

# 2023 SUMMER CAMP PROGRAM GUIDE



JUNE NORCROSS WEBSTER  
SCOUT RESERVATION



Dear Scoutmasters & Senior Patrol Leaders,

Welcome to the 60<sup>th</sup> season of camping at June Norcross Webster Scout Reservation. The 2023 camp staff is developing an exciting and fun-filled program of adventure and advancement for you and your Scouts. Our goal is to provide the best possible program to each and every Scout attending camp this summer. We look forward to continuing the long JNW tradition of providing a memorable summer camp experience to **ALL** who enter our camp community.

Now is the time for your Troop Committee to begin planning your 2023 summer camp experience. This Program Guide has been assembled to provide you with the necessary information to prepare your Troop for camp and to serve as a handbook of camp routine and regulations. We encourage you to read the manual and to share it with other leaders and top youth who will be attending camp with your unit.

Working together, we can provide you and your Scouts with a week of memories to last a lifetime. We look forward to meeting you at the pre-camp meeting to finalize plans. If we can be of any assistance, please do not hesitate to contact us. We can be found on the World Wide Web at [www.GoToWebster.org](http://www.GoToWebster.org)

Yours in Scouting,



**Pat Boyd**  
Director  
[Pat.Boyd@scouting.org](mailto:Pat.Boyd@scouting.org)



**Ranger Austin**  
Resident Ranger  
[Austin.Deschamps@scouting.org](mailto:Austin.Deschamps@scouting.org)



**Steven Smith**  
Scout Executive/CEO  
[steven.smith@scouting.org](mailto:steven.smith@scouting.org)

## General Overview...

### Revolutionary War hero's homestead to Scout Camp



In 1963, the Eastern Connecticut Council of the Boy Scouts of America set out to establish a new scout camp on the land once owned by **Lieutenant Colonel Thomas Knowlton** in the Town of Ashford, Connecticut. **Thomas Knowlton** (1740–1776) was an American patriot who served in the French and Indian War and acted as a Colonel during the American Revolution. Knowlton is considered America's first Intelligence professional, and his unit, **Knowlton's Rangers**, made a significant contribution to intelligence gathering during the early Revolutionary War. Knowlton was killed in action at the **Battle of Harlem Heights**. A monument of Knowlton presently stands on the state capitol grounds in Hartford, Connecticut.

**The Reservation...** The June Norcross Webster Scout Reservation is located in the scenic New England town of Ashford, Connecticut. Established in 1964, the reservation occupies 1,200 acres of land that is home to approximately 1,700 Boy Scouts, Cub Scouts and Ventures each summer during its seven-week season. Scouts stay in 2-man wall tents and sleep on cots with mattresses. Three square meals are served daily in the Greer Dining Hall. The Reservation boasts its own lake, so swimming and boating are part of the fun. Many of the traditions at J.N. Webster (formerly known as **Camp Ashford**) derive from its predecessors **Camp Quinebaug** of the Eastern Connecticut Council of Norwich and **Camp Wakenah** of the Pequot Council of New London.



**The Camp Staff...** The Connecticut Rivers Council and the Reservation Director hire approximately 100 skilled and trained staff members each season. The Boy Scouts of America train all department heads and administrators at National Camping School.

**Conservation...** In 2001, the American Tree Farm System awarded June Norcross Webster the Connecticut Tree Farm of the Year award. The award is given to private forests that exhibit top-rate forest management and sound conservation practices.

**Scouting at its Best:** You'll spend your morning working on some of the over sixty outdoor merit badges that are available or learning basic Scout skills at First Class Path. After lunch, it's time to head for the rifle, shotgun, and archery ranges to hone your marksmanship skills or into the lake for some swimming, boating, or for a spirited game of watermelon water polo. How about a hike or a mountain bike ride through the 1,200 wooded acres of the reservation, or an overnight trek to the Outpost? Whether it's First Aid merit badge or BSA Lifeguard, the program here will help you develop skills that will last a lifetime.



June Norcross Webster is located in the **National Park Service's Quinebaug & Shetucket Rivers Valley National Heritage Corridor**

## What is my role in Camp?



Your prime responsibility as a unit leader is the supervision of your Scouts, whether in your site, at meals, or as they move between program areas. **Your Troop must be under the supervision of at least two BSA registered adult leaders who must be at least 21 years of age.** The same unit organization used to conduct your Troop's year-round program is the one to use at camp. If the entire unit will not be in camp, the reorganization of patrols and the appointment of new or temporary Patrol Leaders should be done well in advance of coming to camp. A Troop that is organized in this way will have a stimulating camp experience and will benefit from having well-trained junior leaders for the fall program. Girls Troops must have at least one female leader over the age of 21.

Please don't make a public fuss over a camp program or deficiency, but don't suffer in silence either. If something is wrong, talk to the Reservation Director, Base Camp Director or Commissioner immediately. Give us a chance to correct the problem.

Sample the fare at each of the program areas. You may find that your expertise in an area comes in handy this summer. We look forward to participation from unit leaders. Plan to take the swim test on Sunday. As a Swimmer, you will be able to use the various watercrafts on the pond. We will rely on you to support your Scouts in Camp activities. But don't forget to have some fun! That's what camp is all about.

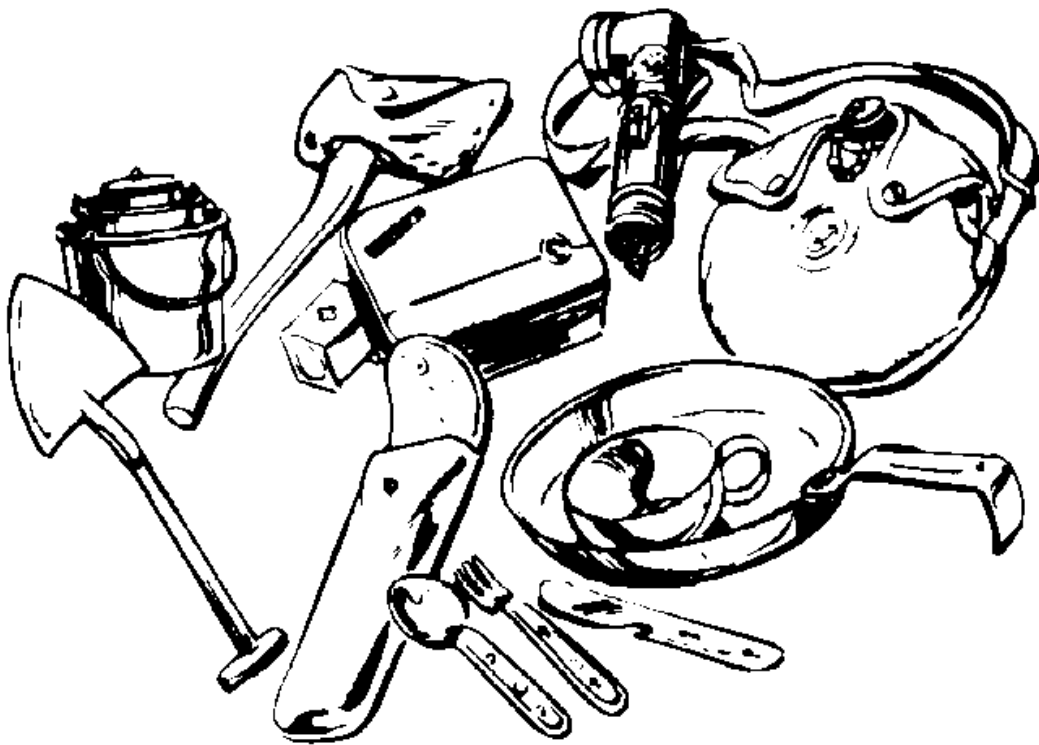
## Tuesday Program Planning Meeting

On Tuesday night during the week **BEFORE** you are scheduled to be in camp, you, your fellow unit leaders, and your unit's SPL are invited to attend a ZOOM Pre-Camp Meeting. At the meeting, you will create your individual Troop program, sign your Scouts up for First Class Path and merit badges, and confirm your camp site assignment. Medical Forms will be collected so that they can be checked and so that buddy tags can be made out before your Troop's arrival at camp. Please let us know of any special needs - medical, physical, or dietary - of any Scouts or Leaders who will be in attendance so that we can accommodate them. We will also tell you all the last minute information you need to know and answer any questions you may have. Please make every effort to attend this meeting. It is **IMPORTANT** that your Troop be represented.

### **IMPORTANT NOTES!**

Please note that the Reservation Director reserves the right to move your troop to a different site if you cannot fill the site you have reserved to at least 75% of its full capacity. We will make every effort to accommodate any special needs you may have.

Also, all units are expected to arrive with a minimum of two adult leaders who can be in camp for the entirety of the week. These leaders stay at camp free of charge. Additional leaders who come to camp to maintain a leader to Scout ratio of 1 to 10 will also stay free of charge. All other adults will be asked to pay **\$100** for the week or **meals per day**.



### TROOP EQUIPMENT

#### Bring from Home

- JNW Program Guide
- First Aid kit
- American flag
- Troop flag
- State Flag
- Patrol flags
- Lanterns
- Troop cooking gear
- Merit Badge library
- Lawn chairs for the old folks
- Rope
- Binder twine
- Axes
- Saws
- Games
- Special treats
- Special tentage  
(Additional Dinning Fly)
- Gateway materials

#### Supplied with Site

- American Flag for flag pole in site
- Broom & rake
- Latrine brush
- Picnic Tables
- Dining Fly / Pavilion
- Bulletin Boards

#### Available from Quartermaster

- Additional dining tarps
- Misc. cook pots
- Dutch oven
- Axe & saw
- Griddle
- Garden Carts



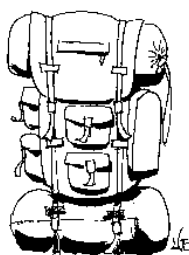
## WHAT A SCOUT SHOULD BRING TO CAMP:

### CLOTHES:

- Scout Uniform shirt, neckerchief, and hat
- Sneakers or hiking boots (2 pairs)
- Socks (6-7 pairs)
- Underwear
- T-shirts
- Appropriate Swimsuit
- Beach towels
- Shorts
- Long Pants
- Jacket
- Sweater / warm shirt
- Pajamas or sweat suit
- Hat (shade & rain)
- Raincoat or poncho
- OA Sash

### A SCOUT IS CLEAN:

- Towels (2 or 3)
- Washcloth
- Comb or hairbrush
- Toothbrush & toothpaste
- Soap
- Shampoo
- Bag for dirty clothes
- Handkerchiefs or tissues
- Mosquito repellent (**Non-Aerosol**)
- Sunscreen



### STUFF YOU NEED

#### FOR A GOOD TIME:

- Sleeping bag or 2-3 warm blankets and a sheet
- Pillow
- Scout Handbook**
- Merit Badge pamphlets
- Flashlight
- Notebook & pencil
- Fishing rod & tackle
- Folding pocketknife
- Knapsack
- Camera
- Compass
- First Aid kit
- Wallet and money
- Canteen

- ☞ Pack it all in a footlocker or a backpack.
- ☞ Please pack swimsuit, towel, and medications at the top so that they can be quickly found during check-in.
- ☞ We suggest that each item of clothing and equipment arrives labeled with Scout's name, Troop number and address to help in returning items lost at camp.
- ☞ We cannot stress enough the importance of bringing the Scout Handbook and the Merit Badge Pamphlets for the badges you will be working on.

### WHAT TO LEAVE HOME

TV's  
Alcoholic Beverages  
Computer games

Sheath knives  
Matches & lighters  
Aerosol cans

Inappropriate literature  
Fireworks  
Weapons of any kind

**LOST AND FOUND:** Articles found will be turned in to the camp clerk at the office. Inquiries about lost articles should be made at the same place. Troop Leaders are encouraged to keep spending money, cameras, pocketknives, and other valuables in a locked box. June Norcross Webster is not responsible for any lost valuables. Remember, a Scout is TRUSTWORTHY!

# Information for Parents

**MAIL** The camp has daily mail service. Mail should be addressed as follows:

Scout's Name \_\_\_\_\_ Troop # and Town \_\_\_\_\_

**C/O June Norcross Webster Scout Reservation**

231 Ashford Center Road

Ashford, CT 06278

The Unit Leaders will pick up mail at the camp office daily. Outgoing mail may be deposited at the office. Post cards and stamps may be purchased at the Trading Post. Parents should be cautioned that while letters from home can be a source of joy to Scouts at camp, they can also produce terminal homesickness, especially in younger Scouts.

**TELEPHONE** The Camp telephone number is **(860) 429-9918**. This line is for camp business and EMERGENCIES only. Parents are asked to refrain from calling Scouts at camp except in emergencies. Cell phone possession and use is left up to the discretion of the individual units, however the use of cell phones is strictly prohibited during meals in the dining hall.

**TROOP PHOTOGRAPH** During the week, a professional photographer will come into camp to photograph each unit present. 8" x 10" color prints are available. **Price \$12**. Photo orders, with full payment, must be placed prior to the photo session.

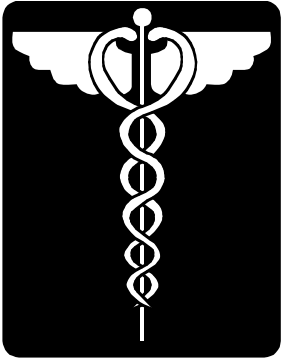
**SPECIAL REQUIREMENTS** The camp and staff seek to satisfy any special requirements needed for the health, safety and comfort of campers and leaders. We can arrange special access to facilities, provide specialized equipment, satisfy special dietary needs, etc. Advance notice of such needs will make it easier for staff and camper alike.

**TRADING POST** The Trading Post carries handicraft supplies, Scouting materials, camp T-shirts, hats and patches, and refreshments. It is open during normal program hours (9AM-5PM, 7-8:30 PM daily). Troop Leaders should safeguard Scouts' spending money.

**FRIDAY EVENING BBQ and CAMPFIRE** Plan to join your son and his Troop for a chicken barbecue dinner and the closing campfire on Friday. Dinner is at 6:00 P.M. The campfire program, put on by the Scouts, begins at 7:45 P.M. The price of the BBQ is **\$10.00** for adults, **\$6.00** for children aged 12 and under. **Reservations should be made for the Barbecue on the previous Sunday.** Tickets may be paid for in advance or at the Barbecue.

**VISITORS** All visitors must sign in at the camp office (except Friday evening) and get a visitor's pass. A ticket for meals in the dining hall are priced at: Breakfast – All Meals **\$6**

## Dr. Robert Agnew Memorial Health Lodge



The Health Lodge is prepared to handle camp illnesses and injuries, and is staffed by a resident Health Officer (Registered Nurse and EMT) 24 hours a day. Arrangements have been made for emergency treatment at Day-Kimball Hospital in Putnam, Connecticut as well as Windham Hospital in Willimantic, Connecticut.

***NOTE: In 2010, the National Council of the Boy Scouts of America is requiring all Council owned/operated Summer Camps as well as their National High Adventure Bases to take only health forms with physicals conducted annually.***

### HEALTH AND MEDICAL DOCUMENTATION

The camp is required by both Boy Scout and State of Connecticut regulations to maintain health and medical records on every person in camp. To satisfy these requirements, Scouts and leaders must bring the completed "**Boy Scouts of America Annual Physical Examination**" supplied to the Scoutmaster. Note the "Annual Update" on the back of the form.

#### **Youth Campers, Adults & Staff:**

1. Section A, Health History and Annual Update, filled out and signed and dated by Parent or Guardian, not more than 12 months prior to the end of the camp session. Be sure immunization record is complete and that all medications Scout is to receive at camp are listed.
2. Section B, report of a Physical Examination completed, signed and dated by a licensed Physician not more than 12 months prior to the end of the camp session. Section D for anyone with medications. Be sure that tetanus immunization has been administered within the past 10 years. A BSA Class 3 Medical Form may be used if preferred, but is not necessary.

#### **Additional Health and Medical Information**

**Immunization data:** All campers must provide immunization dates required by Connecticut regulations. Any camper entering the 7th or 8th grade must have evidence of a second MMR vaccine.

**Allergies:** Please explain any and all allergies on the Health History. Include symptoms and necessary treatment.

**Medications:** All medications are administered at camp in accordance with State regulations. All medication to be taken at camp **MUST** be listed on the Health History form at time of medical check in. **ONLY** those medications listed will be administered. All medication must come to camp in the original prescription containers. Please limit amount to seven (7) day supply. Medication not in an original container will not be administered.

"Urgent use" medications, such as asthma inhalers and epi pens, may be returned to the Scout or Leader for whom they are prescribed, at the discretion of the Camp Health Officer.



## First Day Jitters!

### Checking in & Getting Settled on Sunday

**Step 1:** Scouts arrive at the main parking lot between **at 1:00 PM**. Consolidate gear for transport to the Troop site. It is the troop's job to transport gear to the campsite. 1 truck per troop will be allowed at any given time. **We MUST keep the roads clear.** Please be sure that parents drop their Scouts off with their gear in the parking lot and do not drive to the Troop site. Parking on roads prevents the delivery of gear to your site. **The camp will be open at 10:00 AM for any Scoutmaster and the SPL to move gear into campsites. Only Scoutmasters and SPL's are invited to join the staff for lunch at 11:30. We are here to help.** The entire troop is not to arrive at this time.

**Before parents leave:**

- Collect money for Friday Evening BBQ (\$10.00 for adults, \$6.00 for kids 10 and under) and Troop Photograph (\$12.00) to be taken Tuesday afternoon (*Only for Parents or Guests*)
- Be sure that Scouts have medical forms and all needed medications
- For Scouts participating in the ATV riders course, be sure they check in with the ATV instructor (who will be available on the parade field) to hand in permission slip as well as the \$50 course fee.

When all Scouts have arrived, Leader checks in with Business Manager at the picnic table to settle accounts and to order BBQ tickets and Troop photos.

**Step 2:** Find the recycle bin with your troop # on it. Have Scouts gather in that area and meet the Site Guide, who will guide your Troop to your campsite and escort the Troop to the Health Lodge, Waterfront and to other essential orientation sessions. If gear has not yet been moved to your site, each boy and leader should take a swimsuit, towel, medical form, and any medications with him. Assign Scouts to tents, stow their gear, and have them change into swim trunks.

**Step 3:** With shoes, towels, and all medications, the sit guide will lead the Troop through various areas of camp for brief orientations. The tour will include: a stop at the Greer Dining Hall to meet the steward and get you troop seating assignments; a trip to the Biking area for scouts to obtain their "Bike Licenses" and a rousing session with the program director to get them psyched up for the week ahead. will culminate at the Health Lodge for a medical recheck and review. The Health Officer must record and store all medications. Buddy tags for the waterfront will be issued.

**Step 4:** Next stop is the Health Tent for a medical recheck and review. The Health Officer must record and store all medications. Buddy tags for the waterfront will be issued.

<p><b>Step 5:</b> Bring Troop to the waterfront for swim evaluations. Our experienced waterfront staff will provide an orientation for all leaders and Scouts. Scouts will then be given swimming evaluations. Scouts and leaders will be classified by swimming ability as Non-Swimmers, Beginners, or Swimmers. All leaders are urged to take the swim test so that they can assist waterfront staff and take Scouts out in boats.</p>
<p><b>Step 6:</b> Back to the campsite to relax and prepare for Flags &amp; Dinner.</p>

## Sunday Evening Schedule

<b>5:45 PM</b>	Evening Colors & Announcements – Sports Field
<b>6:00 PM</b>	Dinner – Greer Dining Hall
<b>7:00 PM</b>	Program Refinement Meeting (Unit Leaders) – Handicraft Lodge
<b>7:00 PM</b>	Shooting Sports Orientation (All Scouts) – Council Ring
<b>8:15 PM</b>	Opening Campfire/Show – Meet at the Scout Law Trail Head
<b>10:00 PM</b>	Taps

### TROOP LITTER ASSIGNMENTS

In order to keep June Norcross Webster looking its best, we must all cooperate to keep the camp looking green and clean. **Please use the time directly following the morning meal to police these areas.** Please make it a habit to pick up any litter in your path and deposit it in the nearest trash barrel. Of course, if none of us drops any litter, there will be no litter to pick up! Thank you.

Site # 1	Sasqug	- Trail from dining hall to the health lodge
Site # 2	Kongscut	- Road from Handicraft to site #2
Site # 3	Wunnagun	- Road from Handicraft to the Waterfront
Site # 4	Nashawog	- Horseshoe pit and first class path area
Site # 5	Wequpaug	- Parking lot, and around trading post
Site # 6	Cowassit	- Road from parking lot, to the shotgun range
Site # 7	Chipatchaug	- Sports Field and basketball court
Site # 8	Mashentuck	- Around dining hall
Site # 9	Nipmuck	- Parking lot next to Kitchen
Site # 10	Kattywampus	- Road from dining hall to site #10
Site # 11	Unkawa	- Council Ring
Site # 12	Algonquin	- From flagpole, over the dam, to site # 12



# At the Waterfront...

## Aquatics Ability Groups



A key element of the BSA Health and Safety program is establishment of Ability Groups for all aquatic activities (swimming and boating). The Waterfront Staff administers a "Swim Test" as part of the Sunday check-in process. Both Scouts and leaders will be given a blue, red or white buddy tag based on their swimming skill level.

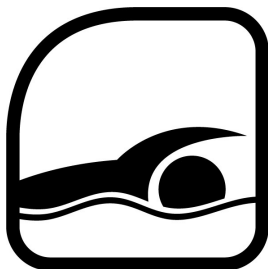
The BSA Swimmer Test "demonstrates the minimum level of swimming ability required for safe deep water swimming."

*"Jump feet first into water over the head in depth, level off and begin swimming. 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 swum continuously and must include at least one sharp turn. After completing the swim, rest by floating."*



Scouts and leaders passing this test are designated "SWIMMER" and their "buddy tags" are colored BLUE.

A "BEGINNER" must demonstrate the ability to jump feet first into water over the head, swim 25 feet, turn and return to the starting point, using any stroke.



Scouts and leaders passing this test are designated "BEGINNERS" and their "buddy tags" are colored RED.

Anyone not completing the Beginner test is a LEARNER, and has a WHITE tag. Swimming instruction and re-testing is conducted at various times during the week at the Waterfront.

Swimming instruction takes place during the 9:00 A.M., 10:00 A.M. and 11:00 A.M. merit badge sessions.

## **Summer Camp from A to Z**

### **BASIC CAMP STUFF YOU NEED TO KNOW**

**(For the safety and well-being of all in camp)**

**ALCOHOLIC BEVERAGES** are strictly prohibited on camp property. **There is NO PLACE in the Scouting program for alcoholic beverages especially in Camp!** We are here to serve as positive role models for the Scouts. Leaders with alcoholic beverages in camp fail to meet that model. Any Scout, Leader or Staff member found possessing or using alcoholic beverages will be immediately expelled from camp.

**ANY PROBLEM of ANY KIND** If you or any of your Scouts are having any problems with the camp program, staff, or schedule, please see the Reservation Director, Camp Director, Program Director or Commissioner right away so that we can help solve the problem.

**BARE FEET** are appropriate while swimming and showering. At all other times, shoes and socks or other appropriate footwear shall be worn as a matter of safety. Footwear should be appropriate to the activity. Scouts are allowed to wear sandals but there are probably not the best choice for a hike to the outpost.

**BICYCLES** can be brought to camp. There are bicycle racks located in most of the program areas throughout camp as well as in some of the sites. All riders are required to wear a helmet, closed-toe footwear and ride in a safe and respectful manner. Anyone who wishes to ride at camp will be issued a bike license. The license can be suspended or revoked for failure to follow the rules.

**BUDDY SYSTEM** At any time a boy leaves the Troop campsite, he will either be with his Troop and leader or with a buddy. There are many opportunities for Scouts to do things independent of their Troop - fishing, working at handicrafts, etc. - but they are **never to travel by themselves.**

**CAMPSITE INSPECTIONS** At some time during the morning, a member of the Commissioner's staff will visit and inspect your campsite and record comments on the Daily Campsite Inspection Sheet that you will have posted on your bulletin board. The intent is to aid you in keeping a safe and clean campsite, not to "nit-pick" your standards of "camp-keeping". The Camp Commissioner will brief Scoutmasters on the criteria.



**RANGER** The Ranger's staff is here to help you with any problems or special needs you might have involving camp facilities. They will identify possible conservation service projects for your Troop.

**CHILD ABUSE** The State of Connecticut imposes an obligation on leaders of youth organizations to take certain actions in cases of known or suspected child abuse. Should you witness or suspect child abuse while at Camp, notify the Reservation Director, who will notify the Council Scout Executive. You will be asked to supply a brief written outline of information needed to the Council Scout Executive, who will contact DCF and file a written report.

**TRACT PROGRAM DIRECTORS** – Each of our four tracts has a Program Director. Their job is to help your unit get the most out of its stay at Camp. Program Directors are familiar with the programs and resources available in Camp and they know Scouting. They will make frequent visits to your sites to visit with leaders and scouts to make sure everyone is getting the most out of their summer camp experience.



**DAMAGE to CAMP PROPERTY and EQUIPMENT** Tents, cots, tables, etc. are expensive to replace. Please care for them as if they were your own (because they are!) Small maintenance problems such as rips in tents or tarps should be reported to the Camp Ranger while they are still small. When camp property or equipment is damaged or lost, other than by accident, the unit will be charged for the cost of repair or replacement. Replacement costs include: mattress - \$60.00, bunk - \$100.00, canvas tent - \$400.00, broom, shovel, or rake - \$20.00, washhouse brush - \$5.00, flag halyard - \$2.00.

**DISCIPLINARY ACTION for SEVERE MISCONDUCT** The Scout Oath and the Scout Law are the basis for the proper conduct of everyone at camp. Troop Leaders and parents should be aware that Scouts who display severe misconduct would be removed from the camp property by their parents immediately. The camp staff will first inform the Troop Leader of any misconduct unbecoming of the Scout. The following actions will result in a Scout's immediate removal from camp: vandalism, theft, fighting, injury or harm to another (excluding accidents), leaving camp property without permission, and the use or possession of alcohol, tobacco, or drugs.

**DRUGS** are absolutely prohibited in camp, except for prescription (and non-prescription) medications in the custody and control of the Camp Health Officer. Violation of this prohibition will result in expulsion from camp and, when appropriate, referral to law enforcement agencies.

## **EMERGENCY SIGNAL**

### **GENERAL EMERGENCY SIGNAL**

1. The General Emergency signal is the constant sounding of the Camp Siren as well as an Emergency Air Horn for approximately 2 minutes.
2. When the Siren is heard, all campers and leaders should report to the Main Sports Field as rapidly as possible.
3. The Unit leader verifies that all Scouts and leaders are present, or that someone is missing, to the Staff Duty Officer in front of the flagpole.
4. The remainder of the Unit will remain in place on the Sports Field; until further instructions are received from the camp staff or dismissal is given by the Staff Duty Officer.



A General Emergency is called when it is necessary to get the entire camp "out of the way" or to known locations rapidly, such as in case of a major fire or emergency, or when it is essential to determine quickly if anyone is missing from camp, such as in case of a lost bather.

☞ On Sunday, be sure to instruct your troop on what to do if a General Emergency is signaled

***WEATHER EMERGENCY SIGNAL:***

1. The Weather Emergency signal is the intermittent sounding of the Emergency Horn, in sets of three, for approximately 2 minutes. This signals the entire camp to get to Emergency Weather Shelters or the Dining Hall. Staff Members with Radios will report to these locations and maintain communication with the Reservation Office. **IT IS IMPORTANT THAT NO PERSON BE IN OPEN SPACE, THIS INCLUDES CROSSING THE SPORTS FIELD, DAM OR PARKING LOT.** During Program Time, Staff will hold the campers in those locations until the inclement weather has passed.

**EMERGENCY WEATHER SHELTERS:**

**Campsites: 11 & 12,** = Take Fire Road to the Perregaux Activity Center

**Campsites: 5, 6, 7** = Chip's Cabin / Cornell Lodge

**Campsites: 8, 9, 10** = Dining Hall / Ranhoff Lodge

**Campsites: 1, 2, 3, 4** = Dining Hall / Handicraft Pavilion / Bike Shop

**FIRE BUCKETS and BARRELS** Each campsite latrine has a 55-gallon "fire barrel" to serve as a ready source of fire fighting water. This barrel should be kept full and should be "topped off" daily, with a lid. To avoid soil erosion, don't tip it over. An ample supply of "Fire Buckets" (#10 cans) should be available and full when a campfire is burning. Cans to make additional fire buckets are usually available behind the Dining Hall.



**FIRE DRILLS** A fire drill or other emergency drill will be held at least once during camp. These will not be announced in advance, but one is required during the first 24 hours of each camp session. See "EMERGENCIES IN CAMP" section of this guide.

**FIREGUARD PLAN** Each Troop will be issued a Camp Fireguard Plan at check-in. This chart should be filled out, posted on the bulletin board, initialed daily, and FOLLOWED during the week.

**FIRE PREVENTION** Care should be exercised around the campsite in the use of matches, lanterns, and other fire sources. **NO CANDLES, LANTERNS, OR OTHER SOURCES OF FLAME ARE PERMITTED IN TENTS AT ANY TIME.** All fires in campsites must be attended by a leader at all times and must be extinguished before retiring in the evening.

**FIREARMS & FIREWORKS** are prohibited in camp.

**FISHING** is permitted and encouraged in Goss Pond, EXCEPT AT THE SWIMMING AREA. With permission from the Waterfront Director, rowboats may be used for fishing. Scouts should bring their own fishing gear to camp.



**FUELS, STOVES and LANTERNS** The use of lanterns and stoves using chemical (liquid or compressed gas) fuels in campsites is permitted when used in compliance with BSA policy as detailed in the "*GUIDE TO SAFE SCOUTING*". Important points are

- (1) "Boy Scouts or youth visitors under the age of 18 may not fuel or refuel any stoves, lanterns or appliances on Council properties. Registered Boy Scouts and adult leaders may use a stove for cooking under the direct one-on-one supervision of a fuels and appliance knowledgeable adult leader."
- (2) "Let hot stoves or lanterns cool before changing compressed gas cylinders or refueling."
- (3) "A quantity of liquid fuel not to exceed 32 ounces per appliance may be kept in a "Sigg type" container, stored in accordance with National Policies, and never in tents or buildings. Any fuel in excess of this amount is to be turned over to the Camp Ranger for proper storage."

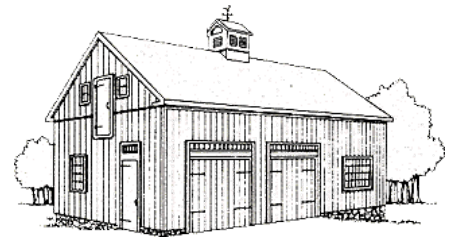
Please do not put empty propane cylinders in the dumpsters. Contact the Camp Ranger for disposal instructions.



**HEALTH and MEDICAL RECORDS** Every person residing in camp must have a current Health and Medical Record form on file in the Health Lodge. See "HEALTH and MEDICAL DOCUMENTATION" section. Make sure they have been **signed** by the boy's **parents** (dated within one year of the last day of your camp week) and by the **physician** (dated within one year of the last day of your camp week.).

**ILLNESS or INJURY** Any illness or injury, however slight, occurring at camp must be reported to the Camp Health Officer or any other person on duty at the Health Lodge. Sick Call is held just after each meal, but emergencies will be handled at any time, day or night, at the Health Lodge. No person is to leave camp for treatment of illness or injury without checking out first with the Health Officer or Health Lodge duty person.

**LATRINES** Only toilet paper and human waste are to go in the latrines. Unit leaders are requested to make every effort to ensure that food scraps, trash, and other non-biodegradable materials are not thrown into the latrines. Latrines should be kept in neat and sanitary at all times. Seats should be kept closed to minimize flies. Cleanser for washstands, deodorant blocks for urinals, and toilet paper are available from the Quartermaster. Disinfectant for latrine cleaning is issued at the kitchen door of the Dining Hall immediately after breakfast.



**LEAVING CAMP** The Camp Office **MUST KNOW WHO IS IN CAMP AT ALL TIMES**. If a camper leaves camp, permanently or temporarily, he and a leader (or parent or guardian) must check in at the camp office. **DO NOT RELEASE A CAMPER TO ANYONE OTHER THAN HIS PARENT OR GUARDIAN WHO IS KNOWN TO YOU**. When returning to camp, a camper must similarly check in at the office. Leaders and visitors must also check in and out at the office. When the Camp Clerk is off duty, a sign in/sign out logbook is located on the counter for that purpose. Parents are not required to sign in on Sunday afternoon or for the Friday evening BBQ and campfire.

**LITTER** If you have some in your hand, don't drop it on the ground. If you see some on the ground, please pick it up. Keep YOUR camp neat and clean.

**LOST AND FOUND** articles found should be turned in to the Camp Clerk at the Camp Office. Inquiries for lost items should be made at the same place. On Friday afternoon, as you are breaking down camp, please ask your Scouts if they have lost anything and, if so, to check at the Camp Office.

**MEALS** are served "Family Style" (for breakfast and dinner) and "Buffet" (for Lunch), with up to 10 people at your troop's assigned table. Scouts and Leaders are asked to enter the Dining Hall through the doors closest to your table and quietly stand at their table until after Grace. The meal will be followed by a brief period of announcements, singing, merriment and general tomfoolery. The Troop remains at their table until dismissal. The Steward will instruct the Troop in dining hall etiquette and waiters' responsibilities during Sunday afternoon orientation. There should be one or two "waiters" for each table. Waiters report to the Dining Hall Steward 25-30 minutes before the meal to set the table and prepare for serving food. During the meal, the waiter, and only the waiter, pick up the food at the serving windows and deliver it to the table. After the meal, the waiter carries dishes to the dish room, disposes of all scrapings and trash, washes his table clean, and sweeps under and around his table. Waiters return to their troops after being dismissed by the Steward.



**MEDICATIONS** All medication will be kept at the Health Lodge in the custody of the Camp Health Officer. Scouts and Leaders attending camp with prescription medicine should bring the medicine to the Health Lodge at the time of the medical re-check on Sunday. The Camp Health Officer will dispense ALL medications. **NO MEDICINE** (prescription or over-the-counter) **MAY BE KEPT AT THE CAMPSITE**. In cases where rapid access to the medication may be critical, such as with asthma inhalers or bee-sting kits, it is within the discretion of the Camp Physician or the Camp Health Officer (but no other person) to authorize specific individual exceptions to this rule. Check with your Scouts' parents before camp to determine if this may be necessary.

**MORNING COLORS and EVENING RETREAT** Each morning at all Scouts, Leaders, and Camp Staff members will assemble at the flag pole for a simple flag raising ceremony to signal the start to the day's activities. Each evening at 5:45 P.M. a formal retreat ceremony will be conducted on the parade field. Scouts and Leaders should wear their Class A uniforms. Troops are encouraged to bring their Troop Flags to the ceremony. Each troop will have the opportunity to serve as Color Guard. The Friday Night Closing Ceremony will begin at 5:30



**PARKING** All private motor vehicles belonging to persons in camp, including visitors must be parked in the **MAIN PARKING LOT**, adjacent to the Trading Post. The small parking lot next to the Dining Hall is to be kept open for use by camp and Council vehicles, vendor delivery vehicles, and others on camp business. Do not park your vehicle in or adjacent to your campsite. The Camp Director or Health Officer may authorize an occasional exception to this rule for specific **MEDICAL** reasons. No cars are to drive over the dam.



**PATCHES** Each registered Scout and Leader in camp will receive a camp patch. Additional J. N. Webster patches and other J. N. W. souvenir items, such as neckerchiefs, T-shirts, and ceramic mugs are available for purchase at the Trading Post.



**POCKETKNIVES** A Scout's pocketknife is his most valuable camp tool, but also one that is easily lost and which must be used with care. Scouts in the First Class Path program will learn knife skills and safety as they earn their *Totin' Chip* on Monday. Sheath knives, survival knives, and pocketknives that exceed three inches long when closed are not permitted in camp.

**POISON IVY** is indigenous and unavoidable in Eastern Connecticut. Although we try hard to keep it out of campsites and program areas, we cannot get rid of all of it. Teach your Scouts how to recognize it and stress the importance of not touching it. If poison ivy is found in your campsite, please notify the Ranger.

**RELIGIOUS SERVICES at the Howard P. Ludlow Memorial Chapel** A lay chaplain is on staff and is available to chat with you or your Scouts and can assist you in conducting an interfaith service for your Unit. A “Scout’s Own” interfaith service will be held at the Ludlow Chapel. We invite you and your Scouts to participate. Be sure to invite your Pastor, Priest, Rabbi or the Chaplain of your institution to visit camp. Catholic Mass is held in Town on Sunday and Saturday. Arrangements can be made for LDS services.

**SHOWERS** for Scouts and Leaders are installed in sites 2, 1/3, 5a, 6, 7, 10 and 12. Separate shower facilities are provided for adults and youth campers in other sites. In addition to the campsite showers, there are shower house located across from site three and adjacent to the main parking lot.. Leaders should encourage frequent use of the shower facilities. Whether you shower in your site or at the central facility, **adults and youth do not shower at the same time at the same place.**

When it is necessary to get your troop's attention, put up the Scout sign. Remind your scouts that this Scout method for getting everyone’s attention. This is especially important in the dining hall. Leadership by example is usually the best way to get the point across to scouts.



**SLEEP** is what campers are supposed to do at night. The camp program is designed to provide campers and their leaders with 9 hours each night to do it. This is about what our typical camper needs to remain happy and alert. Between Taps and Reveille, campers should be in their bunks and quiet. Noise, confusion, and rowdiness that disturb others’ sleep should not be tolerated.



**SMOKING** Scouts are not permitted to smoke, and possession or use of tobacco by them will result in expulsion from camp. Adults who must smoke should not do so in the presence of Scouts. We set the example. Smoking is prohibited in all buildings in camp, as well as in tents. Please dispose of butts properly - the cigarette filter is totally immune to biodegradation.

**SPENDING MONEY** Each Scouts's spending money should be kept in a separate envelope in a locked box, along with any other valuable items. You can help Scouts spend wisely by keeping track of expenditures.

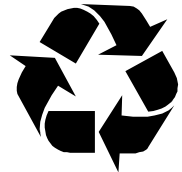
**TELEPHONES** The camp telephone is for camp business and emergencies only. The telephone number is **(860) 429-9918**. When it is necessary to contact a person in camp, the caller should leave a number for a return call.



**TICKS** Tiny deer ticks are carriers of Lyme disease and have been found at camp. Larger dog ticks are common and may carry other diseases. Leaders should teach their Scouts the importance of frequently checking themselves and each other for ticks. If a tick is found biting a Camper, the individual- and the tick- should be taken to the Health Lodge.

**TRADING POST** The Trading Post carries essential supplies, Scouting literature, Camp souvenir items and snacks (candy and ice cream). It is open during normal program hours, 9AM-5PM, and 7-8:30 P.M.

**TRASH** Dumpsters are located behind the Dining Hall and behind the Trading Post for litter, general trash and garbage. Recycling bins for cans, bottles, cardboard, etc., are behind the Dining Hall. Soda cans are recycled at the Trading Post. Plastic trash bags for your site are available from the Quartermaster. Tie them to a tree and deposit in dumpster each evening.



**UNIFORMS in CAMP** At a Scout camp, everyone should look and feel like Scouts. The camp uniform is the official Scout summer uniform, consisting of Scout uniform shirt, Scout shorts or trousers and Scout socks. The wearing of neckerchief is left up to the individual units. All Scouts are expected to be in full uniform, called the "Class A" uniform, at the evening retreat, dinner, and at the opening and closing campfires. The uniform for the daily activities, called "Class B", is the same, except a Scout-related T-shirt is worn. Wearing the Scout uniform helps contribute to Scout Spirit and helps unite the troop. Adult leaders are also encouraged to be in uniform. While uniforms are encouraged and expected, no Scout or leader will be excluded from participation in any activity for lack of a uniform.



**Engine 1 – June Norcross Webster Fire & Rescue Department**



## CAMP CHECK-OUT PROCEDURE

**The formal camp program ends with the close of the Friday night campfire.** Troops who wish to stay over Friday night are welcome to do so and join the staff for an informal continental breakfast at 8:00 A.M. on Saturday before packing to go home. Many troops offer their own program on Saturday morning. You are welcome to do so, too.

1. Clean up your site. Leave tents flaps closed with two bunks and two mattresses in each tent.
2. With Site Guide, check equipment inventory and cleanliness of the site.
3. Return to Quartermaster all borrowed equipment.
4. Clear with Business Manager. Pick up blue-cards, photos, mail, and patches.
5. Reserve site for the 2024 season at JNW (you may do this online anytime during week).
6. Clear with Health Lodge. Pick up all medications.
7. Deliver gear to the parking lot.

**Have a safe trip and see you next year!**



***The Camp Staff working hard in the spring to get the property ready for Summer Camp***

## Overview of the Advancement Program



The advancement program at J. N. Webster provides the opportunity for the first year camper to complete most of the requirements for Tenderfoot, Second Class and First Class, and to earn Swimming and Leatherwork merit badges. Seasoned campers may select from among the nearly 60 merit badges listed in the schedule on the following page. While most merit badge sessions are 50 minutes, those for some of the more challenging badges will meet for an hour and a half. Advancement at camp is a partnership between the camp staff and the scout leaders. Together we can provide an outstanding learning experience for the scouts. That's what it's all about!

## Merit Badges

### To the Scoutmaster:

Merit badge work at camp is intense and time is limited. To ensure your Scout's successful completion of the merit badges he selects at camp, please be sure that he has a copy of the merit badge pamphlet and that he has read it. Your signature on his blue card indicates that he is prepared.

### A Word to the Scout on Earning a Merit Badge

You should be aware that earning a merit badge is an individual achievement, involving study and testing of the knowledge and skills required and the completion of all of the requirements.

- Attendance at classes does not in itself constitute the work required to earn a merit badge. On the other hand, if you can do the requirements and demonstrate the skills required, you may be tested by attending only those sessions during which testing is being done, or you may arrange with the counselor for testing at another time.
- You must not merely demonstrate an attempt to fulfill the requirements, but must individually do each requirement and demonstrate each skill required. Show means show; demonstrate means demonstrate. Required collections should be organized and neatly labeled. Written reports should be well thought out and legible.
- You must bring proper certification of completion for any requirements, which must be completed before, camp and for which you want credit at camp. Depending on what is involved, certification may be in the form of reports, written statements or photos, drawings, completed projects, or collections. If you have already worked with a counselor, bring your blue card.

### Partials

A Scout completing only a portion of a merit badge will be given a partial on his blue card. Partials will be given only for projects completed or skills actually demonstrated at camp.

# *First Class Path Program*

J.N.W.'s First Year Camper Program



This program is designed for the younger Scout who has not completed many of his requirements through First Class. Participants will be divided into two groups based on their troop size and will spend four hours a day in the program area working on a number of rank-required skills. Program hours run from **9 AM – 12 noon** and then continue from **2 PM - 3 PM**. Although the two groups cover the exact same material, they will each be in a different class during the set program time. From **9 AM – 10 AM**, the groups will participate in a class that is offered in the first class path site or a determined location and will spend that hour working on rank advancement. From **10AM -12:00PM** the scouts will be working on

**merit badges** at the Handicraft Lodge (**leatherwork, basketry, or art**) and at the waterfront earning the **swimming merit badge** or participating in an **instructional swim course** (depending on swimming ability). Each group will be at one of these stations while the second group is at the other. From **2 PM – 3 PM**, the Scouts will return to the First Class Path Area and will go to the class in which they had not participated in that morning.

Although we cover a large number of requirements, we do not sign off on them. Scout leaders should both review the skills that their Scouts have learned and then test them and sign them off if appropriate. It is our firm belief that these fundamental skills are the basis for a solid Scouting knowledge. We want to ensure that Scouts do not just repeat things that we have just taught them; rather, they should retain that information and be able to perform the given task again at a later time. This is the only proof of effective learning and cannot be measured in the short amount of time we have together at camp.

We urge Scout leaders to become involved both during program hours and after, repeating and expanding on these skills. Participants may also, at any time, return after program hours to review these skills or to work on different requirements that we may not have covered. We are very flexible!

We realize that many Scouts in camp may have certain requirements signed off already and therefore they need only to participate in certain classes. Be sure to review the class schedule with them so that they can attend only those classes needed. We take attendance at every class and will provide you with a listing of all your Scouts and the classes they attended throughout the week.

We do not recommend that Scouts who may have taken the course last year to repeat it this year (in the event that they have still not earned their rank), due to the fact that the content of the program remains the same. Nor do we feel that the course effectively caters to an older boy who may have just entered Scouting, as most of the participants are between 10 and 12 years of age. However, we leave it up to the Scoutmaster to decide.

The goals of this program are to familiarize new Scouts to the basic Scouting skills and to motivate their interest in Scouting through an energetic program.

# Project COPE Program & Rock Climbing School



Project COPE is an acronym for Challenging Outdoor Personal Experience. It comprises a series of outdoor challenges, beginning with basic group initiative games and progressing to more complicated low-course and high-course activities. Some of these events involve a group effort, whereas others test individual skills and agility. Participants climb, swing, balance, jump, and rappel as well as think through solutions to a variety of challenges. Most participants find that they can do much more than they initially thought they could.

**Wild Woosey**  
**Mohawk Walk**  
**Spider Web**

**Meat Grinder**  
**Giants Thumb**  
**Tire Traverse**

**Nitro Drop**

## OBJECTIVES OF PROJECT COPE

1. Leadership development
2. Problem solving
3. Communication
4. Self-esteem
5. Trust
6. Decision making
7. Teamwork



Adult leaders are welcome to participate in this program. One session will be offered each week of camp. **We are limited to one crew of 12.** Recommended for Older Scouts.

**COPE Session:** 3:00 PM – 5:00 PM, M, T, W, T, F

## Program Area Descriptions

The Mountain Man area is a place where scouts can participate in a wide range of exciting high adventure activities. The area is located on the hill behind Handicraft with two entrances, one being across from First Class Path and the other being across from Scoutcraft. In the mornings the Wilderness Survival merit badge is offered. The area features the Buckskin Games, where scouts can learn how to throw tomahawks and throwing knives at targets. Another feature of the area is spar pole climbing, in which scouts can scale a fifteen foot spar pole. The area is also home to an array of team and skill games, including the two-man saw competition, caber toss, rock throw, Indian rope wrestling and many others.



Ecology/Conservation Center: Located at the Per-Jan Ranhoff Lodge. The Ranhoff Lodge is open all day for Scouts and units to visit at their leisure. Our staff works hard to set up displays and activities that get the Scouts really involved with nature and conservation. Activities such as forestry, scavenger hunts and games are available. In addition, the E/Con staff has a variety of hikes available, including the nature trail or the Forest Management trail.

Aquatics: The waterfront is located on Goss Pond. Here Scouts are instructed in safe and proper swimming techniques. Lifesaving, snorkeling, diving and water polo are also popular activities. Snorkeling BSA and Lifeguard BSA awards are also instructed. Rowboats, canoes, paddleboards, kayaks and a fleet of sailboats are the watercraft used daily on the boating side. Some well-developed canoeists may even learn advanced skills such as an Eskimo-Roll in a kayak.

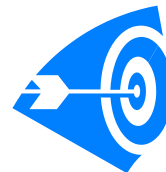


Shooting Sports: For these program areas, Scouts are instructed on the safety of shooting. Each troop must attend an annual orientation at each range before they are allowed to use the equipment. On the Archery Range, Scouts are shown the proper and safe use of archery equipment. Standard targets and action archery challenge Scouts and leaders alike. For a number of reasons, Scouts and adults are not allowed to bring any kind of bow or arrow to camp. The .22 caliber rifle range offers 8 bays for Scouts to improve their marksmanship. Shotgun Shooting has become one of our most popular programs.

Under NO circumstances can anyone bring firearms or ammunition to camp. Mentoring from our certified staff will certainly improve a Scout's aim.

Outdoor Adventure: The Outdoor Adventure area offers a wide range of skills and demonstrations to Scouts and units. Stop by to see pioneering projects, model campsites, survival shelters, matchless fires or knife & axe sharpening and safety, so come by and see what's going on!

Handicraft: Located across from the Office, individuals and troops are offered the chance to paint, draw or create just about anything here.



Mountain Biking: Mountain biking is one of our more popular programs in which Scouts can challenge their biking skills on up to 4 miles of trails in and around the reservation over a variety of terrain. The trails will take them all around the reservation, including some places very few people have been before. Of course, all participants will be wearing helmets. Weather will determine when and how we can open the trails. Mountain biking is generally open during the morning when, after a brief orientation, the fun begins. Yes, we do offer cycling merit badge. Troops can sign up for rides in the afternoon.

## Camp Program Planning Chart

All times are considered tentative, a Final plan will be published at the Tuesday Pre-Camp Meeting.

### Aquatics on Chauncey P. Goss Pond

Polar Bear Swim	6:30 AM (Monday – Friday) 4 out of 5 days to get patch
Open Swim/Boat	2-3 PM • 4-5 PM • 7-8:15 PM
Iron Man / Mile Swim	Time needed daily for Training. 1 <sup>st</sup> Meeting on Sunday
Snorkeling BSA	7 PM daily (Monday – Thursday)
PaddleBoard BSA	7 PM daily (Monday – Thursday)
Farmington River Trip	Thursday 10 AM-5 PM (Whitewater Merit Badge)
BSA Lifeguard	10-12:30 PM Daily (Must be Age 15 or Older)
BSA Aquatics Supervisor	9:00 AM – Swimming & Water Rescue
BSA Aquatics Supervisor	10:00 AM – Paddle Craft Safety

### Shooting Sports Department

Black Powder Shoot	During open shoot, ask to shoot the Black Powder
Open Shoot	Rifle /Archery 2-5 PM & 7-8 PM Daily
Shotgun Range	Open Shoot 2-5 PM • 7-8 PM Daily
Pistol Instruction / Shoot	Times TBA, Must be an Adult or a Registered member of a Venture Crew
Buckskin Games	Open 7-8 (Troop Exclusive time 3-5) <i>(Run by the Scoutcraft Staff)</i>
Scoutmaster Hot Shot	Thursday 2 PM (Shotgun Range)

### Project COPE / Rock Climbing School

Open Climbing	11-12 PM • 7-8 PM (Stop by any time)
Wolf Rock Trip	Friday 9 AM (Climbing MB) others interesting see COPE
Troop Climbs	Daily 3-5 PM
Climbing JNW	By Appointment of the COPE/Climbing Staff

### Mountain Bike Center at the Boat House

Cycling Merit Badge	11-12:15 (13+)
3 Mile Loop Ride	9-10:30 AM & 1:45-3 PM (No Tuesday 1:45-3 Ride)
Natchaug State Forest Ride	Thursday - 1-5pm (25 Miles) interested see MB Center

### Adult Leader Training Opportunities

Safe Swim Defense /Afloat	Monday 7:30 PM – Ludlow Chapel
Youth Protection Training	Thursday 7 PM – Chip’s Cabin
Scoutmaster's Coffee	Daily at 10:15 AM - Greer Dining Hall Porch
Climb on Safely Training	Monday 7 PM – Ludlow Chapel
Trek Safely / Leave No Trace	TBA – Smokey Flats
New Leader Essentials	TBA – Chip’s Cabin
The Eagle Scout Process	TBA – Chip’s Cabin
Scoutmaster’s Specific / Intro to Outdoor Leadership Skills	TBA – Chip’s Cabin



## MORE GOOD STUFF TO KNOW

### Troop Campfires...

At each site there is an area provided and designated specifically for troop campfires. We suggest that you conduct these campfires. The campfire should be full of energetic songs and skits. The end of the week campfire gives the Scouts time to reflect on the memories they have of their week at camp. Our staff is always willing to visit your site for any troop campfire and to join in with your program. Maybe your Scouts could invite their favorite staff members up for the fire. Campfires can provide memories that last a lifetime. It is our hope that Scouts will cherish the times spent in the company of good friends. **We are designating Thursday night as Troop Campfire Night. Staff will be around to visit troops and sing a song or two.** Many troops have taken advantage of this and had pizza or other treats at this time.

### Youth Protection...

Adult leaders' Youth Protection Certification should be up to date prior to coming to camp. The training is available on-line. IN addition, Youth Protection Training is offered at Camp one evening during the week and is open for anyone to attend. This is an informative training session dealing with protecting yourself and Scouts from the various forms of child abuse. We encourage anyone who has not taken this training to take advantage of the opportunity.

## SCOUTS! READ ME!

Please note that some merit badges require Scouts to have specific things. For instance, Lifesaving merit badge requires that a Scout bring a long sleeve button down shirt and long pants. Please review the requirements of each badge so that you have the proper materials and equipment with you when you leave for camp. It will make a difference at camp!

## Order of the Arrow Day



The **Order of the Arrow** was founded in 1915 at a Summer Camp. The founder of the Order, Dr. E. Urner Goodman, was serving as the Camp Director that year at Treasure Island Scout Camp in Pennsylvania. It is fitting that we put aside a day at camp to honor all Arrowmen, past and present. Members are invited to wear any OA items during the day on Wednesday and their Sashes to Flags and Dinner on Wednesday. There will also be an OA Gathering held, which all Arrowmen are invited to attend. Attending Arrowman will receive a special patch from the **Tschitani Lodge No. 10**

## American Heart Association CPR Training

The CPR program is being offered to all those interested in becoming certified in the Heartsaver Adult CPR. All people who are taking BSA Lifeguard need current CPR certification and should plan on taking the course if they need to meet that requirement. The course is four hours long and consists of both a written test and practical tests that must be met in accordance with current AHA standards. The certification is valid for one year upon the date of course completion. The time and place will be announced during the camp week. Although there are no age restrictions on the course, we recommend the course to adults and Scouts who have attained at least the rank of first class. This is an excellent opportunity for improving basic first aid knowledge and attaining valuable lifesaving skills. The certification is at the Heartsaver level.



## Special Recognitions & Awards



The following recognition programs are designed to encourage individual Scouts and Leaders, as well as Troops, to sample all of the program opportunities that J. N. Webster has to offer.

The **Camp Activity Award** is available for Scouts and adults. The **Scoutmaster's Merit Badge** provides the motivationally challenged leader with the opportunity to be recognized for that in which s/he excels. The **Super Troop** program recognizes those Troops that pursue a balanced program of unit activities throughout the camp week and personify Scout Spirit - kind of like the "Honor Camper" for Troops. Join the **Polar Bear Swim Club** if you attend Polar Bear Swim four out of 5 Mornings. The **Climbing JNW** an Advanced Award for those interested in climbing beyond Climbing Merit Badge. Scouts will be put in a role as mentor and guide to other scouts in Climbing Merit Badge,

**HONOR CAMPER** Each troop in camp is entitled to nominate **ONE** of its campers as their "HONOR CAMPER". The criteria for this award are determined entirely by the unit leadership. Honor Campers are recognized at the Friday night campfire with a commemorative neckerchief.

### CONSERVATION SERVICE PROJECT

Each Troop is encouraged to devote some time during the week to working on a conservation project to leave J. N. Webster a little better than when they arrived. Check with the Reservation Director or the Reservation Ranger for projects large and small.

### ATTENTION: 14 & 15 Year Old Scouts The 2023 Counselor in Training Program

The Connecticut Rivers Council is of our exciting counselor-in-training (CIT) program. The CIT program offers an intensive and challenging educational opportunity for anyone seeking to expand leadership abilities, knowledge of camp operations, and teaching skills.

The CIT program is a one (1) week commitment. During the week, participants must undergo a rigorous schedule of training sessions to develop outdoor skills, presentation and public speaking abilities, teaching methodologies, and an overall understanding of all areas of camp operation. The first part of the program is designed to instill the knowledge and values that JN Webster expects from all its staff members. Also, the week of the CIT program serves as a practical application of all the topics covered during the first week. Participants will work in all areas of the camp and gain first-hand experiences to understand what it really takes to operate the high-quality programs and facilities found at JN Webster.

Candidates who successfully complete this program will be closely considered for open positions on the 2023 JN Webster camp staff. However, please note that participation in the CIT program does not guarantee employment at JN Webster. The cost of the 2023 CIT program is **\$195**. To be eligible for the CIT program, you must:

- At least 14 years old
- Complete and CIT application by the deadline
- Scoutmaster must recommend a scout for this program.
- **Acceptance notices will be emailed out on or around May 15, 2023**

*Scouts interested should go online at [www.gotowebster.org](http://www.gotowebster.org)*


## 2023 MERIT BADGE PROGRAM - J.N. WEBSTER S.R














6:30AM							
Fishing Merit Badge				Polar Bear Swim			
9:00AM - 9:50AM							
American Heritage	Athletics	Automotive	Bird Study	Camping	Canoeing	Environmental Science <sup>1</sup>	Forestry
Geocaching	Kayaking	Lifesaving	Movie Making	Photography	Pottery	Plumbing	Swimming
Sculpture	Wilderness Survival <sup>5</sup>	Woodcarving				First Class Path - Basic Skills Session A	
9:00AM - 10:30AM							
Archery	First Aid <sup>8</sup>	Rifle Shooting	Shotgun Shooting <sup>3</sup>	Welding <sup>1, 3</sup>	ATV Power Sports Section 1 <sup>3, 7</sup>		
Climbing <sup>4, 12</sup>				BSA LifeGuard <sup>1</sup> (9:15 - 12:30)			
10:00AM - 10:50AM							
Art	Basketry <sup>3</sup>	Camping	Canoeing	Chess	Engineering	Environmental Science <sup>1</sup>	Fish & Wildlife Management
Graphic Arts	Kayaking	Leatherwork	Nature	Plant Science	Public Speaking	Rowing	Salesmanship
Sports	Swimming	Wilderness Survival <sup>5</sup>				First Class Path - Merit Badge Session 1 (Art or Swimming)	
10:30AM - 12:00PM							
Archery	Rifle Shooting	Shotgun Shooting <sup>3</sup>	Search & Rescue	ATV Power Sports Section 2 <sup>3, 7</sup>	Welding <sup>1, 3</sup>		
11:00AM - 11:50AM							
Archeology	Art	Basketry <sup>3</sup>	Camping	Canoeing	Citizenship in the Nation	Digital Technology	Electronics
Environmental Science <sup>1</sup>	Game Design	Geocaching	Geology	Golf <sup>4</sup>	Insect Study	Leatherwork	Mining in Society
Nature	Signs Signals & Codes	Small Boat Sailing <sup>1</sup>	Swimming	Whitewater <sup>4</sup>	First Class Path - Merit Badge Session 2 (Art or Swimming)		
2:00PM - 2:50PM							
Animal Science <sup>1</sup>	Animation	Chemistry	Chess	Cycling <sup>4</sup>	Electricity	Exploration	Fly Fishing
Kayaking	Landscape Architecture	Lifesaving	Metalworking <sup>1</sup>	Orienteering	Painting	Pioneering <sup>10</sup>	Pottery
Pulp & Paper Production	Robotics <sup>1</sup>	Rowing	Small Boat Sailing <sup>1</sup>	Woodcarving	ATV Section 3 <sup>3, 7</sup> - Class runs until <b>2:00 PM to 3:30 PM</b>		
First Class Path - Basic Skills Session B					ATV Section 4 <sup>3, 7</sup> - Class runs until <b>3:30 to 5:00 PM</b>		
3:00PM - 5:00PM							
Project COPE - High & Low Course							
7:00PM - 8:00PM							
Astronomy	Fingerprinting	JNW Paul Bunyan	Motor Boating <sup>2</sup>	Paddle Boarding BSA	Radio	Snorkeling BSA	
Space Exploration <sup>3</sup>	Entrepreneurship						
BY APPOINTMENT							
Bugling	Music	Personal Fitness	Scouting Heritage	Sustainability <sup>1</sup>	Water Sports <sup>6</sup>		

**KEY:**

- <sup>1</sup> Significant additional out of class time will be needed
  - <sup>2</sup> Must Have a State or Coast Guard Boating Safety License/Certificate
  - <sup>3</sup> Extra program fee (Beyond what is reasonably included in the general camp fee)
  - <sup>4</sup> Off site trip included
  - <sup>5</sup> Thursday night outpost camp overnight
  - <sup>6</sup> Must be an accomplished wake boarder or water skier (May want to bring your own gear)
  - <sup>7</sup> Limited Number of participants per session, Pre-camp on-line registration required
  - <sup>8</sup> Must be First Class Rank
  - <sup>9</sup> Additional Class Wednesday Night at 9:00PM
  - <sup>10</sup> Friday class runs from 2:00PM until 3:30PM
  - <sup>12</sup> Not recommended for younger scouts
- Mile Swim/Iron Scout takes place on Thursday at 1:00PM - Daily Training Required

# THE MERIT BADGE & PROGAM SCOVILLE SCALE

 - Not Difficult  
  - Moderate  
  - Intensive/Difficult/Physically Demanding  
 - Time Consuming/Skilled/Practice Needed

MERIT BADGE	DESCRIPTION	Scoville SCALE *
 American Heritage	Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American.	
 Archaeology	Explore the Colonial Village at the Outpost Camp on historic Fitts Road. Scouts will do a case study of foundations and through a mock dig and document research. Extra time may be required.	
 Animal Science	An off site trip to a local dairy farm to view cattle and other farm animal and report back to their merit badge counselor on what they saw.	
 Art	All of us have an artist hiding inside. Work with many media and discover your hidden talent. Hands on program, recommended for younger scouts.	
 Animation	In Animation merit badge you'll learn how to create animations, the ways in which animation is used and the fun and exciting career opportunities in animation.	
 Athletics	Pre-camp training recommended. Complete requirement (4) before camp and bring note from the coach, head official or meet director.	
 Astronomy	Requirements 6, 7B, & 9A cannot be done in camp. The weather plays a huge factor in completion of other requirements. Scouts may return to the campsite just before taps on some nights.	

 <p><b>Archery</b></p>	<p>Learn the basics of Archery from Level III instructors and nationally ranked Archers.</p>	
 <p>Automotive Maintenance</p>	<p>Learn the finer points of how to take care of an automobile. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance.</p>	
 <p><b>Basketry</b></p>	<p>Basket kit provided at no extra cost to the scout.</p>	
 <p><b>Bird Study</b></p>	<p>An introduction to ornithology. Learn to identify common species, use a field guide, research birder activities and construct a bird feeder, sanctuary or bird bath.</p>	
 <p><b>Bugling</b></p>	<p>Bring your own trumpet or bugle. Practice the required calls before arriving at camp. You must have some experience prior to camp to earn this badge.</p>	
 <p><b>Camping</b></p>	<p>Requirements 4B, 8D and 9 must be done with Troop and documented. This badge is best earned over the course of the Scouting year, basic camping skills are taught. <b>Eagle Required Merit Badge.</b></p>	
 <p><b>Canoeing</b></p>	<p>Must be rated as a “Swimmer”. Extra time may be needed to hone skills.</p>	
 <p><b>Chemistry</b></p>	<p>Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry.</p>	


 <p><b>Chess</b></p>	<p>Build or hone your skills, learn and practice strategy and tactics and begin your journey to becoming a Grandmaster.</p>	
 <p><b>Climbing</b></p>	<p>Intensive program of technical climbing instruction, culminating in the Thursday afternoon climb at Wolf Rock. Scouts, who do not have the strength and stamina, will have trouble completing the required climbs physically. Recommended for older Scouts.</p>	
 <p><b>Citizenship in the Nation</b></p>	<p>Requirement 2 must be done before camp. Requirement 8B is best done before arrival in camp. However we will provide the facility to compose a letter to a government official.</p>	
 <p><b>Cycling</b></p>	<p>Learn the basics of bike maintenance and emergency repair and cycling safety. Kick it off with a 15-mile trek on Wednesday. <b>CANNOT COMPLETE ENTIRE MERIT BADGE IN ONE WEEK OF CAMP. <u>Must be a strong bike rider.</u></b> Scouts may bring their own bike for use for this merit badge, however we will provide bikes.</p>	
 <p><b>Digital Technology</b></p>	<p>Learn about technology in the digital age. Devices, apps, software and ethics are all discussed and practiced in this badge.</p>	
 <p><b>Electricity</b></p>	<p>Requirements 9 A&amp;B should be completed by the Scout prior to camp and they should be prepared to discuss them with the merit badge counselor.</p>	
 <p><b>Engineering</b></p>	<p>Part of our APEX program. You get to learn the basics and then design and build your own project.</p>	
 <p><b>Entrepreneurship</b></p>	<p>By earning the Entrepreneurship merit badge, Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility (how doable it is) of an idea for a new business.</p>	

 <p><b>Environmental Science</b></p>	<p>This is the ONE E/Con merit badge you <b>MUST</b> complete for Eagle. Very demanding and requires field observation time outside of class. <b>Eagle Required Merit Badge</b></p>	
 <p><b>Exploration</b></p>	<p>Scouting's newest merit badge. Are you the next Indiana Jones? Plan, prepare and under the guidance of your counselor, set out on your own personal mission of discovery.</p>	
 <p><b>First Aid</b></p>	<p>Meet at Health Lodge, Bring a home made first aid kit, <b>Eagle Required Merit Badge. Scout must be First Class</b></p>	
 <p><b>Fingerprinting</b></p>	<p>Good badge for younger scouts. Does not take all week to complete</p>	
 <p><b>Fish &amp; Wildlife</b></p>	<p>Bring written records of completed requirements (5) and (6). Explore the 1,200 acres, streams and wilderness while at JNW.</p>	
 <p><b>Fishing</b></p>	<p>Meets at Joey Pavilion near the Project COPE/Rock Climbing area. Scouts should bring their own fishing tackle. Fish must be caught at camp for requirement (7). Fish fry Wednesday morning.</p>	
 <p><b>Fly Fishing</b></p>	<p>Meets at Joey Pavilion near the Project COPE/Rock Climbing area. Limited equipment available, if possible bring from home.</p>	
 <p><b>Forestry</b></p>	<p>Tour JNW's forest management operation while learning the natural history of New England. Extensive field work in the woods</p>	

 <p><b>Game Design</b></p>	<p>Could you be the person who creates the next “Monopoly” or “Fortnight”. Only one way to find out.</p>	
 <p><b>Geocaching</b></p>	<p>Learns the rules and tools. Do some searching of your own and design your own course. This badge, although not difficult, can be fairly time consuming.</p>	
 <p><b>Geology</b></p>	<p>Bring organized and labeled collection of 10 rocks or minerals for requirement (1).</p>	
 <p><b>Golf</b></p>	<p>For Older Scouts. Includes off-site trip. Scouts should bring their own clubs. Scouts will play 9 holes, an additional 9 holes will be needed for completion. This is not an Introduction to Golf Class.</p>	
 <p><b>Graphic Arts</b></p>	<p>The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards.</p>	
 <p><b>Insect Study</b></p>	<p>In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect.</p>	
 <p><b>Kayaking</b></p>	<p>Basic skills of flat water kayaking. A good course for younger scouts. Must be classified as Swimmer (Blue) to take this badge.</p>	
 <p><b>Landscape Architecture</b></p>	<p>Landscape architects design and plan the various outdoor spaces in modern communities – neighborhood parks, soccer fields, school grounds, places of worship, office parks, shopping malls, cemeteries, and lakes.</p>	
 <p><b>Leatherwork</b></p>	<p>Included in First Class Path. Bring leather boots or baseball mitt for reconditioning to meet requirement (3).</p>	


























 <p><b>Lifesaving</b></p>	<p>This is a rigorous badge for strong swimmers only. Must have earned Swimming merit badge and be qualified as "Swimmer". Bring long pants, and long-sleeved button-up shirt. <b>Eagle Required Merit Badge.</b></p>	
 <p><b>Mining in Society</b></p>	<p>The Mining in Society merit badge covers the history of mining, explores the status of mining in the 21st century, and introduces Scouts to modern mining careers.</p>	
 <p><b>Movie Making</b></p>	<p>Moviemaking is a way to tell stories visually through the art and science of motion picture photography.</p>	
 <p><b>Metalwork</b></p>	<p>Learn to use a forge, and work with metal in our Blacksmithing Shop. Not recommended for younger scouts.</p>	
 <p><b>Motorboating</b></p>	<p>Participants must have completed a State or Coast Guard approved boater safety course in order to take this badge.</p>	
 <p><b>Music</b></p>	<p>By appointment. Bring your own instrument or just your voice. Explore the world of those that have come before and share your own talent.</p>	
 <p><b>Nature</b></p>	<p>Requires individual projects involving birds, mammals, reptiles or amphibians, insects or spiders, fish, plants, and soils or rocks. Plan to complete some of them at camp. Serves as an introduction to more specialized E/Con merit badges.</p>	
 <p><b>Orienteering</b></p>	<p>Requires skill in use of compass and reading topo maps. Bring orienteering compass. We have a partnership with the New England Orienteering Club and a professional orienteering course at camp.</p>	
 <p><b>Painting</b></p>	<p>This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects.</p>	

 <p><b>Personal Fitness</b></p>	<p>Camp physical may be used for requirement (1a), bring report of dental exam for (1b). Complete fitness program for requirements (7), (8), and (9) and bring records to camp. <b>Eagle Required Merit Badge.</b></p>	
 <p><b>Photography</b></p>	<p>Photography offers a chance to be creative. Learn to use lighting, composition, depth, color, and content to make their photographs into more than snapshots</p>	
 <p><b>Pioneering</b></p>	<p>Excellent badge to work on as a patrol.</p>	
 <p><b>Plant Science</b></p>	<p>To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.</p>	
 <p><b>Plumbing</b></p>	<p>Plumbing, including pipe fitting, is an important and well-paid occupation. The industry is quite broad. It covers installations and repairs in homes, commercial properties, and factories.</p>	
 <p><b>Pottery</b></p>	<p>The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery.</p>	
 <p><b>Public Speaking</b></p>	<p>Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.</p>	
 <p><b>Pulp and Paper</b></p>	<p>Paper is everywhere in our lives. Every year in the United States, more than 2 billion individual books, 24 billion newspapers, and 350 million magazines are published on paper.</p>	
 <p><b>Radio</b></p>	<p>Offered in partnership with the Mohegan District Amateur Radio Group. Scouts will interact on WA1BSA. Evening time will be needed after Dinner to spend time with HAM Radio operators.</p>	

 <p><b>Rifle Shooting</b></p>	<p>Thorough safety training. Extensive practice required to meet marksmanship standards. May be taken together with the Shotgun Shooting Merit Badge. Safety requirements are similar.</p>	
 <p><b>Robotics</b></p>	<p>Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot.</p>	
 <p><b>Rowing</b></p>	<p>Must be qualified as "Swimmer". Requires practice in addition to class participation.</p>	
 <p><b>Salesmanship</b></p>	<p>By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems.</p>	
 <p><b>Scouting Heritage</b></p>	<p>Scouts will have the opportunity to visit the Nathan Hale Heritage Center on site to learn about the history of Scouting and camp.</p>	
 <p><b>Sculpture</b></p>	<p>Projects can be time consuming</p>	
 <p><b>Search and Rescue</b></p>	<p>A search is an emergency situation requiring a team of trained searchers to locate a missing person. By working on the Search and Rescue merit badge, you will learn and practice many skills that may someday save a life.</p>	
 <p><b>Shotgun Shooting</b></p>	<p>Thorough safety training. Extensive practice required to meet marksmanship standards. A \$20 fee will be attached for this badge.</p>	

 <p><b>Signs Signals and Codes</b></p>	<p>The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications.</p>	
 <p><b>Small Boat Sailing</b></p>	<p>A good introductory course in sailing. Not physically demanding, but additional out of class sailing time will be needed to master the skills.</p>	
 <p><b>Space Exploration</b></p>	<p>Extra fee for rocket kits and engines. This is an evening merit badge. Did you know that Pluto is no longer a planet?</p>	
 <p><b>Sports</b></p>	<p>Complete requirements (4) and (5) before camp. Bring your records.</p>	
 <p><b>Swimming</b></p>	<p>Fulfills an Eagle Scout requirement and opens the door to many other aquatic programs. Included in First Class Path. You must be rated as a swimmer to enter this badge</p>	
 <p><b>Sustainability</b></p>	<p>Parts of requirements 1-5 must be completed before coming to camp.</p>	
 <p><b>Water Sports</b></p>	<p>Merit Badge is offered by appointment and the scout must already be a very good water skier or wakeboarder prior to coming to camp. We have skis but you will need to bring your own wakeboard if that is your chosen watersport.</p>	
 <p><b>Welding</b></p>	<p>A first rate course in the safety and use of welding equipment. Some pretty cool stuff to bring home too.</p>	
 <p><b>Whitewater</b></p>	<p>Scouts <b>MUST</b> be Blue Swimmers and must have completed Kayaking Merit Badge prior to week at Camp. This is a very challenging Merit Badge. Includes an 8 hour off site trip on Thursday. <b>Minimum age 13.</b></p>	

 <p><b>Wilderness Survival</b></p>	<p>Should have earned Camping merit badge. Scout must have the maturity to spend night alone in the woods. Reserve Thursday night for individual sleep out.</p>	
 <p><b>Wood Carving</b></p>	<p>Time-consuming project involving sharp tools.</p>	
 <p><b>Snorkeling BSA</b></p>	<p>Introduction to the mask and the fin as well as basic underwater safety.</p>	
 <p><b>Paul Bunyan Woodsman</b></p>	<p>Great program for a patrol. The award recognizes advanced axemanship and teaching skills. Must have earned the Totin Chip. Offered by appointment in the afternoon.</p>	
 <p><b>BSA Lifeguard</b></p>	<p>Open to Youth and Adults. Youth must be at least 15 Years old per Boy Scouts of America's national standards.. Current CPR is required for certification to be valid. There is an intensive swimming pre-requisite that must be completed on Sunday to qualify for admission to the class, Significant time is needed outside of the scheduled class time to complete this certification.</p>	
 <p><b>BSA Aquatics Supervisor: Swimming and Water Rescue</b></p>	<p>National Program that provides Standard <u>Skill</u> Training for Supervision of Unit Swimming Activities. Will replace Safe Swim Defense as a certification to be documented on the Unit Tour Permit. <b>Must be 16 years or older prior to the training, must be a blue swimmer and submit written evidence of physical fitness.</b></p>	
 <p><b>BSA Aquatics Supervisor: Paddle Craft Safety</b></p>	<p>National Program that provides Standard <u>Skill</u> Training for Supervision of Unit Boating Activities. Will replace Safety Afloat as a certification to be documented on the Unit Tour Permit. <b>Must be 16 years or older prior to the training, must be a blue swimmer and submit written evidence of physical fitness.</b></p>	
 <p><b>Mile Swim</b></p>	<p>Allow time each day to practice. Mile Swim will take place on Thursday. All swimmers are required to have a personal spotter who can follow them in a canoe. Daily swimming practice is required prior to the event.</p>	
 <p><b>Paddleboard BSA</b></p>	<p>The fastest growing watersport in America. Learn the skills necessary to become an accomplished stand up paddleboarder.</p>	
	<p>Qualification shooting program provides incentive awards for developing and improving marksmanship skills. It's a drill. We</p>	

<p><b>NRA Rifle/Shotgun Qualification Program</b></p> 	<p>set the standards; you meet the challenge! Progression is self-paced and scores are challenging but attainable. Performance is measured against established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating.</p>	
<p><b>IRONScout JNW</b></p>	<p>Do the mile swim, and then continue on by Canoeing 1.5 miles, and then running two miles. Daily swimming practice is required prior to the event. Includes BSA's Mile Swim award. The event will be run on Thursday. Are you an IRONSCOUT?</p>	
 <p><b>ATV PowerSports</b></p>	<p>Age 14+, For Program requirements visit:  <a href="http://www.gotowebster.org/atv-powersports.html">http://www.gotowebster.org/atv-powersports.html</a></p>	

For More information visit:

[www.GoToWebster.org](http://www.GoToWebster.org)

