

# CUB SCOUT RESIDENT 2019 Summer 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 2019 Cub Scout Summer Camp Season!

Thank you for choosing a Connecticut Rivers Council Scout Camp this camping season. In our sixth year of offering a Cub Scout Resident Program, we look forward to welcoming you and your scout to our ever-improving Cub Scout Camp! The staff has been preparing for many months to make your stay as comfortable as possible and to ensure your Scouts have an amazing time while at J.N Webster!

We will also be incorporating the Cub Scout advancement program in all of our activities.

Before your Cub Scouts arrive at camp let them have a little fun putting together a costume that will help them celebrate the Cub Resident's theme, **"Under the Sea: 20,000 Leagues Under Goss Pond!"** Your Cubs can use their imagination in interpreting this theme. Costumes and props for skits and songs will help Cub Scouts become excited about camp before even arriving. You can be guaranteed the staff will be dressed and ready visit and learn about new and exciting countries, while never leaving the familiar confines of camp. When the scouts arrive at camp, they will receive a "Treasure Map", which they will get stamps in when they visit a program area and complete an activity. When they complete their treasure hunt, they will return to the "Overseer" (Program Director) and be sworn in as official residents of Cub Country! Everyone who qualifies for citizenship will receive a special award.

As you read through this guide, please don't hesitate to contact us with any questions or concern 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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**JUNE NORCROSS WEBSTER SCOUT RESERVATION**  
**Ashford, Connecticut**  
**2018 Cub Scout & Family Camp Dates &**  
**Programs**

**RESIDENT CAMP**

-  Week # 6 - August 4-9, 2019      *Resident Full Week #1 – **BASE CAMP***
-  Week # 6 - August 4-7, 2019      *Mini-Week Session #1 – **BASE CAMP***
-  Week # 7 - August 11-16, 2019      *Resident Full Week #2 – **BASE CAMP***
-  Week # 7 - August 11-14, 2019      *Mini-Week Session #2 – **BASE CAMP***

**DAY CAMP**

-  Week # 4 - July 22-27, 2019 – *Cub Day Camp Session #1- **AKELA DAY CAMP***

**PROJECT WOW**

(Webelos Only Week)

-  Week #7 – August 11-16, 2019 – *Resident Full Week – **BASE CAMP***

**Family Camp**

-  July 6-7, 2019 – *Family Camp – **BASE CAMP***



### **Cub Scout Resident Camp**

Cub Country Cub Scout Summer Adventures: where “Let’s Pretend” is easy! For those scouts looking for the ultimate Cub Scout summer camp experience, this is it! 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! Cub Scout Resident Camp is 6 days long and 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. Program will focus on helping Cub Scouts get a jump on their rank advancement for their next rank in the fall. **ALL 2019 Cub Resident programs are run out of the Base Camp.**

### **Akela Day Camp**

Operated at JNW since 1982, Day Camp is a fun-filled week of adventure for Cub Scouts who will be in the 1st – 5th grade in the fall of 2018. Day camp is a great way for your scout to experience the thrill of the outdoors and is a good introduction to independence from mom and dad without being too far from home. The camp offers various types of activities which will include archery, BBs, field sports, swimming, nature and science activities, fishing, Scout skills, and a many other themed activities.

## Project WOW -- Webelos Resident Camp

Operated at the base camp at JNW since 1979, this action packed one-week resident camp is designed just for your Webelos Scouts as they complete their Cub Scout journey and prepare for Boy Scouts. For this week, the Boy Scout 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! Scout 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 Webelos but is a great *transitional* camp since Arrow of Light Scouts will soon become Scout Scouts. **This year's Webelos Only Week theme is "ARRG!, the Search for the Lost Treasure"**

### Family Camp

There will be plenty of exciting program opportunities for every Cub Scout and his parents and siblings. We will provide all of the necessary food, tents, and program supplies you will need. Just bring personal sleeping gear and other personal items. This event is open to all registered Cub Scouts, their parents, and their siblings. Packs may choose to come as a group or as individuals.

### Program Areas



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. The program areas cover a walk-able loop that extends from Knowlton Field to the Wilderness Waterfront. Dens will travel this 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.

### Waterfront

Cub Country has its own dedicated waterfront for swimming and boating 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 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 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.



### 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!

### Sports

Cub Scouts will make use of the Parade Field 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

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

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.



### Action Alley

Action Alley will feature an obstacle course and initiative games. 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.

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.

### **Wilson's Mining and Minerals**

Added in 2018, try your hand at prospecting for precious minerals and semi-precious gemstones. As part of our nature curriculum, each scout will receive one bag of "paydirt" that they can pan clean, in Wilson's Sluice and Flume! Extra bags will be available for purchase during non-scheduled program time at the Brass Bonanza.



### **Special Programs**

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 in 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 Cracker Barrels:

There will be several leader meetings and cracker barrels throughout the week 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 of your concerns, no matter how small they may seem. There will also be an anonymous comment box in the office.

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!

Soccer Night!:

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?

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 a 8 x 10" photo is \$10 and is due to the photographer when the photo is taken.

Tuesday Night Astronomy:

Gaze at the starry sky Tuesday night on the Parade Field. Explore the night sky with a variety of telescopes, from hand made telescopes to high powered telescopes capable of observing the valleys and ridges on the Moon's surface. Commentary will be provided by staff. An optional astronomy stay over will be available to those scouts who wish to spend the night under the stars, weather permitting.

Wednesday Night Movies under the Stars:

Wednesday night bring your Scouts to the Chapel. And as a Scout is Reverent, there will be a brief interfaith service. But then the Scouts will be led to the Parade Field where they will enjoy a movie complete with fresh popped popcorn!.

Thursday Night S'Mores:

Packs will have to opportunity to play games, sing songs and roast S'Mores in their campsite! S'Mores supplies will be provided by the staff who will also be there as part of the fun!

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.

### RC Cars Track

Come test out your driving skills at the remote control (RC) racetrack! Located in the Thunderdome racing arena, scouts will be able to maneuver a variety of RC cars around turns, ramps and other fun obstacles! RC Track racing will be available during program time and during other select times.



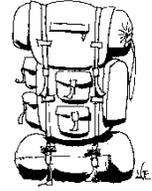
### Theme



The Cub Country Resident theme is “**Under the Sea: 20,000 Leagues Under Goss Pond!**” and the Webloes Only Week (WOW) theme is “**ARRG!, the Search for the Lost Treasure**” so make sure to have your Cub Scouts make and bring their own related costume and other related props. Their imagination and creativity is 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.

### 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, dufflebag, or backpack.



#### Clothing & Bedding:

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

#### Other Must Haves:

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!



#### Optional:

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)

#### Not Recommended:

Radios

Game Systems

MP3 players

Mobile Phones

Valuables  
Pocket Knife – unless Scout has Whittlin' Chip

### 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 each 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 in the Greer Dining Hall at 7:00pm each Tuesday. Leaders attending the meeting are welcome to come for a complimentary dinner at the Greer Dining Hall at 6:00pm before the leader meeting.

All campers and leaders will stay in the Jamboree style village campsite in four person wall tents on cots on wooden platforms. Bring a sleeping bag or bedding. The tents are fully lined in bug netting.

Washing and drinking water are in-site. There are latrines facilities adjacent to the campsite.

There is an all new shower and flush toilet comfort station facility located at the edge of Knowlton Field in the center of Cub Country. This comfort station is for the use of Cub 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.

Health staff, (RNs and EMTs), are on duty at all times Scouts and leaders are in camp.

### Check In Day

1. **Scouts and parents can arrive between 1:00pm** on the Sunday 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 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. **An Opening Campfire** will follow at 8:15 in the Council Ring. Staff members will gather the Packs in the residential village 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.

8. **Leader meeting** will be held following the campfire. Staff will be available to answer any concerns unit leaders may have and to provide details on the unit's week at camp!

### **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 everyone 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 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 Cub Country closing ceremony, all Cub Scouts, leaders, and parents and guests are invited to attend the chicken barbeque in base camp. The staff will lead you to the base camp parade field for a Flag ceremony to be immediately followed by the chicken barbeque. The chicken barbeque is complimentary for Cub Scouts and leaders that attend camp. There is a \$10 fee for adult guests and \$6 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.

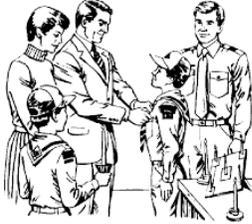
And lastly, The June Norcross Webster Scout Reservation offers year-round camping. Take advantage of this by having your pack/den spend a weekend at camp during the fall, winter, or spring seasons. The reservation has cabins that can be rented or you can rent a campsite and bring your own tents. The 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. Often times, 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 9x9 2-person canvas wall tent with a wooden floor.

Q: How much money should I send with them?

A: The Trading Post is available for Scouts to visit daily. There is a \$3 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 14 & 15 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 #  
Cub Country at 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 how much you, his siblings, or the family dog miss him, this may bring on homesickness when he didn't otherwise have it. Instead, try to keep any letter light in tone, and write how you are sure he is having fun.