



SCOUT CAMP

Your 2011 Summer Camp Adventure Starts HERE

Here is your information guide to our week at summer camp 2011. This guide has all of the key information you will need to get ready for an action-packed and fun-filled week at JN Webster Scout Camp in Ashford CT from July 10-16, 2011. Inside you can find forms, links, key information, and all the dates and times for things that you need right now.

We encourage you to spend some time with your son looking over the camp activities and especially the merit badges that are offered. It's important to get to camp with some of these decisions already known so that your son can get the most out of the week at camp.

We are accepting payments for summer camp now, in total or in smaller installments as you can bring them in. We encourage you to use the installment plan, as it spreads the payments out and might be an easier way to cover the camp cost.

Camp Dates: July 10-16, 2011

Camp Directions:

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

OR

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

Key Contact Numbers BEFORE CAMP:

Steve Leslie: 860-644-3501

Randy Olson: 860-644-2276

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Key Dates:

Due Date:	For What?
RIGHT NOW!	Set up an appointment with your family doctor to have the Medical Form filled out and signed. All scouts and leaders will need a medical form signed by a physician AFTER 7/20/2010. Please do this first – it usually is the hardest of these dates to meet. You may bring a completed medical form to us at any troop meeting, or arrange to drop it off at any time.
5/20/2011	All camp fees must be paid by this date to get the “early-bird” rate (\$330)
6/22/2011	Special troop information night for everyone going to camp. Mark your calendar! MEDICAL FORMS are due by this date.
7/5/2011	If not paid by the 5/20 date, this is the absolute FINAL day to get camp fees to us at the higher rate (\$355)
7/10/2011	Leave for camp!
7/15/2011	Parent’s night at camp – and we leave for home after the campfire.

Fees and Costs

Early-Bird

The fee for camp is \$330 if that amount is paid to the Troop by 5/20/2011.

Regular

The camp fee goes to \$355 if the amount is fully paid to the Troop by 7/5/2011.

Summer Camp Discount from the Troop

Because we delivered phone books in September, we designated the full payment from that work toward one of our two summer trips this year: the week at JN Webster or the trip to Lake George. The discount of \$60 per scout may be applied to this trip or to the Lake George trip; please let Mr. Leslie know which one you would like to apply the discount to for appropriate credit.

Campership assistance

If a Scout wants to attend summer camp but financial hardship will not allow for it, the Connecticut Rivers Council has a financial assistance program known as a “campership” to help with the expense. In conjunction with our Troop, this can provide some help in making it possible to attend camp. If you know of someone in a situation like this, please contact Mr. Leslie or Mr. Olson at a troop meeting or by phone (see numbers at the end) for a confidential discussion of how this program works and whether it can be of help to the Scout. Applications for this program are due on APRIL 1, 2011, so please hurry if this situation applies.

Medical Information and the Health Lodge



The Health Lodge is prepared to handle camp illnesses and injuries, and is staffed by a resident Health Officer (Registered Nurse and EMT) 24 hours a day. Arrangements have been made for emergency treatment at Day-Kimball Hospital in Putnam, Connecticut as well as Windham Hospital in Willimantic, Connecticut.

Health Forms (Mandatory for every attendee)

The camp is required by both Boy Scout and State of Connecticut regulations to maintain health and medical records on every person in camp. To satisfy these requirements, Scouts and leaders must bring the completed "**Boy Scouts of America Annual Physical Examination**" supplied to the Scoutmaster.

Youth Campers, Adults & Staff regardless of Age:

1. Section A, Health History and Annual Update, filled out and signed and dated by Parent or Guardian, not more than 12 months prior to the end of the camp session. Be sure immunization record is complete and that all medications Scout is to receive at camp are listed.
2. Section B, report of a Physical Examination completed, signed and dated by a licensed Physician not more than 12 months prior to the end of the camp session. Section D for anyone with medications. Be sure that tetanus immunization has been administered within the past 10 years. A BSA Class 3 Medical Form may be used if preferred, but is not necessary.

Medical Forms must be retained on file at camp and WILL NOT BE RETURNED. Please make a copy.

The Medical form can be found at this address: <http://www.ctdrivers.org/openrosters/DocDownload.aspx?id=71736>

For any medications, please complete one of these forms for EACH medication your Scout is bringing:
<http://www.ctdrivers.org/openrosters/DocDownload.aspx?id=58793>

Additional Health and Medical Information

Immunization data: All campers must provide immunization dates required by Connecticut regulations. Any camper entering the 7th or 8th grade must have evidence of a second MMR vaccine.

Allergies: Please explain any and all allergies on the Health History. Include symptoms and necessary treatment.

Medications: All medications are administered at camp in accordance with State regulations. All medication to be taken at camp MUST be listed on the Health History form at time of medical check in. ONLY those medications listed will be administered. All medication must come to camp in the original prescription containers. Please limit amount to seven (7) day supply. Medication not in an original container will not be administered.

"Urgent use" medications, such as asthma inhalers and epi pens, may be returned to the Scout or Leader for whom they are prescribed, at the discretion of the Camp Health Officer.

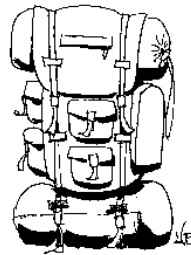
What to Bring to Camp:

CLOTHES:

- Scout Uniform shirt, neckerchief, and hat
- Sneakers or hiking boots (2 pairs)
- Socks (6-7 pairs)
- Underwear
- T-shirts
- 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 (**Non-Aerosol**)
- 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 and Pencil
- Fishing rod & tackle
- Folding pocketknife
- Knapsack
- Camera and film
- Compass
- First Aid kit
- Wallet and money
- Canteen
- Hawaiian Shirt (special event)

- ☞ 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 and the Merit Badge Pamphlets for the badges you will be working on.

WHAT TO LEAVE HOME

TVs	Alcoholic Beverages	Computer Games
Sheath Knives	Matches and lighters	Aerosol Cans
Inappropriate Literature	Fireworks	Weapons of any kind

Sunday Arrival in Camp – what to expect

- Please plan to drive your son and his gear to JN Webster camp. Scouts may arrive at the main parking lot between **1:00 and 2:00 P.M.** Troop leaders will consolidate gear for transportation to our Troop site. Our site is site 8, which you will pass on your left on the way to the main parking lot.
- The troop will gather in the grass area near the parking lot to meet our camp Site Guide, who will guide us the short distance to our campsite. Scouts will decide among themselves who to bunk with for the week and get their gear into the tents. Every scout and leader will change into a swimsuit (if it wasn't worn up to camp already). Everyone will take a towel and any medications with him as parents, scouts and leaders will be taken on a short camp orientation tour. PARENTS ARE REQUESTED TO STAY WITH THE TROOP until the medical check at the Health Lodge is completed – just in case any questions are raised with anything on the forms.

PARENTS – While we're in our site, Leaders will ask you about anyone coming to the Barbecue dinner on Friday (which is \$8 per adult and \$5 per child 10 and under). If you would like a Troop picture, that fee is \$10 for an 8x10 of the troop, and will be collected at the same time if not paid prior to camp.

- The Health Lodge will be visited for a medical recheck and review. The Health Officer must record and store all medications. AFTER THE MEDICAL CHECK IS COMPLETED, parents are free to leave (or to stay for the rest of the tour).
- The Troop will finish orientation, including swim tests at the waterfront.

About the Swim Test:

The BSA Swimmer Test demonstrates the minimum level of swimming ability required for safe deep water swimming. To be designated as a "Swimmer", a scout or leader must demonstrate the following:

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

A "BEGINNER" must demonstrate the ability to jump into water, swim 25 feet, turn and return to the starting point, using any stroke. Anyone not completing the Beginner test is a NON-SWIMMER. Swimming instruction and re-testing is conducted at various times during the week at the Waterfront.

What to Expect – Friday Night

- Plan to arrive at camp prior to 5PM to get a reasonable parking spot. Remember that parents of most scouts in camp will be arriving in this timeframe, so earlier is better, but not before 4PM please!
- Bring a flashlight! It will be dark when you leave...
- Before dinner, you may want to get your son's gear stowed into your vehicle to transport home. This can also be done after dinner, but it's often more convenient before dinner.
- Dinner that night is a Barbecue chicken dinner prepared by camp staff. If you have paid for dinner ahead of time, plan to enjoy dinner with your son. If you prefer, you can bring your own picnic dinner and eat with everyone in the dining hall, with no fee at all.
- After dinner, if there is still gear to pack up, this is the time to do it. Also, any troop gear needing to be packed away will be done during this time by the entire troop. If the awards are ready for us to pick up, we will try to hand some of them out at this time.
- At dusk, there is a closing campfire at the 'council ring' near the mess hall. The program for this fire is done by the scouts from all sites in camp, and is a good chance to see your son in action!
- Following the fire, it's time to head for home!

Information about Camp

MAIL

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

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

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

TELEPHONE

The Camp telephone number is **(860) 429-9918**. This line is for camp business and EMERGENCIES only. Parents are asked to refrain from calling Scouts at camp except in emergencies. When it is necessary to contact your son in camp, you should leave a number for a return call.

TROOP PHOTOGRAPH

During the week, a professional photographer will come into camp to photograph each unit present. Usually this is at lunch on Tuesday. An 8" x 10" color print of the troop will be available. **Price \$10**, payable to troop leaders before leaving on the drop-off day or at the special troop meeting in June to prepare for camp.

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 (9-12 AM, 2-5 PM, 7-8:30 PM daily).

FRIDAY EVENING BBQ and CAMPFIRE

Plan to join your son and his Troop for a chicken barbecue dinner and the closing campfire on Friday. Dinner is at 6:00 P.M. The campfire program, put on by the boys, begins at 7:45 P.M. The price of the BBQ is **\$8.00** for adults, **\$5.00** for children aged 12 and under. **Reservations should be made on Sunday when you drop your son off at camp, with one of the troop leaders in camp.** Tickets must be paid for in advance, by the end of the drop-off day on Sunday.

VISITORS

All visitors must sign in at the camp office (except Friday evening) and get a visitor's pass. If you wish to have a meal in the dining hall, a ticket is required for meals, priced at: Breakfast - **\$4.00**, Lunch - **\$5.00**, Dinner - **\$6.00**.

BARE FEET

Permitted **ONLY** while swimming and showering. At all other times, shoes and socks or other appropriate footwear shall be worn as a matter of safety. Sandals are allowed.

FISHING

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 Joey Pavilion to be weighed and measured for entry in the Camp Fishing Derby.

MEALS



Meals are served "Family Style" (for breakfast and dinner) and "Buffet" (for Lunch). **SPECIAL MENUS** and **ALLERGY RESTRICTIONS** can be accommodated – but advance notice is needed for the mess hall. **PLEASE LET US KNOW OF EITHER OF THESE CONDITIONS** as soon as you can!

MEDICATIONS

All medications 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.

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.

RELIGIOUS SERVICES at the Howard P. Ludlow Memorial Chapel

A lay chaplain is on staff and is available to chat with you or your Scouts and can assist you in conducting an interfaith service for your Unit. A "Scout's Own" interfaith service will be held after dinner on Wednesday at the Ludlow Chapel.

SHOWERS

Showers for Scouts and Leaders are very close to our site. **Adults and youth do not shower at the same time at the same place.**

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 shorts (or trousers, if cold). 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. While uniforms are encouraged and expected, no Scout or leader will be excluded from participation in any activity for lack of a uniform.

About the Merit Badge Program

Merit Badge Schedule

6:30 AM

Fishing Merit Badge / Polar Bear Swim

9:00 AM

Art	Basketry	Environmental Science *	Fly Fishing	Climbing (9-11) ^^	
Rifle Shooting (9-10:30)	Rowing	Canoeing	Shotgun Shooting (9-10:30) (\$)	Swimming	Geocaching
Weather	Lifesaving	Wilderness Survival (9-10:30)	Athletics	Mammal Study	First Aid (9-10:30)
FIRST CLASS PATH – Basic Skills Section # 1					

10:00 AM

Sports	Art	Baketry	Nature	Radio	Canoeing
Shotgun Shooting (10:30-12) (\$)	Pioneering		Leatherwork		Small Boat Sailing *
Fish & Wildlife Mant.	Orienteering		Soil & Water Cons.		Swimming
BSA Lifeguard (10-12:30) *	Archery (10:30-12)		Rifle Shooting (10:30-12)		Wilderness Survival (10:30-12)

11:00 AM

Art	Basketry	Canoeing	Nature	Whitewater (Age 13)* ^^
Camping	Citizenship in the Nation		Fishing	Indian Lore
Forestry	Reptile & Amphibian		Public Speaking	Leatherwork
Swimming	Fingerprinting		Environmental Science *	(11:15) Farm Mechanics * ^^

2:00 PM

Art	Lifesaving	Basketry	Small Boat Sailing *	Camping	Geocaching
Woodworking	Fingerprinting		Mammal Study	Sculpture	
Cycling ^^	Animal Science ^^		Wood Carving	Fly Fishing	
Archaeology	Rowing		Golf * (\$) ^^	Geology	

FIRST CLASS PATH – Basic Skills Section # 2

7:00 PM

Snorkeling BSA	Fingerprinting	Climbing JNW	Space Exploration (\$)	Kayak BSA	Motor Boating ***
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8:00 PM

Astronomy

IRONMAN & MILE SWIM

Organizational Meeting will be held Sunday after Flags at Staff Rock. Practice during Open Swim. Events will take place on Thursday at 3 PM. *NOTE: Those on the Whitewater trip will run it at an alternate time.*










BY APPOINTMENT





















Personal Fitness	Bugling	Music	Scouting Heritage
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- * Significant extra time will be needed
- *** Must have Government Issued Boating License/Personal Watercraft Certificate
- (\$) Extra Program Fee (Beyond what is reasonably included in the general camp fee)
- ^^ Off-Site Trip included in this program's curriculum.
- # Thursday Night Outpost Camp overnight


Merit Badges Offered in Camp

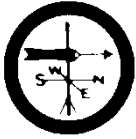











MERIT BADGE	DESCRIPTION	Difficulty Scale
 Archaeology	Explore the Colonial Village at the Outpost Camp on historic Fitts Road. Scouts will do a case study of foundations and through a mock dig and document research. Extra time may be required.	
 Art	All of us have an artist hiding inside. Work with many media and discover your hidden talent. Hands on program, recommended for younger scouts.	
 Athletics	Pre-camp training recommended. Complete requirement (4) before camp and bring note from the coach, head official or meet director.	
 Astronomy	Requirements 6, 7B, & 9A cannot be done in camp. The weather plays a huge factor in completion of other requirements. Scouts may return to the campsite just before taps on some nights.	
 Archery	Learn the basics of Archery from Level III instructors and nationally ranked Archers.	
 Basketry	Basket kit provided at no extra cost to the scout.	
 Camping	Requirements 4B, 8D and 9 must be done with Troop and documented. This badge is best earned over the course of the Scouting year, basic camping skills are taught. Eagle Required Merit Badge.	
 Canoeing	Must be rated as a "Swimmer". Extra time may be needed to hone skills. Must be able to lift a heavy canoe.	
 Climbing	Intensive program of technical climbing instruction, culminating in the Thursday afternoon climb at Wolf Rock. Scouts, who do not have the strength and stamina, will have trouble completing the required climbs physically. Recommended for older Scouts.	

 <p>Citizenship in the Nation</p>	<p>Requirement 2 must be done before camp. Requirement 8B is best done before arrival in camp. However we will provide the facility to compose a letter to a government official.</p>	
 <p>Cycling</p>	<p>Learn the basics of bike maintenance and emergency repair and cycling safety. Completion requires 7 rides totaling 150 miles. Kick it off with a 15-mile trek on Wednesday. CANNOT COMPLETE ENTIRE MERIT BADGE IN ONE WEEK OF CAMP. <u>Must be a strong bike rider.</u> Scouts may bring their own bike for use for this merit badge, but camp can provide bikes.</p>	
 <p>Environmental Science</p>	<p>This is the ONE E/Con merit badge you MUST complete for Eagle. Very demanding and requires field observation time outside of class. Complete the six projects for requirement (3) before camp and bring your reports. Eagle Required Merit Badge</p>	
 <p>First Aid</p>	<p>Meet at Health Lodge, Bring a home made first aid kit, Eagle Required Merit Badge</p>	
 <p>Space Exploration</p>	<p>Extra fee for rocket kits and engines. This is an evening merit badge. Did you know that Pluto is no longer a planet?</p>	
 <p>Fingerprinting</p>	<p>Good badge for younger scouts. Does not take all week to complete</p>	
 <p>Fish & Wildlife</p>	<p>Bring written records of completed requirements (5) and (6). Explore the 1,200 acres steams and forest while at JNW.</p>	
 <p>Fishing</p>	<p>Meets at Joey Pavilion near the Project COPE/Rock Climbing area. Scouts should bring their own fishing tackle. Fish must be caught at camp for requirement (7). Fish fry Wednesday morning.</p>	
 <p>Fly Fishing</p>	<p>Meets at Joey Pavilion near the Project COPE/Rock Climbing area. Limited equipment available, if possible bring from home.</p>	
 <p>Farm Mechanics</p>	<p>Meets at the Ranger's Shop. Scouts should arrive on time. Includes and off-site trip to G.T. Lynch Power Equipment in Ashford.</p>	

 Forestry	<p>Tour JNW's forest management operation while learning the natural history of New England. Extensive field work in the woods</p>	
 Geology	<p>Bring organized and labeled collection of 10 rocks or minerals for requirement (1).</p>	
 Golf	<p>For Older Scouts. Includes off-site trip. Scouts may bring their own clubs. Scouts will play 9 holes, an additional 9 holes will be needed for completion. This is not an Introduction to Golf Class.</p>	
 Indian Lore	<p>Completion requires extensive research as well as craft making. If you have visited a Native American Reservation, bring a note from your scout leader.</p>	
 Leatherwork	<p>Included in First Class Path. Bring leather boots or baseball mitt for reconditioning to meet requirement (3).</p>	
 Lifesaving	<p>This is a rigorous badge for strong swimmers only. Must have earned Swimming merit badge and be qualified as "Swimmer". Bring inflatable clothing - long pants and long sleeved button-up shirt of tightly woven fabric. Eagle Required Merit Badge.</p>	
 Mammal Study	<p>Two three-hour observation periods required. Try to complete requirement (4) before camp.</p>	
 Music / Bugling	<p>Music: Bring your own instrument and have given significant time to practice.</p> <p>Bugling: Bring your own trumpet or bugle. Practice the required calls before arriving at camp. You must have some experience prior to camp to earn this badge.</p>	
 Nature	<p>Requires individual projects involving birds, mammals, reptiles or amphibians, insects or spiders, fish, plants, and soils or rocks. Plan to complete some of them at camp. Serves as an introduction to more specialized E/Con merit badges.</p>	
 Orienteering	<p>Requires skill in use of compass and reading topo maps. Bring orienteering compass. We have a partnership with the New England Orienteering Club and a professional orienteering course at camp.</p>	

 <p>Personal Fitness</p>	<p>Camp physical may be used for requirement (1a), bring report of dental exam for (1b). Complete fitness program for requirements (7), (8), and (9) and bring records to camp. Eagle Required Merit Badge.</p>	
 <p>Pioneering</p>	<p>Excellent badge to work on as a patrol.</p>	
 <p>Radio</p>	<p>Offered in partnership with the Mohegan District Amateur Radio Group. Scouts will interact on WA1BSA. Evening time will be needed after Dinner to spend time with HAM Radio operators.</p>	
 <p>Reptile & Amphibian</p>	<p>Requirement 8 can not be done in camp, documentation of maintaining reptiles should be brought to camp.</p>	
 <p>Rifle Shooting</p>	<p>Thorough safety training. Extensive practice required to meet marksmanship standards. May be taken together with the Shotgun Shooting Merit Badge. Safety requirements are similar.</p>	
 <p>Rowing</p>	<p>Must be qualified as "Swimmer". Requires practice in addition to class participation. Need strength to lift heavy rowboat.</p>	
 <p>Shotgun Shooting</p>	<p>Thorough safety training. Extensive practice required to meet marksmanship standards.</p>	
 <p>Soil & Water Conservation</p>	<p>Explore the awesome relationship between water and the earth. Topic includes everyday issues with water erosion.</p>	
 <p>Sports</p>	<p>Complete requirements (3) and (4) before camp. Bring your records.</p>	
 <p>Sculpture</p>	<p>Projects can be time consuming.</p>	
	<p>Fulfills an Eagle Scout requirement and opens the door to many other aquatic programs. Included in First Class Path. You must be rated as a</p>	

Swimming	swimmer to enter this badge	
 Weather	Bring written records of completion of requirement (8).	
 Whitewater	Scouts MUST be Blue Swimmers and must have completed Canoeing Merit Badge prior to week at Camp. This is a difficult Merit Badge and is time consuming. Includes a Wednesday off-site trip to Farmington River. <u>Minimum age 13</u>	
 Wilderness Survival	Should have earned Camping merit badge. Scout must have the maturity to spend night alone in the woods. Reserve Thursday night for individual sleep out.	
 Wood Carving	Time-consuming project involving sharp tools.	
 Small Boat Sailing	This badge is physically demanding but a fun and unique experience for scouts. Questions should be addressed to the Aquatics Director Tony Perrualt NAHACO@aol.com	

First Class Path Program

The “First Class Path” program is designed for the younger Scout who has not completed many of his 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.

In the morning, the first two hours will be spent 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 **9 AM – 10 AM**, the groups will leave the merit badge areas and will proceed to 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 **2 PM – 3 PM**, the Scouts will return and will go to the class in which they had not participated in that morning.

Some Scouts in camp may have some requirements signed off already and therefore they need only to participate in certain classes. The Scout should review the class schedule to attend only those classes needed. Attendance is taken at every class and the troop leaders will receive a listing of your Scouts and the classes they attended throughout the week.

FIRST CLASS PATH SCHEDULE

Scouts will be grouped in working Patrols by home units. They will work on **Leatherwork, Art, or Basketry merit badge** and either receive **swimming instruction** or work on **Swimming merit badge** during the 9:00 AM and 10:00 AM periods. They will participate in the First Class Path sessions during the 11:00 AM and 2:00 PM periods.

11:00 AM - 12:00 noon

Monday	Tuesday	Wednesday	Thursday	Friday
<input type="checkbox"/> Fire Building Second Class 2e Second Class 2f Fireman Chit	<input type="checkbox"/> First Aid I Tenderfoot 12a, 12b, f11 Second Class :6a, 6c First Class 8d(P)	<input type="checkbox"/> Ropes/Knots I Tenderfoot 4a, 4b First Class 7a, 7b, 8a	<input type="checkbox"/> Nature Skills	<input type="checkbox"/> Cultural Foods -Fun Stuff
<input type="checkbox"/> Woods Tools Second Class 2d Second Class 2c Totin' Chip	<input type="checkbox"/> Flags & Rescue Tenderfoot f6 Second Class 3 First Class 8c	<input type="checkbox"/> First Aid II First Class 8b, 8c, 8d	<input type="checkbox"/> Map & Compass Second Class 14 First Class 1 (P)	<input type="checkbox"/> Loose Ends Review /make-up

2:00 PM - 3:00 PM

Monday	Tuesday	Wednesday	Thursday	Friday
<input type="checkbox"/> Fire Building Second Class 2e Second Class 2f Fireman Chit	<input type="checkbox"/> First Aid I Tenderfoot 12a, 12b, f11 Second Class :6a, 6c First Class 8d(P)	<input type="checkbox"/> Ropes/Knots I Tenderfoot 4a, 4b First Class 7a, 7b, 8a	<input type="checkbox"/> Nature Skills	<input type="checkbox"/> Cultural Foods -Fun Stuff
<input type="checkbox"/> Woods Tools Second Class 2d Second Class 2c Totin' Chip	<input type="checkbox"/> Flags & Rescue Tenderfoot f6 Second Class 3 First Class 8c	<input type="checkbox"/> First Aid II First Class 8b, 8c, 8d	<input type="checkbox"/> Map & Compass Second Class 14 First Class 1 (P)	<input type="checkbox"/> Loose Ends Review /make-up

Merit Badge: Leatherwork or Basketry or Art (Scouts choice on the first day of class). All Scouts work on Swimming merit badge or attend swimming lessons.

NOTE: All participants should go to the First Class Path area at 9 AM on Monday morning to be split into Program Patrols. Each Patrol will do both subjects, one at 11 AM and one at 2 PM.

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.

OBJECTIVES OF PROJECT COPE

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







In order to participate in the COPE program, a **Scout must be at least 13 years of age by January 1, 2011**. This is National Policy. 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.**

COPE Session: 2:00 PM – 4:00 PM, M, T, W, T, F

Other Awards That Can Be Earned in Camp

 <p>Snorkeling BSA</p>	<p>Introduction to the mask and the fin as well as basic underwater safety.</p>	
 <p>Kayaking BSA</p>	<p>Basic practical for the Introduction to Kayaking.</p>	
 <p>Paul Bunyan Woodsman</p>	<p>Great program for a patrol. Offered by appointment in the afternoon.</p>	
 <p>BSA Lifeguard</p>	<p>Open to Youth and Adults. Youth must be at least 15 Years old per Boy Scouts of America's national standards. Certification will only be issued to those meeting the stringent requirements. Current CPR is required for certification to be valid. Significant time is needed outside of the scheduled class time to complete this certification.</p>	
 <p>BSA Aquatics Supervisor: <u>Swimming and Water Rescue</u></p>	<p>National Program that provides Standard <u>Skill Training</u> for Supervision of Unit Swimming Activities. Will replace Safe Swim Defense as a certification to be documented on the Unit Tour Permit. Must be 16 years or older prior to the training, must be a blue swimmer and submit written evidence of physical fitness.</p>	
 <p>BSA Aquatics Supervisor: <u>Paddle Craft Safety</u></p>	<p>National Program that provides Standard <u>Skill Training</u> for Supervision of Unit Boating Activities. Will replace Safety Afloat as a certification to be documented on the Unit Tour Permit. Must be 16 years or older prior to the training, must be a blue swimmer and submit written evidence of physical fitness.</p>	
 <p>Mile Swim</p>	<p>Allow time each day to practice. Mile Swim will take place on Thursday.</p>	
 <p>NSSF Jr. Shooting Team Patch</p>	<p>The National Shooting Sports Foundation Junior USA Shooting Team patch programs provide great opportunities for youth to get started in the safe fun of target shooting. Beginners earn an official Riflery or Shotgunning patch from the Junior USA Shooting team while learning safety and shooting basics.</p>	
	<p>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</p>	

NRA Rifle/Shotgun Qualification Program	established par scores. Any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating.	
 IRONMAN JNW	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?	
 Climbing JNW	Climbing JNW is designed for those who are above the age of 14 (Scouts and adults) seeking to further their climbing knowledge and become a better climber. Participants will learn both basic and advanced climbing techniques. Prior climbing experienced is preferred but not required. A meeting will be held after flags on Monday Morning. This is offered daily from 7-8 PM and during Climbing Merit Badge (9-11)	

Special Recognitions & Awards

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.

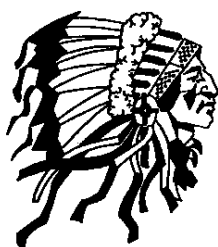
HONOR CAMPER Each troop in camp is entitled to nominate ONE of its campers as their "HONOR CAMPER". The criteria for this award are determined entirely by the unit leadership. Honor Campers are recognized at the Friday night campfire with a commemorative neckerchief.



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 the 5 Mornings.

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**

