

CTScouting

2026 SUMMER CAMP PROGRAM GUIDE



**JUNE NORCROSS WEBSTER
SCOUT RESERVATION**



Dear Contingent Coordinators, Scoutmasters & Senior Patrol Leaders,

Welcome to J.N. Webster Scout Reservation, a place where adventure thrives, friendships flourish, and the spirit of Scouting comes to life. We're excited to welcome you and your Scouts to another unforgettable summer filled with challenges, growth, and memories that will last a lifetime.

As you explore this program guide, envision the incredible experiences ahead: the crackle of a campfire under a star-filled sky, the cheers of triumph as Scouts conquer new skills, and the bonds formed through teamwork and adventure. JNW is more than just a summer camp, it's a home away from home, a place where Scouts develop confidence, leadership, and a deep appreciation for the outdoors.

Our dedicated staff has worked tirelessly to craft a dynamic and engaging program that balances tradition with new opportunities. Whether it's earning merit badges, taking on thrilling outdoor activities, or simply enjoying the camaraderie of camp life, every moment at JNW is designed to inspire and challenge.

We look forward to sharing this summer of adventure with you and your Scouts!

Yours in Scouting,



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The Base Camp HUB

While this guide is designed to be an outline for you to plan, a larger library of documents can easily be found on our website. The Base Camp Hub is specifically designed as the one-stop shopping for your Scout, BSA program planning needs. To visit the BCH, click this URL or Scan the QR Code. Updates will always be posted on the HUB.

<https://www.gotowebster.org/scout-summer-camp.html>



The Camp Staff

We have approximately 100 skilled and trained staff members each season. Additionally we bring on several specialists who lead our unique programs. The Boy Scouts of America train all department heads and administrators at National Camping School.



The Reservation

1,200 acres of land surrounded by State Forest and public land trust forests. The SB&D Base Camp is home to the Scouts, BSA Resident Camp and the Cub Country is home to our Cub Scout Program. The Base Camp is split into four tracts for program purposes.



A Facebook group specifically for you to collaborate with other Leaders and share ideas.



Conservation

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



Location



JNW is located in the scenic Town of Ashford, Connecticut centered in the heart of the Last Green Valley, a National Park Service Heritage Corridor. JNW is in a Rural part of Connecticut but close to several major cities.

Reservation and Camp Leadership

Reservation Director Pat Boyd, and his Deputy and Assistant Reservation Directors, lead the June Norcross Webster Scout Reservation and lead a team that oversees the whole reservation operation called the Key Leadership. A camp director is assigned to each camp (SB&D Base Camp and Cub Country) to supervise the program and staff in their respective camp, and there are specific directors for the Customer Service and Commissioner Services, Trading Post, Health Services, Facilities, and Food Service aspects of the operation. These positions are responsible for the following:

- 1) The health, safety, and welfare of all individuals on camp property.
- 2) Promoting a positive environment where Leaders, Scouts, and Visitors can achieve their objectives in coming to camp while using camp resources and facilities.
- 3) Applying their personal abilities and leadership skills so that each camp has an active, growth-oriented program.

What is My Role in Camp?



Your prime responsibility as a unit leader is the supervision of your Scouts, whether in your site, at meals, or as they move between program areas. Your Troop must be under the supervision of **at least two** registered adult leaders who must be at least 21 years of age and registered with Scouting America. The same unit organization used to conduct your Troop's year-round program is the one to use at camp. If the entire unit will not be in camp, reorganizing patrols and appointing new or temporary Patrol Leaders should be done well before coming to camp. A Troop that is organized this way will have a stimulating camp experience and benefit from having well-trained junior leaders for the fall program. Girls Troops must have at least one female leader over the age of 21. **Safeguarding Youth Training is required to be current for all adults present at camp.** The Connecticut Rivers Council holds each unit responsible for only allowing currently certified and registered people to participate in and supervise activities. These policies have been adopted by Scouting America to provide security for the youth in our program. In addition, they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse. YP Policies can be found at this link: <https://www.scouting.org/health-and-safety/gss/gss01/>



Please don't make a public fuss over a camp program or deficiency, but don't suffer in silence. If something is wrong, talk to the Reservation Director, Program Director, Commissioner, or a member of the Team. Give us a chance to correct the problem!



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



Tuesday Program Planning Meeting

On Tuesday night during the week **BEFORE** you are scheduled to be in camp, you, your fellow unit leaders, and your unit's SPL are invited to attend a ZOOM Pre-Camp Meeting. At the meeting, you will create your individual Troop program, sign your Scouts up for First Class Path and merit badges, and confirm your campsite assignment. Please also let us know of any special needs - medical, physical, or dietary - of any Scouts or Leaders who will be in attendance so that we can accommodate them. We will also share all the last-minute information you need and answer any questions you may have. Please make every effort to attend this meeting. It is **IMPORTANT** that your Troop be represented. In June, SPLs and SMs will be invited to attend an in-person Cookout at camp before the season officially starts.

TROOP EQUIPMENT

Bring from Home

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

Supplied with Site

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

Available from Quartermaster

- Tools
- Misc. cook pots
- Dutch oven
- Axe & saw
- Griddle
- Wheelbarrow



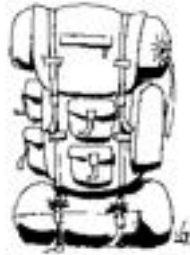
WHAT A SCOUT SHOULD BRING TO CAMP:

CLOTHES:

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

A SCOUT IS CLEAN:

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



STUFF YOU NEED

FOR A GOOD TIME:

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

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

WHAT TO LEAVE HOME

- | | | |
|---------------------|--------------------|------------------------|
| Video Games | Sheath knives | Inappropriate Clothing |
| Alcoholic Beverages | Matches & lighters | Fireworks |
| Chainsaw | Aerosol cans | Weapons of any kind |

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

Information for Parents

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

Scout's Name _____ Troop # and Town _____
C/O June Norcross Webster Scout Reservation
 231 Ashford Center Road
 Ashford, CT 06278

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

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

TROOP PHOTOGRAPH During the week, a professional photographer will come into camp to photograph each unit present. 8" x 10" color prints are available. **Price \$13**. Photo orders, with full payment, must be placed prior to the photo session.

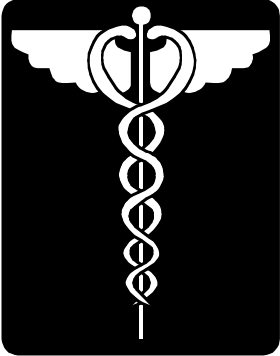
SPECIAL REQUIREMENTS The camp and staff seek to satisfy any special requirements needed for the health, safety and comfort of campers and leaders. We can arrange special access to facilities, provide specialized equipment, satisfy special dietary needs, etc. Advance notice of such needs will make it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

TRADING POST The Trading Post carries handicraft supplies, Scouting materials, camp T-shirts, hats and patches, and refreshments. It is open during normal program hours. Troop Leaders should safeguard Scouts' spending money.

FRIDAY EVENING CLOSING CEREMONY and AWARDS: Parents welcome your Scout and the Troop for the Closing Ceremony on Friday, which includes a Chicken BBQ. The program begins on the Sports Field at 5:30 and concludes around 8:00 PM.

VISITORS All visitors must sign in at the camp office (except Friday evening) and get a visitor's pass. A ticket for meals in the dining hall is priced at **\$6.00** and can be purchased at the Main Office in the Perry Center.

Health & Wellness Center



The Health & Wellness Center in the Lower Level of the Peter B. Perry Welcome Center is prepared to handle camp illnesses and injuries, and is staffed by a Resident Health Officer 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 Scouting America required all Council-owned/operated Summer Camps, as well as their National High Adventure Bases, to take only health forms with physicals conducted annually.

HEALTH AND MEDICAL DOCUMENTATION

The camp is required by both Scouting America and the 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 "**Scouting America Annual Physical Examination**" supplied to the Scoutmaster. Note the "Annual Update" on the back of the form.

Youth Campers, Adults & Staff:

1. **Section A**, Health History and Annual Update, filled out and signed and dated by Parent or Guardian, not more than 12 months prior to the end of the camp session. Be sure immunization record is complete and that all medications Scout is to receive at camp are listed.
2. **Section B1 & B2**, 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 School or Sports medical form with a doctor's signature may be used if current, but the Scouting America forms will still need to be filled out and signed by a parent. ***Additionally, anyone with an Individual Care Plan, takes medications, or has a history of respiratory distress will need to fill out the additional forms, which are common for School.***

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 during medical check-in. **ONLY** those medications listed will be administered. All medication must come to camp in the original prescription containers. Please limit the amount to a 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.

TROOP LITTER ASSIGNMENTS

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

Site # 1	Sasqug	- Trail from dining hall to the Agnew 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	- Main Parking lot, and around Perry Welcome Center
Site # 6	Cowassit	- Road from parking lot to the shotgun range
Site # 7	Chipatchaug	- Sports Field and basketball court
Site # 8	Mashentuck	- Around dining hall
Site # 9	Nipmuck	- Parking lot next to the kitchen
Site # 10	Kattywampus	- Road from dining hall to site #10
Site # 11	Unkawa	- Council Ring
Site # 12	Algonquin	- From flagpole, over the dam, to site # 12



At the Waterfront...

Aquatics Ability Groups



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

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

"Jump feet first into water over the head in depth, level off and begin swimming. Swim 75 yards in a STRONG manner using one or more of the following strokes: sidestroke, breaststroke, trudgen or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and must include at least one sharp turn. After completing the swim, rest by floating."



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

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



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

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

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

Summer Camp from A to Z

BASIC CAMP STUFF YOU NEED TO KNOW

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

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

ANY PROBLEM of ANY KIND. If you or any of your Scouts are having any problems with the camp program, staff, or schedule, please see the Reservation Director, Customer Service Manager/Commissioner anytime so we can fix the problem!

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

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

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

CAMPSITE VISITATIONS At some time during the morning, a member of the Commissioner's Staff will visit your campsite and record comments on the Daily Campsite Visitation Sheet that you will have posted on your bulletin board. The intent is to help you maintain a safe, clean campsite, not to "nit-pick" your standards of "camp-keeping". It is also a great time to ask questions. The Customer Service Manager/Commissioner will brief Scoutmasters on the criteria at the Sunday Afternoon Leader's Briefing at the Heritage Center in the Perry Center.



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

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

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

DAMAGE to CAMP PROPERTY and EQUIPMENT Tents, cots, tables, etc. are expensive to replace.



Please care for them as if they were your own (because they are!) Small maintenance problems such as rips in tents or tarps should be reported to the Ranger while they are still small. When camp property or equipment is damaged or lost, other than by accident, the unit will be charged for the cost of repair or replacement. Replacement costs include: mattress - \$60.00, bunk - \$100.00, canvas tent - \$500.00, broom, shovel, or rake - \$20.00, washhouse brush - \$5.00, flag halyard - \$2.00. Please don't duck tape cots or tents.

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

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

EMERGENCY SIGNAL

GENERAL EMERGENCY SIGNAL

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



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

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

WEATHER EMERGENCY SIGNAL:

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

EMERGENCY WEATHER SHELTERS:

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

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

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

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

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



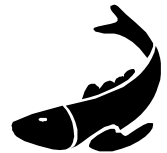
FIRE DRILLS A fire drill or other emergency drill will be held at least once during camp. These will not be announced in advance, but one is required during the first 24 hours of each camp session. See "EMERGENCIES IN CAMP" section of this guide.

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

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

FIREARMS & FIREWORKS are prohibited in camp.

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



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

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

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



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

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

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



LEAVING CAMP The Reservation Office **MUST KNOW WHO IS IN CAMP AT ALL TIMES**. If a camper leaves camp, permanently or temporarily, the Scout 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 Clerk is off duty, a sign in/sign out logbook is located on the counter for that purpose. Parents are not required to sign in on Sunday afternoon or for the Friday evening BBQ and campfire.

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

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



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

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

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



PARKING All private motor vehicles belonging to persons in camp, including visitors must be parked in the **MAIN PARKING LOT**, adjacent to the Welcome Center. 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 Reservation Director, Customer Service Manager/Commissioner or Health Officer may authorize an occasional exception to this rule for specific **MEDICAL** reasons. No cars are to drive over the dam. Troops may park your "Troop Trailer in the campsite prior to your unit's arrival"

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



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

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

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



SAFETY MOMENTS Throughout the Week the Camp Staff will open meetings with a Safety Moment a practice that is encouraged at the unit level. A library of topics can be found at this link: <https://www.scouting.org/health-and-safety/safety-moments/>

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

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



SLEEP is important for all Scouts, Staff & Leaders to remain healthily. The camp program is designed to provide campers and their leaders with 9 hours each night to do it. This is about what our typical camper needs to remain happy and alert. Between Taps and Reveille, campers should be in their bunks and quiet. Noise, confusion, and rowdiness that disturb others' sleep should not be tolerated.



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

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

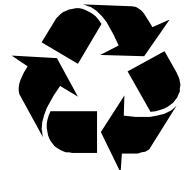
TELEPHONES The camp telephone is for camp business and emergencies only. The telephone number is (860) 429-9918. When it is necessary to contact a person in camp, the caller should leave a number for a return call.



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

TRADING POST The Trading Post carries essential supplies, Scouting literature, Camp souvenir items and snacks (candy and ice cream). It is open during normal program hours. Hours are posted on the doors.

TRASH Dumpsters are located behind the Dining Hall, in the Main Parking Lot, and at the Perreguax Center 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 them in the dumpster each evening.



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





CAMP CHECK-OUT PROCEDURE

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

1. Clean up your site. Leave the tents' flaps closed with two bunks and two mattresses in each tent.
2. Check equipment inventory and the cleanliness of the site.
3. Return to the Quartermaster all borrowed equipment.
4. Clear with the Duty Officer at the Perry Welcome Center. Pick up advancement records, photos, mail, and patches.
5. Reserve site for the 2027 season at JNW (you may do this online anytime during the week).
6. Clear with Health & Wellness Center. Pick up all medications.
7. Deliver gear to the parking lot.

Have a safe trip and see you next year!



Overview of the Advancement Program



The advancement program at J. N. Webster provides the opportunity for the first-year camper to complete most of the requirements for Tenderfoot, Second Class, and First Class and to earn Swimming and Leatherwork merit badges. Seasoned campers may select from among the nearly 80 merit badges listed in the schedule on the following page. While most merit badge sessions are 50 minutes, those for some of the more challenging badges will meet for an hour and a half. Advancement at camp is a partnership between the camp staff and the scout leaders. Together, we can provide an outstanding learning experience for the scouts. That's what it's all about!

Merit Badges

To the Scoutmaster:

Merit badge work at camp is intense, and time is limited. To ensure your Scout's successful completion of the merit badges he selects at camp, please be sure that the Scout has reviewed the Merit Badge requirements prior to the first day of class. Your signature on their blue card indicates that he is prepared.

A Word to the Scout on Earning a Merit Badge

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

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

Partials

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

First Class Path Program

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



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

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

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

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

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

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

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

Project COPE Program & Rock Climbing School



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

Wild Woosey
Mohawk Walk
Spider Web

Meat Grinder
Giants Thumb
Tire Traverse

Nitro Drop

OBJECTIVES OF PROJECT COPE

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



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

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

Program Area Descriptions

ATV PowerSports: For Scouts Age 14+. More information can be found by visiting <https://www.gotowebster.org/atv-powersports.html>

PWC Personal Watercraft: For Scouts, Age 16+. More information can be found by visiting <https://www.gotowebster.org/personal-watercraft-pwc.html>

APEX: Advanced Program Experience: J.N. Webster's STEM or Technology Center located in Cornell Lodge. It hosts Merit Bages and Troop activities.

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

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



Range & Target Sports: For these program areas, Scouts are instructed on the safety of shooting. Each troop must attend an annual orientation at each range before they are allowed to use the equipment. On the Archery Range, Scouts are shown the proper and safe use of archery equipment. Standard targets and action archery challenge Scouts and leaders alike. For a number of reasons, Scouts and adults are not allowed to bring any kind of bow or arrow to camp. The .22 caliber rifle range offers 8 bays for Scouts to improve their marksmanship. Shotgun Shooting has become one of our most popular programs. Under NO circumstances can anyone bring firearms or ammunition to camp. Mentoring from our certified staff will certainly improve a Scout's aim.

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

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



Heritage Center: Located in the Lower Level of the Peter B. Perry Welcome Center. It serves as a Museum and Classroom to learn History and Scouting's heritage.

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

Camp Program Planning Chart

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

Aquatics (Chauncey P. Goss Pond)

- **Polar Bear Swim:** Held at 6:30 AM, Monday through Friday; Scouts and leaders can earn a patch by attending 4 out of 5 days.
- **Open Swim & Boating:** Available daily during three blocks: 2:00–3:00 PM, 4:00–5:00 PM, and 7:00–8:15 PM.
- **Iron Man / Mile Swim:** Training is required daily, with the initial organizational meeting held on Sunday.
- **Snorkeling BSA:** Instruction offered daily at 7:00 PM, Monday through Thursday.
- **Paddleboard BSA:** Instruction offered daily at 7:00 PM, Monday through Thursday.
- **Deerfield River Trip:** A Whitewater Merit Badge excursion held on Thursdays from 10:00 AM to 5:00 PM.
- **BSA Aquatics Supervisor:** Certification courses include "Swimming & Water Rescue" (9:00 AM) and "Paddle Craft Safety" (10:00 AM).

Range & Target Sports

- **Open Shoot (Rifle & Archery):** Available daily from 2:00–5:00 PM and 7:00–8:00 PM.
- **Shotgun Range:** Open shooting sessions from 2:00–5:00 PM and 7:00–8:00 PM daily.
- **Black Powder Shoot:** Available upon request during open shoot times.
- **Buckskin Games:** Afternoon Troop Activity
- **Cowboy Action (Adults & Scouts age 14+)** Guns of the Old West!

High Adventure & COPE & Climbing

- **Project COPE:** A challenging 3:00–5:00 PM session held Monday through Friday for older Scouts.
- **Open Climbing:** Available for all Scouts from 11:00 AM–12:00 PM and 7:00–8:00 PM.
- **Troop Climbs:** Units can schedule dedicated climbing time daily from 3:00–5:00 PM.
- **Wolf Rock Trip:** A climbing excursion held on Fridays at 9:00 AM, primarily for those in the Climbing Merit Badge.
- **Climbing JNW:** An advanced award and mentoring program available by appointment.

Biking & Athletics

- **Cycling Merit Badge:** Scheduled daily from 11:00 AM–12:15 PM for Scouts aged 13 and older.
- **3-Mile Loop Rides:** Guided rides from 9:00–10:30 AM and 1:45–3:00 PM (note: no afternoon ride on Tuesdays).
- **Pump Track & Little Fenway Park:** Located at the Mountain Bike Center for skills practice and recreation.

Unit & Evening Activities

- **Troop Campfires:** Specifically designated for Thursday nights, though sites are available for use all week.
- **Order of the Arrow Day:** Held every Wednesday to honor Arrowmen with a gathering and special recognition.
- **Conservation Service Projects:** Opportunities for units to work with the Reservation Ranger on camp improvement.

Adult Leader Training

- **Daily Scoutmaster's Coffee:** Held at 10:15 AM on the Dining Hall Patio
- **Safety Certifications:** Includes Safe Swim Defense, Safety Afloat, Climb on Safely, Trek Safely, YMHA, and Leave No Trace.
- **Leadership Development:** Scoutmaster Specific training, Intro to Outdoor Leadership Skills (IOLS), and seminars on the Eagle Scout Process.

MORE GOOD STUFF TO KNOW

Troop Campfires...

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

Safeguarding Youth Training...

Adult leaders' Youth Protection Certification should be up to date prior to coming to camp. The training is available online. This is an informative training session dealing with protecting yourself and Scouts from the various forms of child abuse. We encourage anyone who has not taken this training to take advantage of the opportunity.

SCOUTS! READ ME!

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

Order of the Arrow Day



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

American Heart Association CPR Training

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



Special Recognitions & Awards



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

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

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

CONSERVATION SERVICE PROJECT

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

ATTENTION: 14 & 15 Year Old Scouts The 2026 Counselor in Training Program

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

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

Candidates who successfully complete this program will be closely considered for open positions on the 2026 JN Webster camp staff. However, please note that participation in the CIT program does not guarantee employment at JN Webster. The cost of the 2025 CIT program is **\$225**. To be eligible for the CIT program, you must:

- At least 14 years old
- Complete and CIT application by the deadline
- The Scoutmaster must recommend a scout for this program.
- **Acceptance notices will be emailed out on or around May 1, 2026**

Scouts interested should go online at www.gotowebster.org

Special Awards & Recognitions

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

Lt. Col. Thomas Knowlton Leadership Award – is named in honor Thomas Knowlton of Ashford. In 1963, the Eastern Connecticut Council of the Boy Scouts of America set out to establish a new scout camp on the land once owned by Knowlton in the Town of Ashford, Connecticut. Thomas Knowlton (1740–1776) was an American patriot who served in the French and Indian War and acted as a Colonel during the American Revolution. Knowlton is considered America's first Intelligence professional, and his unit, Knowlton's Rangers, made a significant contribution to intelligence gathering during the early Revolutionary War. Knowlton was killed in action at the Battle of Harlem Heights. A monument of Knowlton presently stands on the state capitol grounds in Hartford, Connecticut. This Award is broken down into Three Categories: *A Scout Camper, An Adult Leader, A Member of the Camp Staff and an Alumni/Friend of JNW* who demonstrates significant leadership on a regular basis.

Mark Greer Medal – *Cub Country Camper*

Named in honor of the long time President of the Middlesex County Council Mark Greer. This medal is awarded to a Cub Country Camper who consistently does “Does his Best” over the course of the week and is recognized as stand out among his peers just as that Mark Greer was in the Scouting Community in the 1960s.

Frederick Burdick Medal – *Base Camper*

Named in honor of tenured Scout Executive of the Pequot Council who gave over 40 years of service to Scouting in Connecticut. The medal is awarded to the Base Camper who exemplifies the dedication to living the values of Scouting set forth over 100 years ago and exemplified by Burdick. The Base Camp Director will decide upon the recipient. The award will be given out at Friday Retreat.

Kattywampus Medal – *Camp Staff Member*

Named in honor of Former Camp Director Sheldon Priest. This medal is awarded each week to a Staff Member whom best exemplifies the qualities of the "Good Scout" which Sheldon emulated in his own life. The Reservation Director will decide upon the recipient. The award will be given out at Friday Retreat.

Kenneth L. Szablewski Most Proficient Marksman Medal - *Camper*

Named in honor of Ken Szablewski long time Shooting Sports Director at JNW. Awarded to the camper who in the opinion of the Shooting Sports Director has demonstrated proficient marksmanship in his or her respective discipline.

Governor’s Award – Named in honor of former Connecticut Governors **Everett J. Lake** of Woodstock & **John Dempsey** of Putnam both of whom have J.N. Webster connections. Given to the Subcamp with the most spirit and enthusiasm during the week.

Tantaquidgeon Cup – Named in honor of **Chief Harold A. Tantaquidgeon** of the Mohegan Tribe. Awarded to the Troop that leads the camp in Scout Spirit and Enthusiasm. The “T-Cup” as it is sometimes referred is the “Best in Show” for the week.

Super Troop – The **Super Troop** program recognizes those Troops that pursue a balanced program of unit activities throughout the camp week and personify Scout Spirit - kind of like the "Honor Camper" for Troops.

Scoutmasters Merit Badge – The Scoutmaster Merit Badge is an award that may be earned by adult leaders in camp. The purpose of the merit badge is to encourage leaders to get more involved in camp programs and have a more interactive experience at Summer Camp. It’s a fun time to network with others.

Polar Bear Swim Award – Attendance at Polar Bear Swim four out of the five Mornings.

Platinum Polar Bear Unit Citation – If 75% of the campsite (Scouts & Leaders) attend Polar Bear Swim during the week your Unit can earn the Platinum Unit Citation.

National Rifle Association Recognition - Qualification shooting program provides incentive awards for developing and improving marksmanship skills. It's a drill. We set the standards; you meet the challenge! Progression is self-paced and scores are challenging but attainable. Performance is measured against established par

scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating.

Paul Bunyan Woodsman – The award recognizes advanced axemanship and teaching skills. Must have earned the Totin Chip.

BSA Lifeguard – This is the highest aquatics certification by the Boy Scouts of America. To enroll in the course a Scout must be at least 14 years of age and the course will take a significant amount of time in camp.

Mile Swim – The National Award given to Scouts and Leaders for swimming a full mile. Qualifications and actual mile swim times will be announced during your week at camp.

Ironman Competition – One Mile Swim, Two Mile Canoe and Three Mile run. Give time each day to practice. Includes BSA's Mile Swim award. The event will be run on Thursday. Are you an IRONMAN?



Scouts and their parents expect all Boy Scouts of America activities to be conducted safely. To ensure the safety of participants, the Boy Scouts of America expects leaders to use the four points of **SAFE** when delivering the Scouting program.

SUPERVISION

Youth are supervised by qualified and trustworthy adults who set the example for safety.

- Accepting responsibility for the well-being and safety of youth under their care.
- Ensuring that adults are adequately trained, experienced, and skilled to lead the activity, including the ability to prevent and respond to likely problems and potential emergencies.
- Knowing and delivering the program of the Boy Scouts of America with integrity.
- Using qualified instructors, guides, or safety personnel as needed to provide additional guidance.
- Maintaining engagement with participants during activities to ensure compliance with established rules and procedures.

ASSESSMENT

Activities are assessed for risks during planning. Leaders have reviewed applicable program guidance or standards and have verified the activity is not prohibited. Risk avoidance or mitigation is incorporated into the activity.

- Predetermining what guidance and standards are typically applied to the activity, including those specific to the Boy Scouts of America program.
- Planning for safe travel to and from the activity site.
- Validating the activity is age-appropriate for the Boy Scouts of America program level.
- Determining whether the unit has sufficient training, resources, and experience to meet the identified standards and, if not, modifying the activity accordingly.
- Developing contingency plans for changes in weather and environment and arranging for communication with participants, parents, and emergency services.

FITNESS AND SKILL

Participants' Annual Health and Medical Records are reviewed, and leaders have confirmed that prerequisite fitness and skill levels exist for participants to take part safely.

- Confirming the activity is right for the age, maturity, and physical abilities of participants.
- Considering as risk factors temporary or chronic health conditions of participants.
- Validating minimum skill requirements identified during planning and ensuring participants stay within the limits of their abilities.
- Providing training to participants with limited skills and assessing their skills before they attempt more advanced skills.

EQUIPMENT AND ENVIRONMENT

Safe and appropriately sized equipment, courses, camps, campsites, trails, or playing fields are used properly. Leaders periodically check gear use and the environment for changing conditions that could affect safety.

- Confirming participants' clothing is appropriate for expected temperatures, sun exposure, weather events, and terrain.
- Providing equipment that is appropriately sized for participants, is in good repair, and is used properly.
- Ensuring personal and group safety equipment is available, properly fitted, and used consistently and in accordance with training.
- Reviewing the activity area for suitability during planning and immediately before use, and monitoring the area during the activity through supervision.
- Adjusting the activity for changing conditions or ending it if safety cannot be maintained.

SUPPORT CAMP4All!

No organization delivers adventure and values like Scouting. At the Connecticut Rivers Council, our scouts are learning more than just how to tie a knot and collect badges. We are preparing our scouts to lead effectively, manage conflict, become role models, and set goals for the future.

Since 1910, Scouting has helped mold the future leaders of this country by combining hands-on educational activities and lifelong values with fun. Through more than a century of experience, we know that with helping youth succeed puts us on a path towards a more conscientious, responsible, and productive society.

Our camps help facilitate year-round dynamic programs for the youth we serve. Camp4All helps deliver on the promise of creating a better tomorrow, with leaders with values.



Collectible Incentives



\$50



\$250



\$500



\$1000

*While Supplies Last

Scouting  America
Connecticut Rivers Council





Scouting America
 Connecticut Rivers Council
Trailblazer Camp4All Pledge

 **CONNECTICUT RIVERS COUNCIL**
SCOUTING AMERICA
 50 State House Square 5th Flr.
 Hartford, CT 06103

Be a trailblazer, help us kick off **Camp4All** a program that will help more youth have access to scout camp, outdoor education and expand our camp programs!

Camp has a profound lasting impact on youth. This impact includes skills, social skills, self-esteem, self-awareness, career exploration and so much more.

YES! We Pledge the following:

- One time donation \$ _____.
- Willing to match up to \$ _____.
- I would like more information on other ways to contribute to Camp4All or Scouting America

Your **Camp4All** donation will support camp-related expenses such as scholarships, program supplies, equipment, facilities & maintenance.

- Mattatuck
- J.N. Webster
- Workcoeman
- Other

Payment Preferences:

Please Invoice us our pledge:

Check Enclosed

Check # _____ (Make it payable to Connecticut Rivers Council)

NAME _____

COMPANY _____

ADDRESS _____

[HTTPS://TINYURL.COM/CAMP4ALLCT](https://tinyurl.com/camp4allct)

