2026 Cub Resident Leader's Handbook and Program Guide

A Connecticut Rivers Council Camp

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Please read this leader guide cover to cover as it details many of the goings on for camp. Please make sure someone from your Pack attends your Pack's scheduled leader meeting at camp the Tuesday before your pack attends camp! Do not hesitate to contact us if you have any questions.

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Dear Leaders and Parents:

Welcome to the 2026 Cub Scout Summer Camp Season!

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. We understand that this year presents many unique challenges and we are committed to keeping you and your scout safe and healthy. If you have a special request, please let us know, and we will try to accommodate you.

This Leader's Handbook and 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 scouts with a week of memories to last a lifetime. Look for late-breaking news on the J. N. Webster web site https://www.gotowebster.org. We look forward to meeting you at camp (via zoom) for the Leader Orientation Meeting on **Tuesday, August 6th, 2026.**

As you read through this guide, please don't hesitate to contact us with any questions or concerns you might have. We will get back to you quickly. Also, please make sure to share this guide with the parents of your Cub Scouts.

See you soon at Camp!

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Reservation Director
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2026 Cub Scout Resident Dates & Program Overview

RESIDENT (OVERNIGHT) CAMP

✎ Week # 7 - August 9th – 14th, 2026 *Resident Full Week – **BASE CAMP***
✎ Week # 7 - August 9th – 12th, 2026 *Mini-Week Session #1 – **BASE CAMP***

Full Week - Resident Camp

Operated at the base camp at JNW since 1979, this action packed one-week resident camp is designed for ambitious and adventurous Scouts as they complete their Cub Scout journey and prepare for Scouts BSA. For this week, the Scouts BSA base camp area is transformed into a themed Cub Scout Camp. The J.N. Webster staff has prepared a variety of activities for your Scouts to enjoy, including swimming, fishing, boating, campfires, shooting sports, and more! Scouts will spend the entire week in the outdoors -- staying in canvas two-man camp tents, eating meals in the base camp dining hall, and making fast friends from all over Connecticut. This program is open to ALL SCOUTS but is a great ***transitional*** camp for older scouts since Arrow of Light / Webelos Scouts will soon become Scouts. **This Year's Week 7 Cub theme is "The Age of Dinosaurs".**

Mini Week - Resident Camp

The Mini Week: Cub Scout Resident Camp gives Cub Scouts the opportunity to learn what overnight summer camp is all about. Cub Scouts will not only earn their rank advancement requirements, but they'll also have more fun than they could ever imagine! This Cub Scout Resident Camp Mini starts on Sunday and concludes on Wednesday morning. Cub Scouts will spend the night in the tents JNW provides and they'll eat their meals in the Dining Hall. Cub Scouts will have the opportunity to experience activities they normally can't do at a day camp or during their weekend campouts. The program will focus on helping Cub Scouts get a jump on their rank advancement for their next rank in the fall. **This Year's Week 7 Cub theme is "The Age of Dinosaurs".**

ALL 2026 Cub Resident programs are run out of the Base Camp.

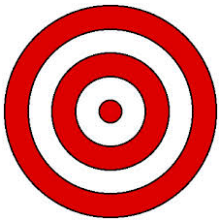
Program Areas Overview

Cub Scouts will travel as Dens under Pack leadership to the different program areas and participate in a variety of activities – some advancement related and some just a whole lot of fun – in each area. Dens will travel in a 'walkable loop' in one direction so that no activity is far from the last activity. Each Pack will attend the archery range, BB range, and waterfront every day and will participate in a variety of other unique activities throughout the week. When in an area, Scouts will receive instruction for learning a new skill, improving a current skill, or participate in games and crafts.

Boating and Swimming @ The Base Camp Waterfront

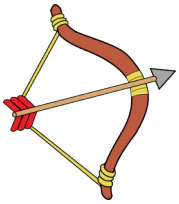
The waterfront is located on the on 23-acre Goss Pond. Cub Scouts will have their first opportunity to go for an invigorating swim each morning before breakfast during the Polar Bear Swim. Attend throughout the week, and Scouts and leaders can earn their Polar Bear patch and neckerchief. During regular Pack time, Scouts will practice swimming skills and play water games. Trained lifeguards are present at all times and provide supervision in the water, swim instruction, and a safe environment at all times. Cub Scouts and leaders can also take out paddleboats and row boats.

B.B. Range @ The O.K. Corral



The B.B. Range is all about learning the safe and proper way to handle and shoot a B.B. gun. Cub Scouts will learn respect for range commands and the importance of listening to the instructor. The B.B. range gives Cub Scouts a place to practice their hand/eye coordination skills with immediate feedback.

Archery @ The Base Camp Archery Range



The Archery Range is a safe area where Cub Scouts can hone their archery skills. In a safe environment, they will learn how to properly hold a bow and fire an arrow at one of the many targets available on the range. Scouts will learn to obey range commands from our certified archery instructors.

Sports @ Mountain Biking and Sports

Cub Scouts will make use of the sports facilities by playing various team games like soccer, ultimate Frisbee, and kickball. They will also be able to participate in individual games such as relay races or initiative games. Packs will have the opportunity to challenge other Packs to games, or the adult leaders can challenge the staff.

Nature @ ECON
Nature is all around camp, but there will be one place that is all about learning to appreciate nature in a fun and informative way. Scouts will play nature-oriented games that will allow them to learn without realizing it.

Scout Skills @ Outdoor Adventure and First-Class Path

There are certain skills that all good Scouts have, and it is good to learn those skills as a Cub Scout, so they become second nature to the scouts. These skills include knot tying, fire building, cooking, flag etiquette, and knife safety with the Whittlin' Chip that Bear Scouts and Webelos Scouts can earn.

COPE Games / Bouldering @ COPE & Climbing
Action Alley will feature a bouldering wall for Webelos / AOL and initiative games and COPE elements for all. This is an area of pure fun and will feature safe places to explore and fun games to play. Scouts will learn the importance of teamwork and communication.

Cub Crafts @ Handicraft
Located across from the Office, cubs and packs are offered the chance to paint, draw or create just about anything here. Make sure to ask the Handicraft staff about all the cool stuff available to make!

STEM @ APEX
activities and skills such as moviemaking, robotics and computer programming are all offered at APEX! The APEX Staff are all incredibly excited about all things STEM based so make sure to ask them lots of questions!

Fishing
Go fish! Your den will be able to go fishing in the 23 acre Goss Pond for bass and sunfish from several locations along the dam as well as a dedicated Cub Scout fishing dock. Fishing poles will be provided for the program area. Scouts are always encouraged to bring their own fishing poles for free time and siesta!

In addition to regularly scheduled program time, these areas are open during free time throughout the week so Scouts may return to their favorite activities. And if there is an activity that is not expressly offered but that you would like to participate in, just let the staff know. With a staff of over 100 on the reservation and many resources available, we just may be able to make it happen.

Special Programs and Important Events

This list details some of the special events that are offered during our various sessions of camp. These are subject to change according to schedules or weather. But rest assured, every evening during the week will feature a different camp-wide event that will bring all the Packs together for fun and fellowship:

Morning Coffee
In a long standing J.N. Webster tradition, the Ranger staff will deliver coffee to the leaders at the waterfront and campsites in the morning to give you that pick-me-up you may need to begin rousting your Scouts out of their bunks.

Polar Bear Swim
Take an invigorating swim in Goss Pond early each morning before breakfast as the steam rolls off the lake. The air may be cold, but the lake will be warm! Staff will meet you at your campsite to lead you down to the waterfront for the 6:30a.m. Polar Bear Swim. Attend throughout the week, and Scouts and leaders can earn their Whalers Club patch and neckerchief.

Leader Meetings:
There will be a leader meeting every day after morning flags and before morning programming, so that we can distribute information, answer questions, and address concerns. At least one leader from each Pack should attend. We truly value constructive criticism and it is the only way we can be sure everyone has a great week. So please let us know all your concerns, no matter how small they may seem. There will also be an anonymous comment box in the office.

Pack/ Den Photos:
Packs and Dens will have the opportunity to take group photos in Class A uniforms or Pack T-Shirts on Tuesday. These will be developed and printed before the end of the week and are available for purchase. The fee for an 8 x 10" photo is $10 and is due to the photographer when the photo is taken.

Evening Programs

Sunday Night Opening Staff Campfire:
Sit back and enjoy our songs, skits, and cheers as the Cub Country staff performs for you in our Council Ring. Scouts will be introduced to the staff that will work with them throughout the week. Cub Scouts are welcome to sing along, laugh, and respond to staff prompts!

Monday Night Soccer!
Come down to the Parade field after dinner and challenge the Staff to a game of soccer! Do you think you have what it takes to beat the staff?

Tuesday Night Taco-Souras Rex:
Taco Tuesday? Well come on down to enjoy our very own Taco-Souras Rex program for some tasty snacks along with a Dino Themed Movie night!

Wednesday Chapel Services and Sea Shanties!
Wednesday night bring your Scouts to the Chapel. And as a Scout is Reverent, there will be a brief interfaith service. Wednesday is sea shanty night! We will have a special guest who will lead all the cubs and scouts in sea and pirate related chants and songs.

Wednesday Night Dino Pioneer Overnight:
Tailored exclusively for Webleos and AOL; experience a night under the stars with games, activities and special treats. This activity is a cub leader free experience - Supervision provided by camp staff.

Thursday Night Ultimate Campfire w/ S'Mores:
Another Webster tradition in action, every Thursday at June Norcross Webster is campfire night! Be ready to head down to the spillway for a very special campfire!

Friday Afternoon Cub Carnival:
To close out the week with a bang, there will be a camp-wide waterfront carnival or field games on Friday afternoon. Packs are encouraged to have their gear packed and stored in the designated area before the carnival so the staff can transport your gear out of the site during the carnival.

Friday Night Closing Campfire:
This is a chance for the Cub Scouts to plan and perform songs, skits, and cheers for the staff and the camp. Please sign up for a spot on the schedule with a Program Director. All songs, skits, and cheers must be approved by the Program Director. Need a hand? Ask a staff member! The staff enjoys assisting when they can.

Theme and Theme 'Apparel'

The 2026 theme for all cub scout resident programs is **"The Age of Dinosaurs"** so make sure to have your Cub Scouts make and bring their own related costume and other related props. Their imagination and creativity are the only limit! Cub Scouts may choose to wear their costumes as much as they would like to, as long as they do not interfere with safety. Staff will be in costume for morning colors and breakfast, and for special events.

Daily Schedule

On Sunday or Wednesday each 'Den' will be given a program schedule that will detailly lay out your den's activities for the week. If there is a switch or change, you'd like to see happen please don't hesitate to talk to the Program or Resident Director. 'Pack time' can be used at a packs/ den's discretion. You could go fishing, take showers, go for a hike or simply just rest at your site! Here is an example of a Den Schedule:

Den 1

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
Morning						
6:30		Polar Bear				
7:00		Wake Up				
7:30		Waiter's Call				
7:45		Flags				
8:00		Breakfast				
9:00		Waterfront	APEX	FCP	Waterfront	Archery
10:00		First Responder	BB Guns	E/Con	Sports	APEX
11:00		Outdoor Adv.	Archery	Archery	Outdoor Adv.	FCP
Afternoon						
12:00		Lunch				
1:00	**Arrival	Siesta	Pack Photos	Siesta		
2:00	**Camp Tours	E/Con	Handicraft	Sports	E/Con	Handicraft
3:00	**Swim Tests	COPE	Waterfront	COPE	COPE	Water Carnival
4:00		BB Guns	Outdoor Adv.	Waterfront	BB Guns	
Evening						
5:30	Waiter's Call					
5:45	Flags					Parade-in-Review 5:30
6:00	Dinner					BBQ Dinner
7:00	Orientation	Soccer@ Main Parade Field	Pack Time	Sea Shanties @ 7:15	Pack Time	Closing Campfire
8:00	Opening Campfire	Pack Time	Astronomy Night @ Main Parade Field	Pack Time	Ultimate Campfire	
8:30						
9:30	Lights Out					

Pack Time can be used at Discretion of Leaders on a First Come First Served Basis. Fishing Always Available.

Information for Resident Camp Leaders

This section details information specific to leaders bringing their packs to camp.

There is a **pre-camp leader meeting** on the Tuesday one week prior to your camp session that you are highly encouraged to attend. Each pack should have representation at the meeting to find out the latest information for the camping season in regards to policy, forms, and other pertinent details that may have been updated or altered. Meetings are held on zoom each Tuesday.

All campers and leaders will stay in two-person wall tents on cots on wooden platforms. Bring a sleeping bag or bedding. Bug netting is recommended.

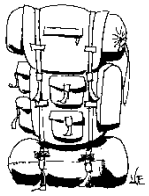
Washing and drinking water are in-site. There are latrine facilities adjacent to the campsites.

There is a shower and flush toilet comfort station facility located at the edge of the Main Parking lot. This comfort station is for the use of Scouts and Leaders. Each individual bathroom will have a shower, toilet, and sink. And since each bathroom is single use, there will be no need for scheduled "shower hours."

Three balanced meals are served daily in the Greer Dining Hall, prepared by a professional cook and kitchen staff. Multiple dining locations will be available.

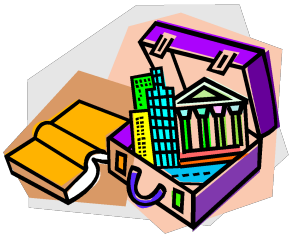
Health lodge staff, (RNs and EMTs), are always on duty while Scouts and leaders are in camp.

Suggested Gear List



Below is a suggested list of items that each Scout should bring to camp. Please note, due to the number of lost and found items each camp season, it is highly recommended that **each personal item be labeled with the Scout's name and pack number.** A few extra pairs of socks, an extra towel, and a spare pair of sneakers or boots can also make the difference between a great week and a cold, soggy week. Scouts are also not permitted to have pocket knives with them in camp if they have not earned their Whittlin' Chip. Leaders can hold onto the knives of Scout who expect to earn their Whittlin' Chip during the week. It is recommended that Scouts pack gear in a footlocker, duffle bag, or backpack.

<u>Clothing & Bedding:</u>
Daily change of clothing (shirt, pants/shorts, underwear & socks)
Complete Scout uniform
Comfortable hiking shoes or sneakers
Extra shorts or pants
Swim suit
Towels
Raincoat or Poncho
Pajamas
Sweater or Jacket
Sleeping bag & pillow



<u>Other Must Haves:</u>
Masks
Hand Sanitizer
Completed & signed medical form
Water bottle or canteen
Flashlight w/ extra batteries
A day pack for in camp use
Toothbrush
Toothpaste
Comb or Brush
Soap & Shampoo
More Socks!

<u>Optional:</u>
Disposable camera
Insect repellent
Sun screen
Wrist watch
A book to read
Fishing pole
Pencil, Pen, & Pad
Money for the Trading Post
Hat
Bug net w/ four long wooden dowels & four tennis balls
Water Shoes (to be worn at Waterfront only)

<u>Not Recommended:</u>
Radios
Game Systems
MP3 players
Mobile Phones
Valuables

Health Lodge Information:

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.

Check In Day

1. **Scouts and parents can arrive between 12:30pm and 1:00pm** on the Sunday/ Wednesday of their camp session**.** Scouts should unload their gear in the designated area in the main parking lot (staff will direct you upon entering the main camp entrance). Scouts and leaders/parents will be met by a member of staff who will act as your Pack guide for the day. Staff will move your equipment to the campsite.

2. **Once all of your Scouts have arrived,** your camp guide will lead you to your campsite. Parents are welcome to join you. The group will walk to your campsite, then tour the camp so your scouts and leaders know where all program areas and camp facilities are. Leaders should encourage Scouts to wear their bathing suit to camp to help keep changing time to a minimum before the swim check.

3. **Assign Scouts to tents.** Your Pack will be assigned tents for the week. Allow Scouts to settle into their tents and unpack their gear (such as sleeping bag, etc…). Scouts cannot sleep alone; each Scout must have a buddy to bunk with.

4. **Before parents leave:**
   a. Collect photograph money.
   b. Be sure parents have signed parental permission forms and medical form, and that the Scout has all medications in camp (to be turned over to the Health Officer)
   c. ***NOTE:** All leaders and Scouts spending more than 24 hours in camp must have a completed and **signed medical form** from a physician, updated each year. This is a state law. No exceptions are able to be made.
   d. ****All medications**, including aspirin, cough medicine, allergy pills, etc.., must be turned over to the Health Officer for safe keeping and control. Have these medicines with you when you check-in at the Health Lodge. **These medicines must be in the original container with a pharmacy label (this includes epi pens and inhalers).** If you get a 90 day supply of medicines and don't want to send that many to camp, then you can simply take some out of the original container and leave those extra pills at home, making sure to put a week's worth of medicine back into the original bottle to send to camp.

5. **Once your tour and check-in is complete,** you will return to your campsite and change into Class A uniforms for the opening ceremony at the parade field (which will include retiring the flag), followed by dinner and the Opening Campfire. Be sure to meet with other leaders in your site and introduce yourself.

6. **Opening Ceremonies** and flags will take place in the Parade Field at 5:45pm. Dinner will begin at 6:00 PM.

7. **Leader meeting** will be held following dinner. Staff will be available to answer any concerns unit leaders may have and to provide details on the unit's week at camp! At the same time all scouts will be taking place in a mandatory **Shooting Sports Orientation.**

8. **An Opening Campfire** will follow at 8:15 in the Council Ring. Staff members will gather the Packs at the head of the scout law trail (by the health lodge) and lead them to the campfire. Following the campfire, bring your Scouts back to the campsite. Staff will meet you in the site to provide leadership for your scouts as they begin to settle in for the night.

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 scouts. Leaders with alcoholic beverages in camp fail to meet that model. Any Scout, leader or staff member found possessing or using alcoholic beverages will be 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 scout leaves the Den/Pack campsite, he will be either with his Den Leader or with his buddy. There will be many opportunities for scouts 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 Austin Deschamps. 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. Austin 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 DCFS 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.

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 scouts and leaders are present, or that someone is missing, to the Staff Duty Officer in front of the flagpole.
4. The remainder of the Unit will remain in place on the Sports Field; until further instructions are received from the camp staff or dismissal is given by the Staff Duty Officer 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 the 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 the 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 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.

FIRE in SITE (1) Gather scouts and move to a 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 the whereabouts of anyone not physically present).

(a) If you have a cell phone, call 911 to report fire in campsite # __ at Scout Camp Webster.

(b) Call the camp office at 860-429-9918 to report fire and ensure that 911 was called.

(3) The Ashford Volunteer Department does not want Scouts fighting fires. Safety of scouts 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.

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) "Scouts or youth visitors under the age of 18 may not fuel or refuel any stoves, lanterns or appliances on Council properties. Registered 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 scout'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.

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 ensure 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 scouts 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 scout'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 flagpole 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 scouts want to use them. This is for safety and to ensure that the scouts 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 campsites and program areas, we cannot get rid of all of it. Teach your scouts how to recognize it and stress the importance of not touching it. If poison ivy is found in your campsite, please notify the Ranger.

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 scouts 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 campsite, 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 the 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 Scouts BSA 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 scouts 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 scout's spending money should be kept in a separate envelope in a locked box, along with any other valuable items. You can help scouts spend wisely by keeping track of 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 a 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 a 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.

During Camp: Tips During Camp

This section lists helpful tips and suggestions from seasoned camp staff that will help your week go smoothly.

- Plan ahead. Be sure that you have a copy of the camp schedule in your back pocket. It is helpful to give copies of your schedule to other key leaders in your pack so that everyone in your Pack knows where everyone is going. Extra copies of these items are always available at the camp office.

-Know your schedule. Have Scouts carry a bathing suit and towel and make use of our changing stations if you have a waterfront session near a meal. This may spare you some extra hiking and grumpy campers!

-Keep your Scouts hydrated. Often, Scouts forget to drink water so a gentle reminder is always a great idea. Remember to lead by example and drink water too. Water is always better than sugary drinks. While there will be cups and water jugs in the program areas, Scout should have a water bottle or canteen in their day packs to carry with them.

-Avoid Scouts buying candy in bulk. It is better to stop at the Trading Post a few times than to have them 'stock up' and store it in their tents. Our furry friends will make friends with your Scouts at the cost of personal equipment.

-Encourage changing socks and underwear daily. Most Scouts will try to wear the same pair all week. This often leads to blisters, chafing, or poor mood in general. It is recommended that Scouts take off their socks while sleeping as well.

-Packs should create a free time board where Scouts sign in to an area so that the leaders who hang back in the site know where <u>everyone</u> is at all times.

-If there is time, have your Scouts prepare the site for the daily site inspections prior to leaving for breakfast and opening flags. This way, there won't be a crunch time or late arrival to a program area.

-Try to avoid reminding Scouts of home, pets, or parents. This decreases the amount of homesickness you have to deal with.

Camp Checkout Procedures

1. Have all Scouts and leaders pack most of their gear during Friday Siesta. Gear should be placed in the area designated for your Pack's equipment.

2. Have Scouts attend the Friday or Wednesday afternoon Cub Scout Carnival with adequate supervision. Additional leaders can remain in site to finish packing

3. Meet Scouts returning from the Cub Scout Carnival. Have all Scouts and leaders finish packing their gear, placing everything towards the front of the tent so nothing gets left behind. Be sure Scouts and leaders wear their Class A uniforms to closing ceremonies and dinner.

4. Be sure a leader stops by the Health Lodge to pick up their health forms and medications.

5. Check out with a camp staff Commissioner to be sure the site is in order.

6. All campers, leaders, and staff will gather in the Main Parade Field at 5:30 for an Awards/Closing Ceremony. Parents should meet the Pack/Den at the Parade Field. Be sure to receive your folder with your Scouts' achievements, certificates, patches, etc. inside. Every Scout and leader who attends camp for the week will receive a camp patch.

7. After the closing ceremony, all Cub Scouts, leaders, and parents and guests are invited to attend the chicken barbeque. The chicken barbeque is complimentary for Cub Scouts and leaders that attend camp. There is a $__ fee for adult guests and $__ fee for youth guests. This fee can be paid as you line up for the barbeque.

8. All Cub Scouts, leaders, and parents and guests are invited to stay for the base camp campfire put on by the Scouts BSA Troops and Staff following the barbeque.

And lastly, The June Norcross Webster Scout Reservation offers year-round camping. Take advantage of this by having your pack/den spend a weekend at camp during the fall, winter, or spring seasons. The reservation has cabins that can be rented or you can rent a campsite and bring your own tents. The more exposure your Scouts have to camping and the outdoors, the less likely homesickness will set in.

The Banana Flu

What is the "Banana Flu"?

The "Banana Flu" is the euphemism that the camp staff uses to describe homesickness. Nothing perpetuates homesickness more than hearing the word home. Camp staff also refers to this phenomenon as "plague" because it can come on quickly and spread rapidly through a Pack if not dealt with. Take advantage of the following tips from seasoned staff members on avoiding/dealing with homesickness.

Step 1: Educate and communicate with parents! Most parents want to know that their children

are being cared for while not in their supervision. They also want to know that their Scouts are having fun. Remind parents of other times they have left their child with someone new (grandparent) and reassure them that many children may experience some displacement at first, but often recover by dinner time the first day. If you have a reluctant parent/child combination, assure the parent that you (the leader) can call during the week with an update about how the Scout is doing. We do not recommend letting Scouts call home.

Step 2: Prepare Scouts! Let Scouts know what to bring and where they will be staying. This can make a big difference for hesitant Scouts that do not know what to expect.

Step 3: Pack proper equipment. Oftentimes, Scouts show signs of the "Banana Flu" due to wet socks, damp clothing or being cold or uncomfortable.

Step 4: At camp, encourage proper hygiene, adequate sleep, and healthy eating habits. These are all pitfalls that can lead Scouts to feeling crummy and asking to go home. Often, a Scout remembers home as a place that is comfortable and more desirable when they are wet, cold, tired, or miserable. If essential clothes or bedding become wet or soiled, let a senior staff member know right away. We have laundry facilities on camp for such emergencies.

Step 5: Call on the staff. Staff are trained on how to approach and talk to a Scout who is showing signs of homesickness. Sometimes, all it takes is a different adult or staff member to tell a Scout it is bedtime for the sniffles to subside.

Den Time/Pack Time

Pack time is designated as self-guided time for the packs in camp. Den Chiefs can help run an activity during Pack time. Pack time occurs throughout the week and gives packs a chance to tailor their own experience. Below is a list of suggested activities to help fill this time.

- Practice knot tying
- Practice a song, skit, or cheer for the closing campfire in the Council Ring
- Take a nature hike
- Practice flag folding with a sheet or your site flags
- Bring Scouts to the showers
- Work on a conservation project or camp wellness project
- Participate in site improvement/clean-up
- Work on the campwide scavenger hunt
- Create a pack banner to bring to flag ceremonies
- Play a favorite game or one you learned from camp
- Have some chill time in the site
- Visit the Trading Post
- Work on an activity/achievement that the pack has not yet completed

Frequently Asked Questions

Q: Where will my child be staying?
A: Each Scout will stay in a 10'x12' two-person wall tent. Scouts will sleep on cots. The tents will be on wooden platforms in one of 12 sites on reservation.

Q: How much money should I send with them?
A: The Trading Post is available for Scouts to visit daily. There is a $10 limit on candy each day per Scout. Other souvenirs are also available for purchase as well. It is recommended to send Scouts with no more than $50 dollars for the week long program. For leaders or visiting parents, the Trading Post does accept credit cards.

Q: What if my child has food allergies?
A: If your child has food allergies, be sure this information is noted on their health form. Also, it is helpful to contact either the camp director or the head cook ahead of time (either by phone or at the pre-camp meeting) if special dietary concerns exist.

Q: What if my child takes medication daily?
A: All medications must be locked in the health lodge. All medications must be in their original bottles or packaging with the pharmacy label. A health officer will distribute medications before/after breakfast and dinner. If special accommodations are needed, please indicate this on the health form and talk with the health officer on arrival. If your child has an epi-pen or an albuterol inhaler, they may carry it on their person provided your child has written approval from parent/guardian **and** physician.

Q: Should I send snacks with my child?
A: No. We have many small critters in camp that love tasty treats and have been known to destroy personal gear to obtain snacks or even dirty wrappers. Three meals are served each day and pre-approved by a dietitian. Also, single serving snacks are available in the Trading Post. If special accommodations are needed, please let us know ahead of time.

Q: Is a nurse available?
A: A health officer is available throughout the day and stays on site overnight during resident camp weeks. A qualified health officer is a registered nurse.

Q: What happens if my child does not want to participate in one of the planned camp activities? What else can he do?
A: No child is expected to do anything he does not want to do. Our staff is trained to assist children who may be hesitant to participate or try something new. Each program area offers a variety of activities. If one is not desirable, a Scout can opt for another in its place.

Q: What if my child is homesick?

A: Scouts may experience homesickness or feelings of displacement in the beginning of the week. This often fades after the first day or two. In extreme cases, a parent may be contacted by a camp staff member. Please see pages 24 for a more detailed discussion of homesickness.

Q: If my child goes home sick, can he return?
A: The child must be free of fever or vomiting for 24 hours before returning. The child must also be cleared by a doctor to return to camp. Written proof of this must be submitted to the health officer when the child returns.

Q: Can I send mail to my child at camp?
A: Yes. Please consider that letters sent while your child is at camp may not reach us until the following week. Letters and care packages can be sent to the following address:

Scout's Name/Pack #
JN Webster Scout Reservation
231 Ashford Center Road
Ashford, CT 06278

Letters and packages may also be dropped off at the camp office on check in day. These will be distributed according to the instructions left with the packages. Please be aware of what you write your Scout in a letter. If you tell him or her how much you, his siblings, or the family dog miss him, this may bring on homesickness when he or she didn't otherwise have it. Instead, try to keep any letter light in tone, and write how you are sure he or she is having fun.