



June Norcross Webster Scout Reservation

2019 **Cub Resident/WOW** Leader's Handbook



A Connecticut Rivers Council Camp

BOY SCOUTS OF AMERICA

WELCOME to CUB CAMP at J. N. WEBSTER

On behalf of the J. N. Webster Camp Staff, we welcome you and your den/pack to Resident Camp— a week of fun! The J. N. Webster Staff has planned a safe, fun-filled program for your Scouts. We are here to serve. If you have a special request, please let us know, and we will try to accommodate you.

This Program Guide has been assembled to provide you with the information needed to prepare your Den for camp and to serve as a handbook of camp routine and regulations.

Working together, we can provide our boys with a week of memories to last a lifetime. Look for late-breaking news on the J. N. Webster web site www.jnwebster.org . **We look forward to meeting you at Camp for the Leader Orientation Meeting on Tuesday, August 6, 2019**

Pat Boyd – **Reservation Director**

Pat.Boyd@scouting.org

WHAT IS MY ROLE AS A UNIT LEADER IN CAMP?

Your prime responsibility as a unit leader is the supervision of your Scouts, in your site, at meals and as they move between program areas. To do this in accordance with B.S.A. policy, your Den/Pack must at all times, be under the supervision of two BSA registered adults, one of whom must be at least 21 years of age. Two leaders may attend camp free of charge. If you have more than 10 boys, one additional leader for each 5 additional boys, or fraction thereof, may attend free. Additional leadership will be charged the cost of meals, **\$10 for the week**, \$18 per day.

You'll probably act as Mom and Dad at some time for each of the boys. You will have the opportunity to review advancement requirements with each of your Scouts and to record them in their Webelos books. Plan to take the swim test on Sunday. As a Swimmer, you will be able to take the boys out in a row boat. If you fish, bring your rod. You may also be asked to assist staff in the various program areas. On the waterfront, we may ask you to act as a lookout. At the archery range, you could help a boy perfect his aim. There will be opportunities for handicraft and other projects. We will rely on you to support your Scouts in Camp activities. But, don't forget to have some fun! That is what camp is all about.

Camping contributes to the development of self-reliance and resourcefulness by providing learning experiences in which campers acquire knowledge, skills, and attitudes essential to their well-being.

PRE-CAMP ORIENTATION MEETING – August 6, 2019

Den Leaders are invited to the Pre-Camp Orientation and Training meeting at 7:00 P.M., Tuesday, **August 6**, in the Ludlow Chapel at J. N. Webster. Dinner at no cost, is provided at 6:00 P.M., please make dinner reservations by calling the camp office (**860-429-9918**), by noon, Tuesday. If you can be here early, we will take a walking tour of the Camp.

At the meeting, camp site assignments will be made and we can help you with any questions you have about bringing your Den to camp. Medical Forms will be reviewed by the Camp Nurse to ensure that all is in order and so that buddy tags will be ready for your Pack when you arrive on Sunday. Please let us know of any special needs - medical, physical, dietary- of any Scouts or Leaders, 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 Den/Pack be represented.**

- + Bring this book with the completed forms.
- + Bring medical forms for all Scouts and Leaders. Make sure they have been **signed by the boy's parents** and by the **physician**. Physician's signed authorization needed for each prescription medication brought to camp.

GEAR FOR THE DEN CAMP SITE

- Lawn chair (your back will thank you!)
- Board games, card games, checkers, etc.
- Den/Pack library with materials on Scoutcraft, nature study, songs, skits, etc.,
- Clipboard
- Knapsack to carry Den's stuff
- Camp lantern (Recommend battery or propane)
- Ice chest for snacks
- Axe, bow saw for campfire wood, matches, rope for the axe yard.
- Unit flags (Pack flag and American flag), harnesses, and stands.

CAMP FACILITIES

June Norcross Webster Scout Reservation has operated continuously since it opened in the summer of 1964. J. N. Webster comprises 1100+ acres of hardwood forest land located on the north side of U.S. Rt. 44 and the east side of CT Rt. 89 just east of Warrenville in the Town of Ashford, CT.

Goss Pond, our 30+ acre man-made lake is completely within the camp and provides for a full range of aquatic activities including swimming, rowing, canoeing, fishing, and snorkeling.

We eat three hot meals per day in the Josephine and Jesse Greer Lodge – the J. N Webster dining hall. The Dining Hall seats about 250 for meals and includes a kitchen with food preparation facilities to support that level of operation. Your campsite becomes the trail kitchen when the boys prepare a foil lunch on Friday.

The camp includes 12 campsites, each of which includes a permanent latrine/washstand structure. Six sites are equipped with a two stall shower house. Each site is equipped with platform mounted 2-man wall tents with cots and mattresses, and a sheltered picnic table. Various leaders' facilities are provided so that each campsite can be configured to accommodate 1, 2, or in one case 3, Dens of various sizes from <8 to 40 or more campers.

A well equipped Health Lodge is in place with a qualified staff to deal with minor illnesses and injuries. More serious cases are referred to Day-Kimball Hospital in Putnam, CT.

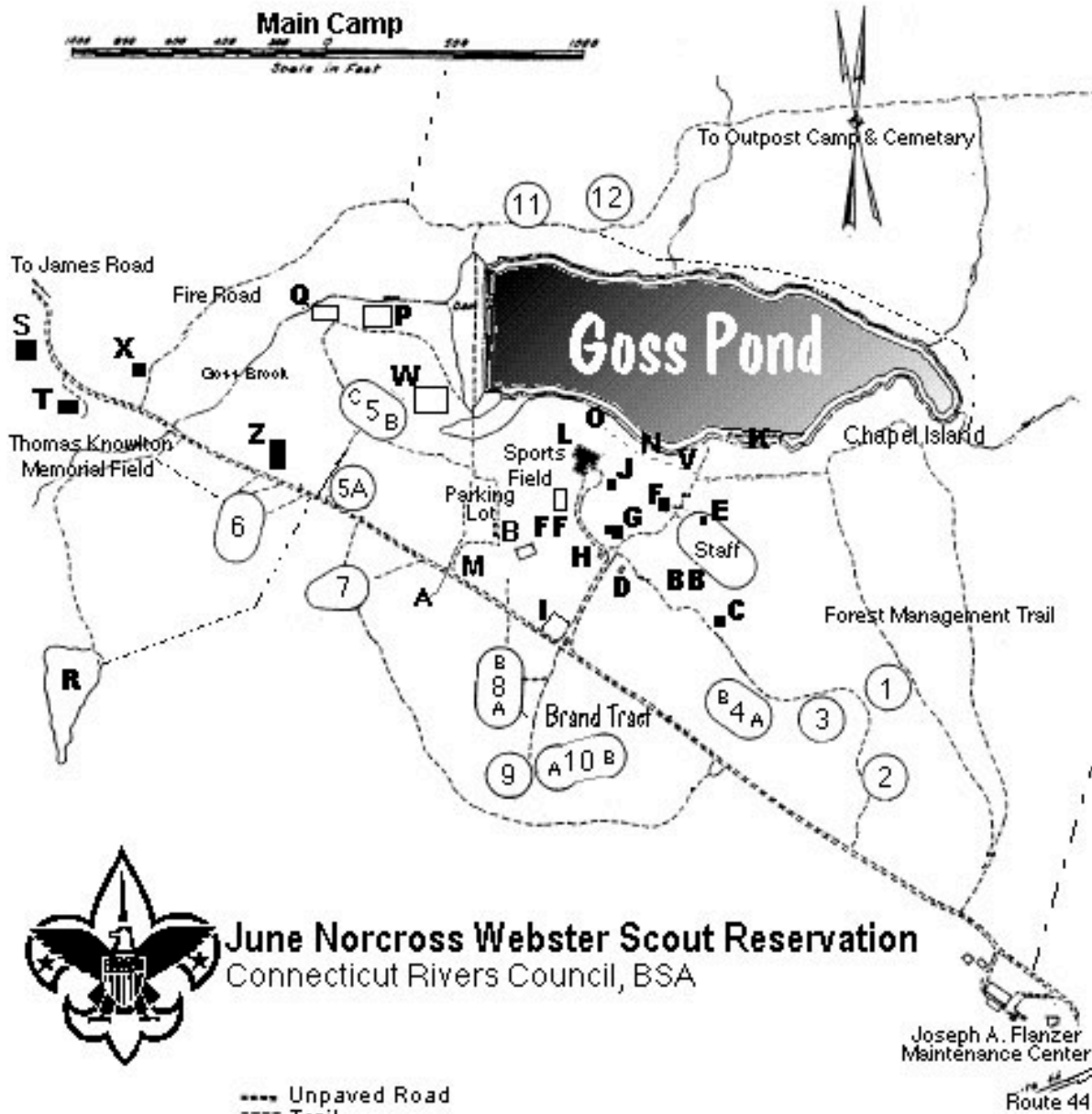
The camp Trading Post has for sale a variety of candies and snacks, ice cream, handcraft articles, souvenirs, minor uniform parts, handbooks and toilet articles and necessities.

The shooting sports program includes a rifle range for firearms safety and marksmanship training with BB-guns, and an Archery range. When the boys return, as Boy Scouts, to camp with their Scout Troop, they can learn to shoot a 22-caliber rifle on the rifle range and a Shotgun on the skeet range.

Other Program areas include facilities for Handicraft, Ecology/Conservation, Scoutcraft, bouldering and Field Sports. The camp has a network of hiking trails and fishing in Goss Pond is great!



SITE MAP of the JUNE NORCROSS WEBSTER SCOUT RESERVATION



June Norcross Webster Scout Reservation
Connecticut Rivers Council, BSA

Joseph A. Flanzer
Maintenance Center
Route 44

- Unpaved Road
- ... Trail
- (2) Campsite

Key to Map

Ashford, Connecticut

1 Sasquig	11 Unkawa	I First Class Path	S Mordavsky Pavillion
2 Kongsct	12 Algonquin	J Campmaster's Cabin	T Perrageaux Activity Center
3 Winnaugun	A Ranhoff Lodge	K Waterfront Center	Y Howard Ludlow - Memorial Chapel
4 Nashawog	B Lodge Chief's Pavillion	L Greer Dining Hall	W Climbing/COPE
5 Wequpaug	C Main Shower House	M Trading Post	X Harvard H. Ellis Director's House
6 Cowassit	D Handicraft Pavillion	N Scout Law Trail	Z Chip's Cabin
7 Chipatachaug	E Staff Row Cabin	O Amphitheater	BB Snokey Flats / Outdoor Adv.
8 Mashentuck	F Agnew Health Lodge	P Archery Range	DD Basketball Court
9 Nipmuck	G Office Building	Q Rifle Range	FF Volleyball Court
10 Kattywumpus	H Boat House	R Shotgun/Skeet Range	

WHAT TO BRING TO CAMP

CLOTHES:

- Scout shirt, neckerchief, hat
- Sneakers or hiking boots (2 pair)
- Socks (6-7 pairs)
- Underwear
- T-shirts
- Swimsuit
- Beach towels
- Shorts (blue or khaki)
- Long Pants
- Jacket
- Sweater / warm shirt
- Pajamas or sweatsuit
- Hat (shade & rain)
- Raincoat or poncho

A Scout is Clean:

- Towels (2 or 3)
- Wash cloth
- Comb or hair brush
- Toothbrush & toothpaste
- Soap
- Shampoo
- Bag for dirty clothes
- Handkerchiefs or tissues
- Mosquito repellent - **Non-Aerosol!** "bug spray" dissolves tent waterproofing
- Sunscreen

GEAR

You'll need this stuff:

- Sleeping bag or 2-3 warm blankets + sheet
- Pillow
- **Webelos Book**
- Flashlight

You'll want this stuff:

- Notebook & pencil
- Fishing rod & tackle
- Folding pocket knife
- Knapsack
- Camera, film
- Compass
- First-aid kit
- Wallet - money
- Canteen/water bottle

PLEASE PACK SWIMSUIT, TOWEL, AND MEDICATIONS AT THE TOP OF THE GEAR SO THAT THEY CAN BE FOUND QUICKLY ON ARRIVAL AND CHECK-IN

COSTUMES and GEAR for the Theme Days The Staff will be ready, Will you?

We suggest that each item of clothing and equipment be labeled with Scout's name, Den/Pack number to help in returning items lost at camp.

Please leave inappropriate clothing such (Alcohol & Tobacco References) and camouflage gear at home.

We cannot overstress the importance of bringing the Webelos Scout Book to camp. All advancement in camp is recorded in each boy's Webelos Book by the Den Leader.

WHAT TO LEAVE HOME

Radios or TV's
Sheath Knives
Obscene Literature

MP3, CD, or tape players
Matches & Lighters
Fireworks

Computer Games
Aerosol Cans
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. While Den Leaders will keep spending money, cameras, pocket knives and other valuables in a locked box, June Norcross Webster is not responsible for any lost valuables. Remember a Scout is TRUSTWORTHY.

CAMP INFORMATION FOR PARENTS

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

Scout's Name _____ Den /Pack# _____
C/O June Norcross Webster Scout Reservation
231 Ashford Center Road
Ashford, Connecticut 06278

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.

DEN PHOTOGRAPH Tuesday after lunch, a professional photographer will come into camp to photograph each unit present. 8" x 10" color prints are available for **\$10.00** each. Photo orders, with full payment, must be placed on Sunday at registration.

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 help make it easier for staff and camper alike.

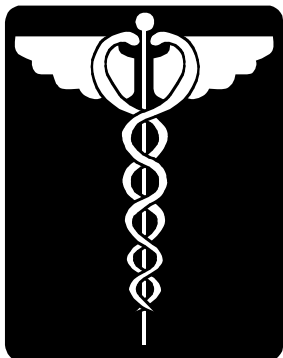
TRADING POST The Trading Post carries handicraft supplies, Scouting materials, Camp T-shirts and etc., J. N. Webster patches, and refreshments. It is open during normal program hours 9-5 , 7-8 PM daily. Den Leaders should safeguard boy's spending money.

FRIDAY EVENING BBQ and CAMPFIRE Plan to join your son and his Den for a Chicken Barbecue and the closing Campfire on Friday. Closing Ceremony at 5:35, Dinner is at 6:00 P.M., with a campfire program, put on by the boys, beginning at 7:15 P.M. The price for the BBQ is **\$10.00** for adults, **\$6.00** for children under the age of 10. **Reservations should be made for the Barbecue on the preceding Sunday.** Tickets may be paid for in advance or at the Barbecue. Registered Campers do not pay for the meal.

VISITORS All visitors (except Friday evening) must sign in at the camp office and get a visitor's pass. A Ticket for meals in the Dining hall is priced at: Breakfast - \$6.00, Lunch - \$7.00, Dinner - \$8.00.

ILLNESS or INJURY: The Health Lodge is prepared to handle camp illnesses and injuries, and is staffed by a resident Health Officer (Registered nurse or EMT) 24 hours a day. Arrangements have been made for emergency treatment at Day-Kimball Hospital in Putnam CT.

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 1:30 P.M.**

Consolidate gear for transport to the Den site. It is the Den's job to transport gear to the campsite. 1 truck per Den 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 Den site.* Parking on roads prevents the delivery of gear to your site. The camp will be open at **10am** for any **Den Leader** to move gear into campsites. Only Den Leaders are invited to join the staff for lunch at 11:30. We can answer any leader's questions over lunch on Sunday.

Before parents leave:

- Collect money for Friday Evening BBQ (\$10.00 for adults, \$6.00 for kids 10 and under) and Den Photograph (\$10.00) to be taken Tuesday afternoon
- Be sure that Scouts have medical forms (if not turned in at Leader's Meeting) 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 Den photos.

Step 2: Find the recycle bin with your Pack # on it. Have boys gather in that area and meet the Site Guide, who will guide your Den to your campsite and escort the Den 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, your Site Guide will bring your Den to the Health Lodge for a medical recheck. Please have Scouts wait quietly in line at the Health lodge. The Health Officer must review each form and then record and store all medications. Buddy tags for the waterfront will be issued.

Step 4: Bring Den 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 Den to the Greer Dining Hall to meet the Steward, get table assignments and receive dining hall orientation.

Step 6: Return to camp site, to settle in and prepare for retreat ceremony on the parade field, in uniform at 5:45 P.M. Send your waiters to set tables for Dinner at 5:30 P.M.

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). A "Swim Test" is administered by the Waterfront Staff as a part of the Sunday check-in process and 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 the Elementary 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. Scouts must make an appointment with the waterfront staff to be re-tested during their regular swim times.

Swimming instruction, and testing to qualify for the Aquanaut activity badge will take place during the daily program periods, beginning Monday.



FIRST NIGHT in CAMP

- 7:00 P.M. A camp safety orientation for the scouts will begin at 7:00 P.M. After escorting your Den/Pack to the Council Ring, one leader from each Den should go to the Handicraft lodge for a Leader's meeting to review emergency procedures, and to wrap up any last minute program scheduling. The leaders meeting will conclude at 8:00 P.M.



- 8:15 P.M. Meet Den at entrance to Scout Law Trail (just below Health Lodge) for opening campfire show put on by the staff
- 9:15 P.M. Return to site for Taps at 9:30 P.M.

Settle Down! Tomorrow's a big day in Camp!



J. N. WEBSTER 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 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 your Commissioner, the Camp Director or the Program Director 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.

BUDDY SYSTEM At any time a boy leaves the Den/Pack campsite, he will be either with his Den Leader or with his buddy. There will be many opportunities for boys to do things independent of their Den - fishing, work at handicraft, etc., but he is **never to go by himself**.

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 items 1-13 on the Daily Camp Site Inspection Sheet that you will have posted on your bulletin board. The intent is to aid you in keeping a safe and clean camp site, not to "nit-pick" your standards of "campkeeping".

CAMP RANGER is Skip Young. The Ranger's staff is here to help you with any problems or special needs involving the Camp's physical facilities. He will identify a Camp conservation service project for your Den/ Pack. Skip brings morning coffee to sites beginning at 6:00 a.m.

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 Camp 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 Den/Pack as your Commissioner. The Commissioner's job is to help your unit get the maximum benefit from 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 the costs of repair or replacement. Replacement costs include: mattress - \$30.00, bunk - \$95.00, canvas tent - \$300.00, broom, shovel, or rake - \$10.00, wash house brush - \$5.00, flag halyard - \$2.00.

DEN CHIEFS If needed, we can provide your Den with a Den Chief, who will serve as your guide to camp and can assist you in working with your boys. He will live in your site and accompany your Den to activities and meals. These young men are Scouts who have spent 1 or 2 weeks at camp in the Counselor-In-Training program in which they learn leadership skills and assist in various program areas, and have been selected to return for the week as Den Chiefs. Cost for a Den Chief will be **\$100** for the Week.

DISCIPLINARY ACTION for SEVERE MISCONDUCT The Scout Oath and the Scout Law are the basis for the proper conduct of everyone at camp. Den Leaders should be aware and inform their scouts' parents, that the scouts who show severe misconduct will be removed from camp, by the parent, at any time. The camp staff will first inform the Den 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. Also: 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 where appropriate referral to law enforcement agencies.

EMERGENCY SIGNAL

GENERAL EMERGENCY SIGNAL

1. The General Emergency signal is the constant sounding of the Emergency 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:

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 / Ranhoff / Cornell Lodge

Campsites: 8, 9, 10 = Trading Post/ Heritage Center/Dining Hall

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

FIRE BUCKETS and BARRELS Each campsite latrine has a 55-gallon "fire barrel" as a ready source of fire fighting water. This barrel should be kept full and "topped off" daily. To avoid soil erosion, don't tip it over. An ample supply of "Fire Buckets" (#10 cans) should be available and full when 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 "EMERGENCY SIGNAL" on previous page).

FIRE GUARD PLAN Each Den/Pack will be issued a Camp Fire Guard Plan chart at check-in. This chart should be filled out, posted on the bulletin board, and FOLLOWED during 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.

FIRE in SITE

- (1) Gather boys and move to safe place, take roll.
- (2) Send two runners to camp office to report fire and register that all Scouts and leaders in Pack # ___ are present (and account for whereabouts of anyone not physically present).
 - (a) If you have a cell phone, call 911 to report fire in campsite # ___ at Boy Scout Camp Webster.
 - (b) Call the camp office at 429-9918 to report fire and insure that 911 was called.
- (3) The Ashford Volunteer Department does not want Scouts fighting fires. Safety of boys is most important. If, however, you believe fire can be safely fought using fire buckets and hose, let an adult do so. If fire in tent, kick, out poles to collapse as shown in fireguard chart

FIREARMS and 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. Scouts should bring their own personal fishing gear. Bring your prize catch to the Joey Pavilion (South end of dam) 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 the 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 resident in camp must have a current and proper 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 - within one year for adults over the age of 40).

HONOR CAMPER Each Pack 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.

The Honor Campers are recognized at the Friday night campfire. Please turn in your Honor Camper nominations by lunch time on Friday.

ILLNESS or INJURY Any illness or injury, however slight, occurring at camp must be reported to the Camp Health Officer or 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 latrine. Unit leaders are requested to make every effort to insure that food scraps, trash, junk and other non-biodegradable materials are not thrown in the latrines. Latrines should be kept in a neat and sanitary manner 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 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 log book 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, check at the Camp Office. Parents should check lost and found on Friday evening.

MEALS

Meals are served "Family Style" for breakfast and dinner and "Buffet" for Lunch, with up to 10 people at your Den's assigned table. Scouts and Leaders are asked to enter the Dining Hall quietly and stand at their table until after Grace. Leaders should supervise serving so that everyone gets a fair portion and everyone gets a chance to try each entrée. Meals will be followed by a brief period of announcements, singing, merriment and general tomfoolery. The Den remains at their table until dismissal.

The Steward will instruct the Den in dining hall etiquette and waiter's responsibilities during Sunday afternoon orientation. There should be one or two "waiters" for each table. The waiters report to the Dining Hall Steward 25-30 minutes before each meal to set the table and prepare for serving food. During the meal, the waiter, and only the waiter, picks up the food at the serving windows and delivers 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 Den 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 boy's parents before camp to determine if this may be necessary.

MORNING COLORS and EVENING RETREAT Each morning 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 uniform and Dens are requested to bring their Pack Flags to the ceremony. Each Den 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.

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

POCKET KNIVES A Scout's pocketknife is his most valuable camp tool, but also one that is easily lost and which must be used with care. Den leaders will collect their Webelos' knives and keep them in the tote bag provided - to be checked in and out as the boys want to use them. This is for safety and to ensure that the boys go home with the knife they brought to camp. Sheath knives, survival knives, and pocket knives 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 camp sites 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 camp site, please notify the Ranger.

RABIES is a fatal disease of the central nervous system caused by a virus transmitted by the bite or saliva of an infected animal, most commonly a raccoon, skunk, fox, or a bat. Teach boys to avoid contact with wild animals. Any animal that acts friendly, uncoordinated, or aggressively, may actually be sick with rabies. Post the Rabies Alert Poster on bulletin board. Please notify the Camp Director of any raccoons, skunks, or other potentially rabid animals seen during daylight in camp.

RACCOONS are native to J. N. Webster and will be found where there is food, including in Scout's tents. The same applies to skunks, which are becoming more common around camp. To minimize chances for a raccoon raider, and **potential rabies exposure** in your camp site, keep all food put away, hang the trash bag off the ground and generally keep the place neat and clean. **DO NOT KEEP CANDY, FRUIT, CHIPS OR ANY OTHER FOOD IN TENTS.**

RELIGIOUS SERVICES A "Scouts Own" interfaith service will be held at 7:00 p.m. on Wednesday evening in 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 Vespers services will be held during week. Be sure to invite your Pastor, Priest, Rabbi or the Chaplain of your institution to visit camp.

SHOWERS Showers for Scouts and Leaders are installed in sites 2, 5, 6, 7, 8, 9-10, and 12. Separate shower facilities are provided for adults and youth campers in other sites. Male Adult leaders use the Staff (inside) showers. Youth campers use the outside showers. Female leaders may use the shower and toilet facilities at the office and Health Lodge. 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 the scouts' attention, put up the Cub Scout or Boy Scout sign. Never shout, "sign's up!" (you might as well tell them to "shut up!"). Be patient. It would be a good idea to remind boys at the outset, that the two fingers of the Cub Scout sign represent the ears of the wolf. When the wolf is listening, his ears are up and his mouth is closed – so that when they see the sign raised, Scouts should do as the wolf does – perk up their ears (raise the sign) and listen quietly.

SLEEP This 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 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, must 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 each expenditure.

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. A pay telephone is available at the Camp Office for return calls and general communication. This phone will only be used by campers when accompanied by a leader. Scouts use of the telephone should be discouraged. Calling home almost never has a beneficial effect on homesickness. FAX number is (860) 429-8133.

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 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 at CAMP At a Scout camp, everyone should look and feel like Scouts. The camp uniform is the Official Scout summer uniform, consisting of Blue or tan Cub Scout uniform shirt, neckerchief, blue or khaki shorts (or trousers if cold). Save the wild patterned shorts for the waterfront, and no cut-offs with frizzy ends. No camouflage clothing, please! 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. Please leave inappropriate clothing at home.

Wearing the Scout uniform helps contribute to Scout Spirit and helps unite the Den. 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.



DAILY SCHEDULE

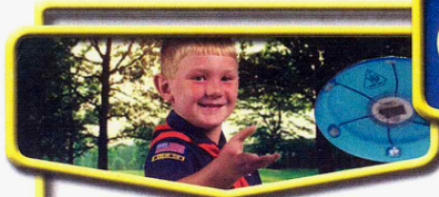
6:30	POLAR BEAR SWIM
7:00	REVEILLE
7:30	WAITER'S CALL - Waiters report to dining hall to set tables for breakfast.
7:45	MORNING COLORS -Class B uniform for the raising of the flag.
8:00	BREAKFAST - Assemble Den at door, stand at table until after Grace.
8:30	SITE / AREA CLEAN UP - Clean site/prepare for inspection.
9:00-9:45	WEBELOS ACTIVITY
10:00-10:45	WEBELOS ACTIVITY
11:00-11:45	WEBELOS ACTIVITY
12:00-12:45	LUNCH - Buffet style. Den eats at assigned table. Waiter cleans table and area.
1:00	SIESTA - Quiet time in site.
2:00-2:45	WEBELOS ACTIVITY
3:00-3:45	WEBELOS ACTIVITY
4:00-5:45	WEBELOS ACTIVITY
5:30	WAITER'S CALL - Waiters report to set tables for dinner.
5:45	EVENING COLORS - Class A uniform, to retire the colors.
6:00	DINNER - Assemble Den/Pack at door, stand at table until after Grace.
7:00	CAMPWIDE ACTIVITIES
8:00	ACTIVITY IN CAMP SITE

9:30 TAPS, LIGHTS OUT, QUIET TIME

SAMPLE DEN DAILY ACTIVITY SCHEDULE					
	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00	swimming	sports	boating	BB shoot	Pioneer demo
10:00	naturalist	handicraft	outdoors	forester	BB fest
11:00	archery	outdoors	sports	swimming	field games
12:00	LUNCH	LUNCH	LUNCH	LUNCH	FOIL
1:00	SIESTA	SIESTA	SIESTA	SIESTA	LUNCH
2:00	free/swim	swimming	archery	handicraft	watergames
3:00	whittlin'	Bouldering	geologist	readyman	warcanoes
4:00	boating	BB shoot	swimming	free/swim	free/pack

EVENING PROGRAM ACTIVITIES

- Sunday** Welcoming Campfire
- Monday** Ultimate Sleep Out
- Tuesday** Free play, fishing, and trading post
- Wednesday** Free play, fishing, and trading post
- Thursday** S'mores / Den Campfires
- Friday** Chicken BBQ and Closing Campfire (families invited)



Cub Scout Outdoor Activity Award

Tiger Cubs, Wolf and Bear Cub Scouts, and Webelos Scouts have the opportunity to earn the Cub Scout Outdoor Activity Award. Boys may earn the award in each of the program years as long as the requirements are completed each year. The first time the award is earned, the boy will receive the pocket flap award, which is to be worn on the right pocket flap of the uniform shirt. Each successive time the award is earned, a wolf track pin may be added to the flap. Leaders should encourage boys to build on skills and experiences from previous years when working on the award for a successive year.

Requirements

All Ranks

Attend Cub Scout day camp or Cub Scout/ Webelos Scout resident camp.

Rank-Specific

Tiger Cubs. Complete one requirement in Achievement 5, "Let's Go Outdoors" (*Tiger Cub Handbook*) and complete three of the outdoor activities listed below.

Wolf Cub Scouts. Assemble the "Six Essentials for Going Outdoors" (*Wolf Handbook*, Elective 23b) and discuss their purpose, and complete four of the outdoor activities listed below.

Bear Cub Scouts. Earn the Cub Scout Leave No Trace Award (*Bear Handbook*, Elective 25h) and complete five of the outdoor activities listed below.

Webelos Scouts. Earn the Outdoorsman Activity Badge (*Webelos Handbook*); and complete six of the outdoor activities listed below.

Outdoor Activities



With your den, pack, or family:

1. Participate in a nature hike in your local area. This can be on an organized, marked trail, or just a hike to observe nature in your area.
2. Participate in an outdoor activity such as a picnic or park fun day.
3. Explain the buddy system and tell what to do if lost. Explain the importance of cooperation.
4. Attend a pack overnighner. Be responsible by being prepared for the event.
5. Complete an outdoor service project in your community.
6. Complete a nature/conservation project in your area. This project should involve improving, beautifying, or supporting natural habitats. Discuss how this project helped you to respect nature.
7. Earn the Summertime Pack Award.
8. Participate in a nature observation activity. Describe or illustrate and display your observations at a den or pack meeting.
9. Participate in an outdoor aquatic activity. This can be an organized swim meet or just a den or pack swim.
10. Participate in an outdoor campfire program. Perform in a skit, sing a song, or take part in a ceremony.
11. Participate in an outdoor sporting event.
12. Participate in an outdoor Scout's Own or other worship service.
13. Explore a local city, county, state, or national park. Discuss with your den how a good citizen obeys the park rules.





BOY SCOUTS OF AMERICA DEN LITTER ASSIGNMENTS

In order to keep June Norcross Webster looking green and clean, we must all cooperate to keep the camp looking that way. Please use the time directly following the breakfast meal to police these litter areas. Of course, if none of us drops any litter, there will be no litter to pick up! Thank you.

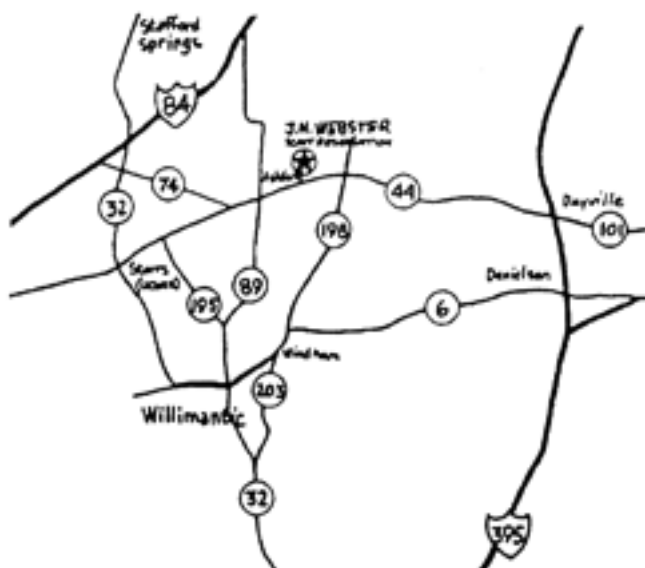
Site # 1	Sasqug	- Trail from dining hall to the health lodge.
Site # 2	Kongscut	- Road from Handicraft to site #2.
Site # 3	Wunnagun	- Road from Handicraft to the Waterfront.
Site # 4	Nashawog	- Horseshoe pit and first class path area.
Site # 5	Wequpaug	- Parking lot, and around trading post.
Site # 6	Cowassit	- Road from parking lot, to the shot gun range.
Site # 7	Chipatachaug	- Activity field and basketball court.
Site # 8	Mashentuck	- Around dining hall.
Site # 9	Nipmuck	- Parking lot next to Kitchen.
Site # 10	Kattywumpus	- Road from dining hall to site #10.
Site # 11	Unkawa	-Campfire circle.
Site # 12	Algonquin	- From flagpole, over the dam, to site # 12.

CAMP CHECK-OUT PROCEDURE

- When:** Friday afternoon beginning at 4:00 P.M.
- What:**
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 recycle tub to office with American Flag, **knife bag**, and site book
 4. Clear with Business Manager. Pick up photos, mail, patches.
 5. Clear with Health Lodge. Pick up medication.
 6. Deliver gear to the parking lot.

**Have a safe trip!
See you at camp next year!**

DIRECTIONS TO J. N. WEBSTER



From New London, Connecticut

I-395 North to RT 32 North at Yantic. RT 32 North to Willimantic over the Frog Bridge to RT 195. RT 195 north to RT 89 at Mansfield Center. Right at light on RT 89, North to Warrenville. Right at light onto RT 44 East. Camp on left at top of hill, just beyond Midway Pizza.

OR

I-395 to Exit 93 (Killingly). West on RT 101 to RT 44. Camp on right, past Hole in the Wall Gang Camp.

From Hartford, Connecticut

I-84 East to Exit 69, RT 74 (Providence). East on RT 74. Left onto RT 44 at light. RT 44 East, past signal at RT 89. Camp on left at top of hill, just beyond Midway Pizza.

OR

I-84 East to I-384 East in Manchester. I-384 to RT 44 in Bolton. RT 44 East to camp. Camp is 7 miles east of Storrs (RT 195), on left at top of hill, just beyond RT 89 and Midway Pizza.

From Worcester, Massachusetts

I-395 South to Exit 97 (Putnam). Follow RT 44 through the towns of Putnam, Pomfret, and Eastford. The camp is on the right in Ashford, just past the Hole in the Wall Gang Camp.

OR

RT 84 to Exit 72 (Westford), RT 89 South to RT 44. Take a left at the light. Camp is on the left at the top of the hill, just past Midway Pizza.

From Providence, Rhode Island

RT 6 West to RT 101 West towards Killingly (into Connecticut) to RT 44 West.(Pomfret). Follow RT. 44 through the towns of Putnam, Pomfret, and Eastford. Camp is on the right, past Hole in the Wall Gang Camp in the Town of Ashford.

DEN DUTY ROSTER

(Post on Bulletin Board)

Duty	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Breakfast Waiters						
Lunch Waiters		BUFFET	BUFFET	BUFFET	BUFFET	BUFFET
Dinner Waiters						CHICKEN BBQ
Latrine Clean-up						
Litter Patrol						
Firewood / Firewater						
Trash Duty						
Shower Clean-Up						

(Please Post on Bulletin Board)

**Do as Cubby sez,
not as Cubby duz!**



**No running in camp!
Always go with a buddy!**

POISON IVY



LEAFLETS in THREE? - LET IT BE!

Poison ivy grows as a vine on tree trunks or stone walls. Also trails along the ground forming upright plants. Commonly found on edge of clearings as for campsites, trails and roads. Poison ivy leaves are shiny and reddish when they first appear, but are green and dull for most of the summer. Berries are white.