

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 40 merit badges listed in the schedule on the following page. While most merit badge sessions are one hour, 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 he has a copy of the merit badge pamphlet and that he has read it. Your signature on his 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 his blue card. Partials will be given only for projects actually completed or skills actually demonstrated at camp.

MERIT BADGE PROGRAM SUMMARY

“On the Trail to Adventure...”

6:30 AM

Fishing Merit Badge / Polar Bear Swim

9:00 AM

Art	Basketry	Environmental Science *	Fly Fishing	Robotics	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	Computers	Art	Baketry	Nature	Radio	Canoeing	Public Speaking
Shotgun Shooting (10:30-12) (\$)	Pioneering	Chess	Leatherwork	Small Boat Sailing *	Swimming		
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	Computers	Nature	Whitewater (Age 13)* ^^
Camping	Citizenship in the Nation	Fishing	Indian Lore		
Forestry	Reptile & Amphibian	Public Speaking	Leatherwork		
Swimming	Fingerprinting	Environmental Science *	(11:15) Woodworking		

2:00 PM

Art	Lifesaving	Basketry	Robotics	Small Boat Sailing *	Camping	Geocaching
Automotive Maint. * ^^	Fingerprinting	Mammal Study	Sculpture	Chess		
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 ***	Welding (\$)
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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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NOTES: Please fill out Troop Merit Badge Sign-Up Form & Troop Program Sign-Up Form.

* 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

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 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.

Although we cover a large number of requirements, we do not sign off on any of 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 boy 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.

FIRST CLASS PATH SCHEDULE

(First Year Camper Program)

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 Tenderfoot 12b Tenderfoot f11 Second Class :6a Second Class 6c F&d(P)	<input type="checkbox"/> Ropes/Knots I Tenderfoot 4a Tenderfoot 4b First Class 7a First Class 7b First Class 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"/> Flag Etiquette & Rescue Relay Tenderfoot f6 Second Class 3 First Class c8c	<input type="checkbox"/> First Aid II First Class 8b First Class :8c First Class :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 Tenderfoot 12b Tenderfoot f11 Second Class :6a Second Class 6c F&d(P)	<input type="checkbox"/> Ropes/Knots I Tenderfoot 4a Tenderfoot 4b First Class 7a First Class 7b First Class 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"/> Flag Etiquette & Rescue Relay Tenderfoot f6 Second Class First Class c8c	<input type="checkbox"/> First Aid II First Class 8b First Class :8c First Class :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 choose which one 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.

**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



In order to participate in the COPE program, a **Scout must be at least 13 years of age by July 1, 2012**. 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

Program Area Descriptions

The Mountain Man area is a place where scouts can participate in a wide range of exciting high adventure activities. The area is located in the woods behind Handicraft with two entrances, one being across from First Class Path and the other being across from Scoutcraft. In the mornings the Wilderness Survival merit badge is offered. The area features the Buckskin Games, where scouts can learn how to throw tomahawks and throwing knives at targets. Another feature of the area is spar pole climbing, in which scouts can scale a fifteen foot spar pole. The area is also home to an array of team and skill games, including the two-man saw competition, caber toss, rock throw, Indian rope wrestling and many others.



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, funyaks, sandpipers and kayaks 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.



Shooting 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. Shotgun shooting was a terrific hit last year and will be continued this year. This is an older Scout program with certain qualification that must be met by Scouts and adults alike.

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. Cooking seems to be an all week session between the unit demonstrations and cooking merit badge, 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. This is where Basketry, Leatherwork and Art merit badges are taught.



Mountain Biking: Mountain biking is an older Scout program 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 using our equipment. 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. We must insist that the Scouts leave their bikes home. 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 cycling merit badge. Troops can sign up for rides in the afternoon. A 25-mile off-site ride to Natchaug State Forest is held on Wednesday for anyone who is interested. The Mountain Bike Center is located in the center of camp at the Trading Post.

THE MERIT BADGE & PROGAM SCOVILLE SCALE



- Not Difficult



















- Moderate












































- Intensive/Difficult/Physically Demanding











































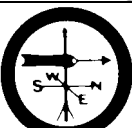



























- Time Consuming/Skilled/Practice Needed

MERIT BADGE	DESCRIPTION	Scoville 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	<p>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>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>	  
 Cycling	<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, however we will provide bikes.</p>	  
 Environmental Science	<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>	   
 First Aid	<p>Meet at Health Lodge, Bring a home made first aid kit, Eagle Required Merit Badge</p>	  
 Space Exploration	<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>	 
 Fingerprinting	<p>Good badge for younger scouts. Does not take all week to complete</p>	
 Fish & Wildlife	<p>Bring written records of completed requirements (5) and (6). Explore the 1,200 acres steams and forest while at JNW.</p>	 
 Fishing	<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>	 
 Fly Fishing	<p>Meets at Joey Pavilion near the Project COPE/Rock Climbing area. Limited equipment available, if possible bring from home.</p>	 

 Farm Mechanics	Meets at the Ranger's Shop. Scouts should arrive on time. Includes and off-site trip to G.T. Lynch Power Equipment in Ashford.	  
 Forestry	Tour JNW's forest management operation while learning the natural history of New England. Extensive field work in the woods	 
 Geology	Bring organized and labeled collection of 10 rocks or minerals for requirement (1).	 
 Golf	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.	  
 Indian Lore	Completion requires extensive research as well as craft making. If you have visited a Native American Reservation, bring a note from your scout leader.	 
 Leatherwork	Included in First Class Path. Bring leather boots or baseball mitt for reconditioning to meet requirement (3).	
 Lifesaving	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.	  
 Mammal Study	Two three-hour observation periods required. Try to complete requirement (4) before camp.	 
 Music / Bugling	Music: Bring your own instrument and have given significant time to practice. 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.	 
 Nature	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.	

 Orienteering	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.	 
 Personal Fitness	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.	  
 Pioneering	Excellent badge to work on as a patrol.	 
 Radio	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.	  
 Reptile & Amphibian	Requirement 8 can not be done in camp, documentation of maintaining reptiles should be brought to camp.	 
 Rifle Shooting	Thorough safety training. Extensive practice required to meet marksmanship standards. May be taken together with the Shotgun Shooting Merit Badge. Safety requirements are similar.	  
 Rowing	Must be qualified as "Swimmer". Requires practice in addition to class participation. Need strength to lift heavy rowboat.	 
 Shotgun Shooting	Thorough safety training. Extensive practice required to meet marksmanship standards.	  
 Soil & Water Conservation	Explore the awesome relationship between water and the earth. Topic includes everyday issues with water erosion.	 
 Sports	Complete requirements (3) and (4) before camp. Bring your records.	 

 Sculpture	Projects can be time consuming.	 
 Swimming	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 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	  
 Snorkeling BSA	Introduction to the mask and the fin as well as basic underwater safety.	 
 Kayaking BSA	Basic practical for the Introduction to Kayaking.	 
 Paul Bunyan Woodsman	Great program for a patrol. Offered by appointment in the afternoon.	  

 <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</u> Training 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</u> Training 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>NRA Rifle/Shotgun Qualification Program</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 established par scores and any shooter who meets or exceeds those scores is entitled to the corresponding recognition awards for that rating.</p>	
 <p>IRONMAN JNW</p>	<p>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?</p>	
 <p>Climbing JNW</p>	<p>Climbing JNW is designed for those individuals who are above the age of 14 (and adults) and are 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)</p>	

Camp Program Planning Chart

Aquatics on Chauncey P. Goss Pond

Polar Bear Swim	6:30 AM (Monday – Friday) 4 out of 5 days to get patch
Open Swim/Boat	2-3 PM • 4-5 PM • 7-8:15 PM
Iron Man / Mile Swim	Time needed daily for Training. 1 st Meeting on Sunday
Snorkeling BSA	7 PM daily (Monday – Thursday)
Farmington River Trip	Thursday 10 AM-5 PM (Whitewater Merit Badge)
BSA Lifeguard	10-12:30 PM Daily (Must be Age 15 or Older)
BSA Aquatics Supervisor	TBA – Swimming & Water Rescue
BSA Aquatics Supervisor	TBA – Paddle Craft Safety

Shooting Sports Department

Black Powder Shoot	During open shoot, ask to shoot the Black Powder
Open Shoot	Rifle /Archery 2-5 PM & 7-8 PM Daily
Shotgun Range	Open Shoot 2-5 PM • 7-8 PM Daily
Pistol Instruction / Shoot	Times TBA, Must be an Adult or a Registered member of a Venture Crew
Buckskin Games	Open 7-8 (Troop Exclusive time 3-5) (<i>Run by the Scoutcraft Staff</i>)
Scoutmaster Hot Shot	Thursday 2 PM (Shotgun Range)

Project COPE / Rock Climbing School

Open Climbing	11-12 PM • 7-8 PM (Stop by any time)
Wolf Rock Trip	Friday 9 AM (Climbing MB) others interesting see COPE
Troop Climbs	Daily 3-5 PM
Climbing JNW	By Appointment of the COPE/Climbing Staff

Mountain Bike Center at the Boat House

Cycling Merit Badge	11-12:15 (13+)
3 Mile Loop Ride	9-10:30 AM & 1:45-3 PM (No Tuesday 1:45-3 Ride)
Natchaug State Forest Ride	Thursday - 1-5pm (25 Miles) interested see MB Center

Adult Leader Training Opportunities

Safe Swim Defense /Afloat	Monday 7:30 PM – Ludlow Chapel
Youth Protection Training	Thursday 7 PM – Chip’s Cabin
Scoutmaster's Coffee	Daily at 10:15 AM - Greer Dining Hall Porch
Climb on Safely Training	Monday 7 PM – Ludlow Chapel
Trek Safely / Leave No Trace	TBA – Smokey Flats
New Leader Essentials	TBA – Chip’s Cabin
The Eagle Scout Process	TBA – Chip’s Cabin
Scoutmaster’s Specific / Intro to Outdoor Leadership Skills	TBA – Chip’s Cabin

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.

Youth Protection...

For adults, Youth Protection Training is offered by the Connecticut Rivers Council Training Committee one evening during the week and is open for anyone to attend. 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 and Swimming merit badges require that a Scout bring a long sleeve button down shirt and long pants for floatation. 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! (See Page 27)

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

For the fourth consecutive year, this 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 the 5 Mornings. The **Climbing JNW** an Advanced Award for those interesting in climbing beyond Climbing Merit Badge. Scouts will be put in a role as mentor and guide to other scouts in 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 working on a conservation project in order 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 2012 Counselor in Training Program

The Connecticut Rivers Council is proud to welcome an exciting counselor-in-training (CIT) program to its 2012 season. This program is the first of its kind and serves as a model for CIT programs at all other scout camps at both council and national levels. 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 2012 CIT program is a one (1) week commitment. During the week, participants must undergo a rigorous schedule of training sessions aimed at developing 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 during 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 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 2013 JN Webster camp staff. However, please note that participation in the CIT program in no way guarantees employment at JN Webster. The cost of the 2012 CIT program is **\$125**. To be eligible for the 2012 CIT program, you must:

- At least 14, 15 years old Preferred
- Complete and CIT application by the deadline
- Scoutmaster must recommend a scout for this program.
- Acceptance notices will be mailed out at or around May 1, 2012
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Scouts interested should go online at www.jnwebster.org