority to review or reassess at his/her discretion.

IMPORTANT MESSAGE FOR UNIT LEADERS

The swim classification assessment must be given and scored according to the direction contained in this guide. Using any other standard risks putting a Scout in a life threatening situation. For example, overstating a Scout’s swimming ability could allow them access to deeper water than they are prepared for with the potential for tragic results.

Follow the guide for safety’s sake!

2026 UNIT SWIM CLASSIFICATION FORM

Unit No: _____ Campsite: _____ Week: _____ Date of Swim Test: _____

Unit Leader: _____

Address: _____ Phone: _____

City: _____ State: _____ Zip: _____

This is the individual swim classification record as of this date. Any changes in status after this date i.e., non-swimmer to beginner or beginner to swimmer would require a reassessment and reclassification by the Camp Aquatics Director. All Scouts and leaders must complete the swim classification and record.

Special Note: When swim classifications are assessed away from camp or at the point of activity, the Aquatics Director shall at all times reserve the authority to review or reassess all participants to assure that standards have been maintained.

PLEASE ATTACH A COPY OF YOUR CERTIFICATIONS TO THIS FORM.

	PRINTED FULL NAME	Y / A	SWIM CLASSIFICATION		
			NON-SWIMMER	BEGINNER	SWIMMER
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					

Name of person conducting classification assessment – (For this record to be valid, copies of certifications, including CPR with expiration date, must be attached)

Print Name: _____

Signature: _____

SWIM CLASSIFICATION ACKNOWLEDGEMENT

It is the unit leader's responsibility to ensure that the administrator of the swim assessment understands the standards for Scouting America's swim classification. Please have the administrator read and sign this description of the classification. **The administrator must also attach copies of their certifications, including CPR and expiration date,** to this paper and this should be submitted with the unit classification sheet. Sheets without this information will not be accepted at summer camp.

NONSWIMMERS (WHITE) have not completed either the beginner or swimmer test.

BEGINNERS (RED) MUST PASS THIS TEST: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface. Stop, turn sharply, resume swimming as before and return to the starting place.

SWIMMERS (BLUE) MUST PASS THIS TEST: Jump feet first 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.

I understand the national standards of Scouting America for swim classification and I have administered the test in a manner supporting these standards.

Signature of administrator: _____

Date: _____

IN-SITE COOKING AND CAKE REQUEST FORM

Date Needed: ____/____/____ Unit #: _____ Campsite: _____

Meal Being Prepared (circle one): Breakfast Lunch Dinner

of people eating in campsite: _____

The following items are available from the camp for the purpose of patrol cooking. Please list the quantity requested on the lines provided.

_____ Hamburgers	_____ Ketchup	_____ Pancake Mix
_____ Hot Dogs	_____ Mustard	_____ Sausage
_____ Chicken Pieces	_____ Relish	_____ Cereal
_____ Potato Chips	_____ Mayonnaise	_____ Milk
_____ Potatoes	_____ Lettuce	_____ Fruit
_____ Cookies	_____ Tomato	_____ Syrup
_____ Seasonal Vegetables		

UTENSILS

_____ Forks	_____ Spoons	_____ Knives
_____ Paper Plates	_____ Napkins	_____ Cups

SHEET CAKE REQUEST

Enjoy a sheet cake, made fresh from the camp kitchen | \$25 | Serves 40-50

Unit #: _____ Campsite: _____

Unit Leader: _____ Date Needed: _____

Sheet Cake: Yes No

*Plates and forks are not included with sheet cakes

Be sure to order your items in advance, either at the pre-camp leaders meeting or at check-in. Requests are to be turned in to the Camp Office at least 48 hours in advance.

REPORT OF SUSPECTED CHILD ABUSE OR NEGLECT

DCF-136
05/2015 (Rev.)



Careline
1-800-842-2288

Within forty-eight hours of making an oral report, a mandated reporter shall submit this form (DCF-136) to the relevant Area Office listed below. See the reverse side of this form for a summary of Connecticut law concerning the protection of children.

Please Print or Type

Child's Name	<input type="checkbox"/> M <input type="checkbox"/> F	Age Or DOB	Race: <input type="checkbox"/> American Indian or Alaskan Native <input type="checkbox"/> Asian/Pacific Islander <input type="checkbox"/> Black/African American (not of Hispanic Origin)	<input type="checkbox"/> Hispanic <input type="checkbox"/> White (not of Hispanic origin) <input type="checkbox"/> Unknown <input type="checkbox"/> Other _____
Child's Address				
Name Of Parents Or Other Person Responsible For Child's Care		Address		Phone Number
Name Of Careline Worker To Whom Oral Report Was Made		Date Of Oral Report	Date And Time Of Suspected Abuse/Neglect	
Name Of Suspected Perpetrator, If Known		Address And Phone Number, If Known		Relationship To Child
Nature And Extent Of Injury(ies), Maltreatment Or Neglect				
Describe The Circumstances Under Which The Injury(ies), Maltreatment Or Neglect Came To Be Known				
Describe the Reasons Such Persons(s) Are Suspected of Causing Such Injuries, Maltreatment of Neglect				
Information Concerning Any Previous Injury(ies), Maltreatment Or Neglect Of The Child Or His/Her Siblings				
Information Concerning Any Prior Cases(s) In Which The Person(s) Have Been Suspected Of Causing An Injury(ies), Maltreatment Or Neglect Of A Child				
List Names And Ages Of Siblings, If Known				
What Action, If Any, Has Been Taken To Treat, Provide Shelter Or Otherwise Assist The Child?				

REPORTER SECTION

Reporter's Name:	Reporter's Race <input type="checkbox"/> American Indian or Alaskan Native <input type="checkbox"/> Asian/Pacific Islander <input type="checkbox"/> Black/African American (not of Hispanic Origin) <input type="checkbox"/> Hispanic (any race) <input type="checkbox"/> White (not of Hispanic origin) <input type="checkbox"/> Prefer Not to Answer <input type="checkbox"/> Other _____	
Agency Name:		
Phone Number:		
Agency Address:		
City:		
Reporter's Signature	Position	Date

WHITE COPY: TO DCF AREA OFFICE (see below)

IF YOU NEED ADDITIONAL SPACE, YOU MAY ATTACH MORE DOCUMENTATION

Bridgeport 100 Fairfield Avenue Bridgeport, CT 06604 203-384-5300 TDD: 203-384-5399 Fax: 203-384-5306	Danbury 131 West Street Danbury, CT 06810 203-207-5100 TDD: 203-748-8325 Fax: 203-207-5169	Hartford 250 Hamilton Street Hartford, CT 06106 860-418-8000 TDD: 800-315-4082 Fax: 860-418-8325	Manchester 364 West Middle Turnpike Manchester, CT 06040 860-533-3600 TDD: 800-315-4415 Fax: 860-533-3734	Norwalk 761 Main Avenue, I-Park Complex Norwalk, CT 06851 203-899-1400 TDD: 203-899-1491 Fax: 203-899-1463, 203-899-1464
Meriden One West Main Street Meriden CT 06451 203-238-8400 TDD: 203-238-8517 Fax: 203-238-6425	Middletown 2081 South Main Street Middletown, CT 06457 860-638-2100 TDD: 860-638-2195 Fax: 860-346-0098	Milford 38 Wellington Road Milford, CT 06461 203-306-5300 TDD: 203-306-5604 Fax: 203-306-5606	New Britain One Grove Street, 4th Floor New Britain, CT 06053 860-832-5200 TDD: 860-832-5370 Fax: 860-832-5491	New Haven One Long Wharf Drive New Haven, CT 06511 203-786-0500 TDD: 203-786-2599 Fax: 203-786-0660
Norwich Two Courthouse Square Norwich, CT 06360 860-886-2641 TDD: 860-885-2438 Fax: 860-887-3683	Torrington 62 Commercial Blvd Torrington, CT 06790 860-496-5700 TDD: 860-496-5798 Fax: 860-496-5834	Waterbury 395 West Main Street Waterbury, CT 06702 203-759-7000 TDD: 203-465-7329 Fax: 203-759-7295	Willimantic 322 Main Street Willimantic, CT 06226 860-450-2000 TDD: 860-456-6603 Fax: 860-450-1051	Special Investigations Unit 505 Hudson Street, 7th Floor Hartford, CT 06106 860-550-6696 FAX: 860-723-7237

SUMMARY OF LEGAL REQUIREMENTS CONCERNING CHILD ABUSE/ NEGLECT

PUBLIC POLICY OF THE STATE OF CONNECTICUT (C.G.S. §17a-101)

To protect children whose health and welfare may be adversely affected through injury and neglect; to strengthen the family and to make the home safe for children by enhancing the parental capacity for good child care; to provide a temporary or permanent nurturing and safe environment for children when necessary; and for these purposes to require the reporting of suspected child abuse or neglect, investigation of such reports by a social agency, and provision of services, where needed, to such child and family.

WHO IS MANDATED TO REPORT CHILD ABUSE/NEGLECT?

Child Advocate and OCA Employees	Mental Health Professionals
Chiropractors	Optometrists
Coaches and Directors of a Private Youth Sports, Organization or Team	Persons Paid to Care for Children
Coaches and Athletic Directors of Youth Athletics	Persons who Provide Services to and have Regular Contact with Students
Dental Hygienists	Pharmacists
Dentists	Physical Therapists
Department of Children and Families Employees	Physician Assistants
Domestic Violence Counselors	Podiatrists
Office of Early Childhood Employees and Department of Public Health Employees who are Responsible for Licensing Day Cares and Camps	Police Officers
Family Relations Counselors (Judicial Dept.)	Probation Officers (Juvenile or Adult)
Family Rel. Counselor Trainees (Judicial Dept.)	Psychologists
Family Services Supervisors (Judicial Dept.)	Public or Private Institution of Higher Education Administrators, Faculty, Staff, Athletic Directors, Athletic Coaches and Athletic Trainers
Licensed Foster Parents	Registered Nurses
Licensed Marital and Family Therapists	School Administrators
Licensed or Unlicensed Interns at Any Hospital	School Coaches
Licensed or Unlicensed Resident Physicians	School Guidance Counselors
Licensed Physicians	School Paraprofessionals
Licensed Practical Nurses	School Superintendents
Licensed Professional Counselors	School Teachers
Licensed Surgeons	Sexual Assault Counselors
Licensed/Certified Alcohol and Drug Counselors	Social Workers
Licensed/Certified Emergency Medical Services Providers	Substitute Teachers
Medical Examiners	
Members of the Clergy	

DO THOSE MANDATED TO REPORT INCUR LIABILITY?

No. Any person, institution or agency which, in good faith, makes or does not make a report, shall be immune from any civil or criminal liability provided such person did not perpetrate or cause such abuse or neglect.

IS THERE A PENALTY FOR NOT REPORTING?

Yes. Any person required to report who fails to do so may be prosecuted for a Class A misdemeanor and may be required to participate in an educational and training program. Any person who intentionally and unreasonably interferes with or prevents a report may be prosecuted for a Class D felony.

IS THERE A PENALTY FOR MAKING A FALSE REPORT?

Yes. Any person who knowingly makes a false report of child abuse or neglect may be fined not more than \$2,000 or imprisoned for not more than one year or both. The identity of such person shall be disclosed to the appropriate law enforcement agency and to the alleged perpetrator of the abuse.

WHAT ARE THE REPORTING REQUIREMENTS?

- An oral report shall be made by a mandated reporter by telephone or in person to the DCF Careline or to a law enforcement agency as soon as practicable, but not later than 12 hours after the mandated reporter has reasonable cause to suspect or believe that a child has been abused or neglected or placed in imminent risk of serious harm. If a law enforcement agency receives an oral report, it shall immediately notify Careline. Oral reports to the Careline shall be recorded.
- Within 48 hours of making an oral report, a mandated reporter shall submit a written report to the DCF Careline on the DCF-136, "Report of Suspected Child Abuse or Neglect."
- When a mandated reporter is a member of the staff of a public or private institution or facility that provides care for children or a public or private school, the reporter shall also submit a copy of the written report to the person in charge of such institution, school or facility or the person's designee.

DCF CHILD ABUSE AND NEGLECT CARELINE: 1-800-842-2288

STATUTORY REFERENCES: C.G.S.17a-28, §17a-101 et seq.; §46b-120

DEFINITIONS OF ABUSE AND NEGLECT

Abused Child: Any child who has a non-accidental physical injury, or injuries which are at variance with the history given of such injuries, or is in a condition which is the result of maltreatment such as, but not limited to, malnutrition, sexual molestation, deprivation of necessities, emotional maltreatment or cruel punishment.

Neglected Child: Any child who has been abandoned or is being denied proper care and attention, physically, educationally, emotionally, or morally or is being permitted to live under conditions, circumstances or associations injurious to his or her well-being.

Exception: The treatment of any child by an accredited Christian Science practitioner shall not by itself constitute neglect or maltreatment.

CHILD UNDER AGE 13 WITH VENEREAL DISEASE: A physician or facility must report to Careline upon the consultation, examination or treatment for venereal disease of any child who has not reached his or her 13th birthday.

DO PRIVATE CITIZENS HAVE A RESPONSIBILITY FOR REPORTING?

Yes. Any person having reasonable cause to suspect or believe that any child under the age of 18 is in danger of being abused or has been abused or neglected may cause a written or oral report to be made to the Careline or a law enforcement agency. Any person making the report in good faith is immune from any liability, civil or criminal. However, the person is subject to the penalty for making a false claim.

WHAT IS THE AUTHORITY AND RESPONSIBILITY OF THE DEPARTMENT OF CHILDREN AND FAMILIES (DCF)?

All child protective services in Connecticut are the responsibility of the Department of Children and Families.

Upon the receipt of a report of child abuse or neglect, the Careline shall cause the report to be classified, evaluated immediately and forwarded to the appropriate Area Office for the commencement of an investigation or for the provision of services within timelines specified by statute and policy.

If an investigation produces evidence of child abuse or neglect, DCF shall take such measures as it deems necessary to protect the child, and any other children similarly situated, including, but not limited to, immediate notification to the appropriate law enforcement agency, and the removal of the child from his or her home with or without the parents' consent consistent with state law.

If DCF has probable cause to believe that the child or any other child in the household is at imminent risk of physical harm from the surroundings, and that immediate removal from such surroundings is necessary to ensure the child's safety, the Commissioner or designee shall authorize any employee of DCF or any law enforcement officer to remove the child and any other child similarly situated from such surroundings without the consent of the child's parent or guardian. The removal of a child shall not exceed 96 hours. If the child is not returned home within such 96-hour period, with or without protective services, DCF shall file a motion for temporary custody with the Superior Court for Juvenile Matters.

WHAT MEANS ARE AVAILABLE FOR REMOVING A CHILD FROM HIS OR HER HOME?

- 96-Hour hold by the Commissioner of DCF or designee (see above).
- 96-Hour hold by a physician – Any physician examining a child with respect to whom abuse or neglect is suspected shall have the right to keep such child in the custody of a hospital for no longer than 96 hours in order to perform diagnostic tests and procedures necessary to the detection of child abuse or neglect and to provide necessary medical care with or without the consent of such child's parents or guardian or other person responsible for the child's care, provided the physician has made reasonable attempts to (1) advise such child's parents or guardian or other person responsible for the child's care that the physician suspects the child has been abused or neglected, and (2) obtain consent of such child's parents or guardian or other person responsible for the child's care. In addition, such physician may take or cause to be taken photographs of the area of trauma visible on a child who is the subject of such report without the consent of such child's parent's or guardian or other person responsible for the child's care. All such photographs or copies thereof shall be sent to the local police department and the Department of Children and Families.
- Bench order of temporary custody – Whenever any person is arrested and charged with an offense under Section 53-20 or 53-21 or under Part V, VI, or VII of Chapter 952, as amended, the victim of which offense was a minor residing with the defendant, any judge of the Superior Court may, if it appears that the child's condition or circumstances surrounding the case so require, issue an order to the Commissioner of the Department of Children and Families to assume immediate custody of such child and, if the circumstances so require, any other children residing with the defendant and to proceed thereon as in other cases.

WHAT IS THE CENTRAL REGISTRY OF PERPETRATORS OF ABUSE OR NEGLECT?

The Department of Children and Families maintains a registry of persons who have been substantiated as responsible for child abuse or neglect and pose a risk to the health safety or well-being of children. The Central Registry is available on a 24-hour daily basis to prevent or discover child abuse of children.



2026 ADULT PROGRAM & TRAINING OPPORTUNITIES



ADULT SCOUTER PROGRAMS

Scouter programming is an important part of the schedule, supporting leaders who give their time to help Scouts succeed. The commissioner staff connects Scouters with camp administration, and units are encouraged to ask the Commissioner or Program Director if they need help with any part of their program.

ACTIVITY	DAY	TIME	DESCRIPTION
Staff vs. Scouter Volleyball	MON	1 PM	Will the staff or the Scouters hold the trophy after the weekly challenge?
Youth Mental Health First Aid Training	TUES-WED	9 AM – 12:30 PM	YMHFA training is offered in the Dining Hall to help participants recognize and support youth experiencing mental health challenges.
Ax Throwing	TUES	2 PM	Meet in the Pine Grove and test your aiming and throwing skills to hit the bullseye.
Wood Badge Wednesday	WED	All Day	All Wood Badgers are invited to wear their course t-shirt and Wood Badge swag all day.
Scout Leader Cook-Off	WED	3 PM	Scouters get to show off their culinary skills at the annual cook-off. More info on page 93 .
Question, Persuade, Refer (QPR) Training	THURS	9 – 11 AM	QPR training is available in the Dining Hall to help participants recognize and respond to mental health crises.
Lawn Games	THURS	2 PM	Come on down to Clark Field and enjoy your favorite lawn games like cornhole, Kan Jam, and more. Compete against your fellow Scouters and show off your lawn game skills.
Horseshoe Pickup Match	DAILY	Anytime	Meet at the Dining Hall sandpits and play a pickup game of horseshoes.
Scouter Merit Badge	DAILY	-----	Earn the Scouter Merit Badge by completing various activities while in camp.
Daily Leaders Meetings	DAILY	11:50 AM	The Program Director and Commissioner meet with unit leaders daily to address questions, concerns, and pass on information to support Scouting and camp operation.
Leave No Trace Training	MON – FRI	Varies	Leave No Trace is offered by appointment at Scoutcraft.
ARC Lifeguard	MON - FRI	9 AM – 5 PM	Adults can get certified (or recertified) as an ARC Lifeguard. See page 93 .
Introduction to Outdoor Leadership Skills	MON - WED	Afternoons	This hands-on training introduces adult leaders to the patrol method while teaching the key outdoor skills used in a Scout-led troop.

SCOUT LEADER COOK-OFF

Unit leaders, get your recipes ready—Wednesday is your chance to cook the top meal at camp. Bring your ingredients and any favorite cookware, though Dutch ovens are available if needed. Categories include appetizer, main course, and dessert, with awards for each plus Best in Show and Best Budget Friendly Meal. Cooking runs from 3 – 5 PM, and a panel of staff judges will choose the winners

SCOUTER TRAINING OPPORTUNITIES

ARC LIFEGUARD

ARC Lifeguard certification helps units develop qualified leaders who can provide safe, knowledgeable supervision for any activity on or in the water. It supports the first requirement of Safe Swim Defense and Safety Afloat by ensuring trained, capable oversight.

The course strengthens a unit's understanding of aquatic safety and prepares leaders to serve as lifeguards during aquatic events. Because the requirements are extensive, candidates should expect to spend most of the week in training and may need to complete testing on Saturday morning.

There is a \$150 fee for this course. Successful completion earns ARC Lifeguarding with First Aid, CPR/FPR with AED. Questions should be directed to the Aquatics Director. A class for renewing your certification is available for \$50, meeting Monday–Friday, 11 AM – noon and 2 – 3 p.m. All sessions must be attended.

LEAVE NO TRACE

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

QUESTION, PERSUADE, REFER (QPR) TRAINING

QPR Training meets in the Dining Hall on Thursday from 9 – 11 AM. It teaches participants how to recognize warning signs of a mental health crisis and take quick, effective steps to help someone in need.

YOUTH MENTAL HEALTH FIRST AID TRAINING

YMHFA Training meets in the Dining Hall on Tuesday and Wednesday from 9 AM – 12:30 PM. It prepares adults to identify, understand, and support youth who may be experiencing mental health or substance-use challenges.



SCOUTER MERIT BADGE

To earn the Scouter Merit Badge, complete 7 of the core requirements and 3 of the 2026 requirements. Submit the completed form to the Camp Director.

CORE REQUIREMENTS

1. Participate in two Scouter competitions.

Commissioner

2. Help teach a skill in a merit badge class

Area Director

3. Take a cool picture of your Scouts having fun for the Camp Sequassen Instagram and send it to camp.sequassen@ctyankee.org.

Office Manager

4. Attend daily Scouter meetings.

Program Director

5. Attend one coffee club during the polar bear swim.

Commissioner

6. While at camp, complete one of the following:

- a. Introduction to Outdoor Leadership Skills
- b. Leave No Trace
- c. CPR/AED Certification
- d. First Aid Certification
- e. ARC Lifeguard
- f. Question, Persuade, Refer (QPR) Training
- g. Youth Mental Health First Aid

Program Director

7. Attend the camp All Faith Service (bring your Scouts).

Chaplain

8. Participate in a Friendship Campfire.

Commissioner

9. Compliment a program staff member for doing something well and tell the Camp Director or Program Director.

Camp / Program Director

10. Give the Camp Director, Program Director, a Camp Nurse, Commissioner, and Office Manager a high five.

Camp Director

2026 REQUIREMENTS

1. Memorize the inscription on the Hermit's Grave and explain it in your own words.

Commissioner

2. Take a selfie with Program Director Mike and send it to camp.sequassen@ctyankee.org.

Office Manager

3. Learn three historical facts about camp. Present them to your unit and the Camp Director.

Camp Director

4. Recreate an appropriate viral trend with a Camp Sequassen theme.

SPL

Name: _____ Unit: _____ Campsite: _____



DAILY SCOUTER ROUNDTABLE AGENDA

(Monday – Friday @ 11:50 AM – 12:20)

Opening

Program Updates

Commissioner Updates

Topic of the Day

Comments and Concerns

Adjournment

SUGGESTED AGENDA TOPICS FOR OPEN DISCUSSION

- Safeguarding Youth Training/guidelines
- Service Opportunities at Sequassen
- Religious Awards Program
- Scouting America High Adventure Bases
- 2026 Program Calendar Highlights
- Merit Badge Progress Reports
- Sequassen Alumni Association
- Off Season Program Options:
- Range Instructor – NRA RSO/Rifle/Shotgun/Pistol Training
- Climbing/COPE Instructor
- Campmasters/Work Parties/Maintenance Committees
- Camp Evaluation
- Merit Badge Reports
- Connecticut Yankee Council Scout Executive's Minute

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

LEADER'S GUIDE CHANGE LOG

Updates to the Leader's Guide may be made by the Camp Director or Camp Program Director without notice.

DATE CHANGED	UPDATES MADE
2/10/2026	Initial version published.