

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. Any Scout, leader or staff member found possessing or using alcoholic beverages will be expelled from camp.

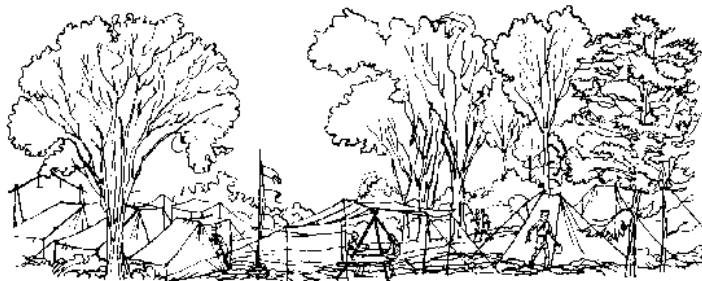
ANY PROBLEM of ANY KIND If you or any of your Scouts are having any problems with the camp program, staff, or schedule, please see the Camp Director, Program Director or Commissioner right away so that we can help solve the problem.

BARE FEET are appropriate while swimming and showering. At all other times, shoes and socks or other appropriate footwear shall be worn as a matter of safety.

BICYCLES Please do not bring bicycles to camp. Mountain bikes are available for scheduled rides and adult leaders may check out a bike for a bit of exercise.

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

CAMPSITE INSPECTIONS At some time during the morning, a member of the Commissioner's staff will visit and inspect your campsite and record comments on the Daily Campsite Inspection Sheet that you will have posted on your bulletin board. The intent is to aid you in keeping a safe and clean campsite, not to "nit-pick" your standards of "campkeeping". The Camp Commissioner will brief Scoutmasters on the criteria.



CAMP RANGER is Darrell Santor. 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 Camp Director, who will notify the Council Scout Executive. You will be asked to supply a brief written outline of information needed to the Council Scout Executive, who will contact DCF and file a written report.

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

DAMAGE to CAMP PROPERTY and EQUIPMENT Tents, cots, tables, etc. are expensive to replace. Please care for them as if they were your own (because they are!) Small maintenance problems such as rips in tents or tarps should be reported to the Camp Ranger while they are still small. When camp property or equipment is damaged or lost, other than by accident, the unit will be charged for the cost of repair or replacement. Replacement costs include: mattress - \$30.00, bunk - \$95.00, canvas tent - \$300.00, broom, shovel, or rake - \$10.00, wash house brush - \$5.00, flag halyard - \$2.00.

DISCIPLINARY ACTION for SEVERE MISCONDUCT The Scout Oath and the Scout Law are the basis for the proper conduct of everyone at camp. Troop Leaders and parents should be aware that scouts who display severe misconduct will 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

1. The General Emergency signal is the sounding of an air horn for approximately 2 minutes.
2. When the horn signal is heard, all campers and leaders should return to their campsites as rapidly as possible. If the entire unit is together but not at the campsite, the unit should remain where it is.
3. The Unit leader verifies that all boys and leaders are present, or that someone is missing, and sends two (2) "runners" to the Camp Office. Runners will report "all present" if the entire unit is accounted for or will list the names of those persons either missing or known to be at another location. Runners will also report the location of the unit if it is not to be found at its campsite.
4. The remainder of the Unit will remain in place until further instructions are received from the camp staff or until the "All Clear" signal (two sounds of the horn) is heard.



A General Emergency is called when it is necessary to get the entire camp "out of the way" or to known locations rapidly, such as in case of a major fire or weather 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.

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. To avoid soil erosion, don't tip it over. An ample supply of "Fire Buckets" (#10 cans) should be kept nearby in each campsite. Cans to make additional fire buckets are usually available behind the Dining Hall.



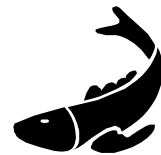
FIRE DRILLS A fire drill or other emergency drill will be held at least once during camp. These will not be announced in advance, but one is required during the first 24 hours of each camp session. See "EMERGENCIES IN CAMP" section of this guide.

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

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

FIREARMS & FIREWORKS are prohibited in camp.

FISHING is permitted and encouraged in Goss Pond, EXCEPT AT THE SWIMMING AREA. With permission from the Waterfront Director, rowboats may be used for fishing. Scouts should bring their own fishing gear to camp. Bring your prize catch to the Outdoor Adventure area to be weighed and measured for entry in the Camp Fishing Derby.



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

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

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

HEALTH and MEDICAL RECORDS Every person residing in camp must have a current Health and Medical Record form on file in the Health Lodge. See "HEALTH and MEDICAL DOCUMENTATION" section. Make sure they have been **signed** by the boy's **parents** (dated within one year of the last day of your camp week) and by the **physician** (dated within three years of the last day of your camp week or within one year for adults over the age of 40).

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.

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

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

LEAVING CAMP The Camp Office **MUST KNOW WHO IS IN CAMP AT ALL TIMES**. If a camper leaves camp, permanently or temporarily, he and a leader (or parent or guardian) must check in at the camp office. **DO NOT RELEASE A CAMPER TO ANYONE OTHER THAN HIS PARENT OR GUARDIAN WHO IS KNOWN TO YOU**. When returning to camp, a camper must similarly check in at the office. Leaders and visitors must also check in and out at the office. When the Camp Clerk is off duty, a sign in/sign out logbook is located on the counter for that purpose. Parents are not required to sign in on Sunday afternoon or for the Friday evening BBQ and campfire.

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

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



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

MEDICATIONS All medication will be kept at the Health Lodge in the custody of the Camp Health Officer. Scouts and Leaders attending camp with prescription medicine should bring the medicine to the Health Lodge at the time of the medical re-check on Sunday. The Camp Health Officer will dispense ALL medications. **NO MEDICINE** (prescription or over-the-counter) **MAY BE KEPT AT THE CAMPSITE.**

In cases where rapid access to the medication may be critical, such as with asthma inhalers or bee-sting kits, it is within the discretion of the Camp Physician or the Camp Health Officer (but no other person) to authorize specific individual exceptions to this rule. Check with your boys' parents before camp to determine if this may be necessary.

MORNING COLORS and EVENING RETREAT Each morning at 7:45 A.M. (weather permitting) all Scouts, Leaders, and Camp Staff members will assemble at the flag pole for a simple flag raising ceremony to signal the start to the day's activities. Each evening at 5:45 P.M. a formal retreat ceremony will be conducted on the parade field. Scouts and Leaders should wear their Class A uniforms. Troops are encouraged to bring their Troop Flags to the ceremony. Each troop will have the opportunity to serve as Color Guard



PARKING All private motor vehicles belonging to persons in camp, including visitors, must be parked in the MAIN PARKING LOT, adjacent to the Trading Post. The small parking lot next to the Dining Hall is to be kept open for use by camp and Council vehicles, vendor delivery vehicles, and others on camp business. Do not park your vehicle in or adjacent to your campsite. The Camp Director or Health Officer may authorize an occasional exception to this rule for specific **MEDICAL** reasons.

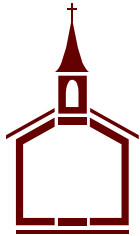
PATCHES Each Scout and Leader in camp will receive a camp patch. Additional J. N. Webster patches and other J. N. W. souvenir items, such as neckerchiefs, T-shirts, and ceramic mugs are available for purchase at the Trading Post.

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

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

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

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



RELIGIOUS SERVICES A lay chaplain is on staff and is available to chat with you or your Scouts and can assist you in conducting an interfaith service for your Unit. A "Scout's Own" interfaith service will be held at 7:00 P.M. on Wednesday at the Council Ring. 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.

SHOWERS for Scouts and Leaders are installed in sites 2, 6, 7, and 8. Separate shower facilities are provided for adults and youth campers in other sites. Male adult leaders may also use the staff (inside) showers. Scouts use the outside showers. Female leaders may use the shower and toilet facilities at the office and Health Lodge. Leaders should encourage frequent use of the shower facilities. Whether you shower in your site or at the central facility, **adults and youth do not shower at the same time at the same place.**

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



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



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

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

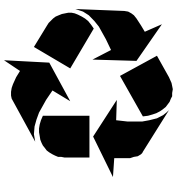
TELEPHONES The camp telephone is for camp business and emergencies only. The telephone number is (860) 429-9918. When it is necessary to contact a person in camp, the caller should leave a number for a return call. It is almost always a time-consuming process to locate an individual camper or leader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

A pay telephone is available at the Camp Office for return calls and general communication. Campers may use this phone only when a leader accompanies them. Scouts' use of the telephone should be discouraged. Calling home almost never has a beneficial effect on homesickness.



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

TRADING POST The Trading Post carries essential supplies, Scouting literature, Camp souvenir items and snacks (candy and ice cream). It is open during normal program hours, 9-12 A.M., 2-5 P.M., and 7-8 P.M.



TRASH Dumpsters are located behind the Dining Hall and behind the Trading Post for litter, general trash and garbage. Recycling bins for cans, bottles, cardboard, etc., are behind the Dining Hall. Soda cans are recycled at the Trading Post. Plastic trash bags for your site are available from the Quartermaster. Tie them to a tree and deposit in a dumpster each evening.

UNIFORMS in CAMP At a Scout camp, everyone should look and feel like Scouts. The camp uniform is the official Scout summer uniform, consisting of Scout uniform shirt, neckerchief, and khaki shorts (or trousers, if cold). Save the wild patterned shorts for the waterfront, and no cut-offs with frizzy ends. No camouflage clothing, please! All scouts are expected to be in full uniform, called the "Class A" uniform, at the evening retreat, dinner, and at the opening and closing campfires. The uniform for the daily activities, called "Class B", is the same, except a Scout-related T-shirt is worn. Please leave Joe Camel, Jack Daniels, and Megadeth at home. 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.

UNIT LEADER'S LOUNGE is located in the Continental Room of the Office Building. This is a place to relax with your feet on a floor and a roof overhead, enjoy a cup of coffee or bug juice and take a break from the boys. The camp has daily delivery of the *Hartford Courant*, *Norwich Bulletin* and the *Willimantic Chronicle*. It is off-limits to Scouts.



CAMP CHECK-OUT PROCEDURE

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

1. Clean up your site. Leave tents tied closed with two bunks and two mattresses in each tent.
2. With Site Guide, check equipment inventory and cleanliness of the site.
3. Return to Quartermaster all borrowed equipment.
4. Clear with Business Manager. Pick up blue cards, photos, mail, and patches.
5. Reserve site for next season at JNW (you may do this anytime during week).
6. Clear with Health Lodge. Pick up all medications.
7. Deliver gear to the parking lot.

Have a safe trip and see you next year!