



June Norcross Webster Scout Reservation

2016 Summer Program Guide



A Connecticut Rivers Council Camp
BOY SCOUTS OF AMERICA



CONNECTICUT RIVERS COUNCIL

BOY SCOUTS OF AMERICA

Dear Scoutmasters & Senior Patrol Leaders,

Welcome to the 53rd season of camping at June Norcross Webster Scout Reservation. The 2016 camp staff is developing an exciting and fun-filled program of adventure and advancement for you and you're 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.

Now is the time for your Troop Committee to begin planning your 2016 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 boys 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.jnwebster.org

Yours in Scouting,



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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 six-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 60 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 thirty 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, one of whom 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.

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, Program 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.

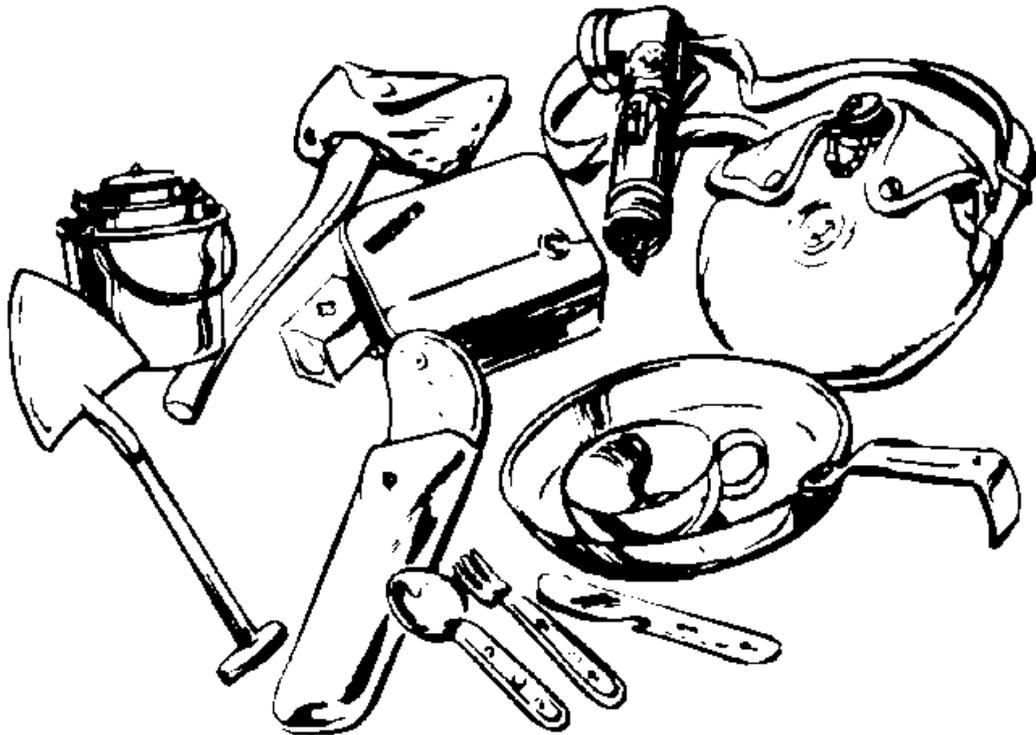
Tuesday Program Planning Meeting

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 the **Pre-Camp Program Planning Meeting at 7:00 P.M.** in the **Ludlow Chapel** (Dining Hall if foul weather). Dinner will be provided at **6:00 P.M.** - please make dinner reservations by calling the camp office (**860-429-9918**) by noon on Tuesday. 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 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 **\$90** for the week or **\$15** per day.



TROOP EQUIPMENT

Bring from Home

- JNW Program Guide
- First Aid kit
- American flag
- Troop 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
- Bulletin Boards

Available from Quartermaster

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

DID YOU KNOW?



The Cardinal in our Council's shoulder patch represents **J.N. Webster**. In 1995, the **Connecticut Rivers Council** came into existence, the logo of the state outline and Mountain Laurel was the logo of the former **Long Rivers Council** and the **Cardinal of JNW** was added to represent the former **Indian Trails Council**. Many people think it is the **Connecticut State Bird**. The Answer to that campfire trivia question is the **American Robin**.

WHAT A SCOUT SHOULD BRING TO CAMP:

CLOTHES:

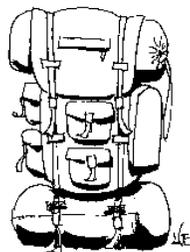
- Scout Uniform shirt, neckerchief, and hat
- Sneakers or hiking boots (2 pairs)
- Socks (6-7 pairs)
- Underwear
- T-shirts
- Swimsuit
- Beach towels
- Shorts
- Long Pants
- Jacket
- Sweater / warm shirt
- Pajamas or sweat suit
- Hat (shade & rain)
- Raincoat or poncho
- OA Sash

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 and film
- 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	Sheath knives	Fireworks
Alcoholic Beverages	Matches & lighters	Weapons of any kind
Computer games	Aerosol cans	
	Inappropriate literature	

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 # _____
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 boys.

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. When it is necessary to contact your son in camp, you should leave a number for a return call. It is almost always a time-consuming process to locate an individual camper and the phone line cannot be tied up while the search is going on. A call from home almost never has a beneficial effect on homesickness.

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 \$10**. Photo orders, with full payment, must be placed prior to the photo session.

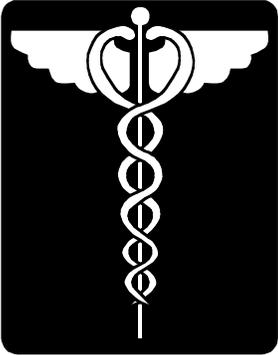
SPECIAL REQUIREMENTS The camp and staff seek to satisfy any special requirements needed for the health, safety and comfort of campers and leaders. We can arrange special access to facilities, provide specialized equipment, satisfy special dietary needs, etc. Advance notice of such needs will make it 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 (9-12 AM, 2-5 PM, 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 boys, begins at 7:45 P.M. The price of the BBQ is **\$9.00** 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 - **\$5.00**, Lunch - **\$6.00**, Dinner - **\$7.00**.

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. This is a change from previous years when Scouts and Leaders under the age of 40 only had to have a physical every 3 years.*

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 regardless of Age:

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.

Medical Forms must be retained on file at camp and WILL NOT BE RETURNED. Please make a copy.

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 **1:00 and 2:00 P.M.** 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 boys 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 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 (\$9.00 for adults, \$6.00 for kids 10 and under) and Troop Photograph (\$10.00) to be taken Tuesday afternoon (*Only for Parents or Guests*)
- Be sure that Scouts have medical forms and all needed medications

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 boys 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 boys to tents, stow their gear, and have them change into swim trunks.

Step 3: With shoes, towels, and all medications, bring Troop to 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: Bring Troop to the waterfront for swim evaluations. Our experienced waterfront staff will provide an orientation for all leaders and boys. 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. Boys with same-color buddy tags should pair up now and stick together for all activities for the week.

Step 5: Bring Troop to the Greer Dining Hall to meet the Steward, get table assignments and receive dining hall orientation.

Step 6: Back to the campsite to relax and prepare for Flags & Dinner.

Sunday Evening Schedule

5:45 PM	Evening Colors & Announcements – Sports Field
6:00 PM	Dinner – Greer Dining Hall
7:00 PM	Program Refinement Meeting (Unit Leaders) – Handicraft Lodge
7:00 PM	Shooting Sports Orientation (All Scouts) – Council Ring
8:15 PM	Opening Campfire/Show – Meet at the Scout Law Trail Head
10:00 PM	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 boys and leaders will be given a blue, red or white buddy tag based on their swimming skill level.

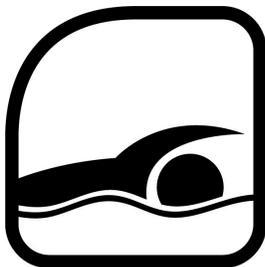
The BSA Swimmer Test "demonstrates the minimum level of swimming ability required for safe deep water swimming."

"Jump feet first into water over the head in depth, level off and begin swimming. Swim 75 yards/meters in a STRONG manner using one or more of the following strokes: sidestroke, breaststroke, trudgen or crawl; then swim 25 yards/meters using an easy resting backstroke. The 100 yards/meters 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 into water, 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 NON-SWIMMER, 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 boys. 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 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. Sandals are allowed.

BICYCLES Scouts who are participating in the Cycling Merit Badge may bring their own bikes to camp. It is only to be used for Merit Badge Activities, Troop Rides, and off-site bike trips. When not in use the bikes must be securely stored in the campsite, vehicles or camp storage. **Scouts are not to use bikes for general transportation.** Leaders may bring bikes and they are expected to use them responsibly. Please see the Mountain Bike Director with any questions. Remember we do provide bikes for activities. Any bike brought from home is subject to a safety inspection by the department.

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

COMMISSIONER SERVICE A member of the Commissioner's staff will be assigned to your Troop as your Program Commissioner. The Commissioner's job is to help your unit get the most out of its stay at Camp. Commissioners are familiar with the programs and resources available in Camp and they know Scouting. If in doubt, ask your Commissioner.



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 boys 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 or until the "All Clear" signal (two blasts of an Air Horn) is heard.



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. Bring your prize catch to the Joey Pavilion to be weighed and measured for entry in the Camp Fishing Derby.



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."

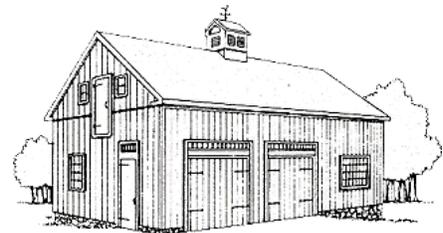
Please do not put empty propane cylinders in the dumpsters. Contact the Camp Ranger for disposal instructions.



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 three years of the last day of your camp week or within one year for adults over the age of 40).

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 boys 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 quietly and 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 returns unused food to the kitchen, 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 boys' parents before camp to determine if this may be necessary.

MORNING COLORS and EVENING RETREAT Each morning at 7:45 A.M. (weather permitting) 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



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 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 boys 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 after dinner on Wednesday 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, 6, 7, 8 and 12. Separate shower facilities are provided for adults and youth campers in other sites. Male adult leaders may also use the staff (inside) showers. Scouts use the outside showers. In addition to the campsite showers, Female leaders may use the shower and toilet facilities at the office building. 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.**



Please don't say "**SIGN'S UP!**" When it is necessary to get your troop's attention, put up the Scout sign. Never shout, "Sign's up!" You might as well tell them to "shut up!" Be patient.

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 will use discretion 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 boy's spending money should be kept in a separate envelope in a locked box, along with any other valuable items. You can help boys spend wisely by keeping track of expenditures.

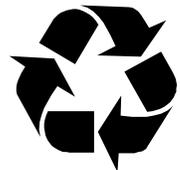
TELEPHONES The camp telephone is for camp business and emergencies only. The telephone number is **(860) 429-9918**. When it is necessary to contact a person in camp, the caller should leave a number for a return call. It is almost always a time-consuming process to locate an individual camper or leader in camp, and the phone line cannot be tied up while the search is going on.



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, 9-12 A.M., 2-5 P.M., 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, neckerchief, and khaki shorts (or trousers, if cold. 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 tied 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 bluecards, photos, mail, and patches.
5. Reserve site for the 2017 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 2016

Daily Camp Schedule

6:30	POLAR BEAR SWIM & FISHING MERIT BADGE
7:00	REVEILLE
7:30	WAITER'S CALL – Waiters report to set tables for breakfast.
7:45	MORNING COLORS & ANNOUNCEMENTS – Sports Field
8:00	BREAKFAST - Assemble Troop at door. Stand at table until after Grace.
8:30	SITE / AREA CLEAN UP - Clean campsite & prepare for inspection.
9:00-9:50	ADVANCEMENT PROGRAM
10:00-10:50	ADVANCEMENT PROGRAM
10:15	Scoutmaster's Coffee – Greer Dining Hall Porch
11:00-11:50	ADVANCEMENT PROGRAM
11:45 - 12:50	LUNCH - Buffet Style
1:00	SIESTA - Quiet time in site.
2:00-2:50	ADVANCEMENT PROGRAM (Open Aquatics & Shooting Sports)
3:00-5:00	TROOP ACTIVITIES in PROGRAM AREAS
5:30	WAITER'S CALL - Waiters report to set tables for dinner.
5:45	EVENING COLORS & ANNOUNCEMENTS – Sports Field
6:00	DINNER - Assemble Troop at door. Stand at table until after Grace.
7:00	CAMPWIDE ACTIVITIES/OPEN PROGRAM AREAS
8:00	ACTIVITY IN TROOP SITE & Special Programs
10:00	TAPS/LIGHTS OUT/QUIET TIME



10:15 AM SCOUTMASTER's COFFEE Scoutmasters and Unit Leaders are encouraged to meet with the Director, Ranger, Commissioners and other key staff on the Greer Dining Hall porch daily at 10:15 AM to get news, discuss concerns, share ideas and take advantage of a little needed adult company.



SPL COUNCIL The Senior Patrol Leader from each troop in camp are encouraged to attend the Senior Patrol Leader's Council meeting held after lunch with the Program Director, Camp Commissioners, and other key staff. The SPL Council will assist Camp Staff with planning camp-wide activities and inter-unit programming. SPL's will have a special table at lunch to meet and eat with camp management.