



# Table of Contents

---

1. Welcome To Yawgoog
  - a. Intro
  - b. Contacts
2. Camp Leadership
  - a. Chain of Command
  - b. Where to Find Help
3. Resources
  - a. Medical
  - b. Food
  - c. Sanitary
  - d. Religious
4. Policies and Procedures
  - a. Alarms, Drills, Emergencies
  - b. No Nonsense camp policies
  - c. Arrival at camp/ check-in
  - d. Yawgoog's Code of Honor
  - e. General Rules
  - f. Procedure for Female or Linked Units
5. Resources for Leaders
  - a. Troop Leadership expectations
  - b. Trainings
  - c. Knights of Yawgoog
  - d. The factors club/ dining halls
  - e. Daily Schedule
6. Trading Posts
  - a. Locations
  - b. Schedule
  - c. Online
7. Provisional Opportunities
  - a. YLE
  - b. FFA
  - c. Webelos
8. Preparing for Camp
  - a. Program Planning Chart
  - b. Program Request Sheet
  - c. Aims Worksheet
  - d. Program Planning and Objectives
  - e. Honor Troop/Honor Patrol
  - f. Segments/Awards
  - g. Extra Curricular
9. Program Information
  - a. General Advancement
  - b. Prerequisites
  - c. Eagle Badge
  - d. Challenge
  - e. The Barn
  - f. Nature
  - g. Ashaway
  - h. Crafts Center
  - i. ATV
  - j. Target and Range Sports
  - k. Camp Craft
  - l. New Frontier
  - m. Waterfronts
  - n. Adventure Island
10. Yawgoog Alumni Association
11. Order of the Arrow



# WELCOME TO YAWGOOG SCOUT RESERVATION

Founded in 1916 as “A Scout Adventureland Forever,” Camp Yawgoog is situated on over 2000 acres of beautiful wilderness including a 165 acre pond, in Rockville, Rhode Island. Yawgoog is divided into three separate Camps: Three Point, Medicine Bow and Sandy Beach. All three camps share reservation program facilities. For example, the Nature Center is located in Camp Three Point, but is available to all Scouts on the Reservation. Each Camp has its own traditions – a color, songs and cheers – but all three Camps offer the same opportunities to Scouts. The atmosphere of healthy Camp competition is a unique aspect of the Yawgoog experience. Yawgoog Scout Reservation is a part of the Narragansett Council, Boy Scouts of America. The Council is a member of the Rhode Island Association of Camps, and subscribes to its principles of operation.



## ARRIVING TO CAMP

Once you arrive at Yawgoog, you will be greeted by the T. Dawson Brown Gate that reads “Camp Yawgoog.” If you are arriving on a Sunday for drop off or pick up, there will be staff stationed at the gate who will direct you on where you can park. If you are arriving any other day you will need to drive through the gate and take your second left and you can temporarily park at the Bucklin Memorial Building. Once parked you will need to head upstairs with your state or federal ID to the main office in order to check in. Once checked in you will need to move your car to the Boden parking lot which is right outside the gate on the left. If that lot is full you can follow that road down until you reach the Sandy Beach parking lot on your left.

### CONTACT US:

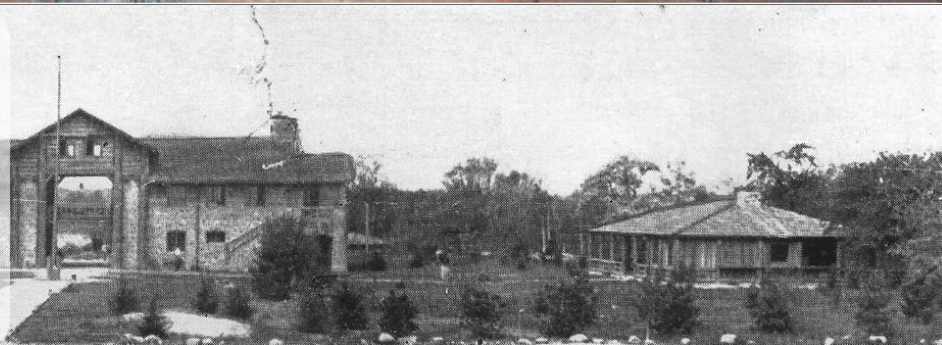


Phone: (401)539-2311

Email: [campyawgoog@scouting.org](mailto:campyawgoog@scouting.org)

Website: [www.yawgoog.org](http://www.yawgoog.org)

Address: 61 Camp Yawgoog Road,  
Rockville, RI 02873





## CAMP LEADERSHIP

The Reservation Director oversees the entire Yawgoog operation and is ultimately responsible for everyone on the reservation. The Reservation Director is a part of a team that oversees all of Yawgoog's operations, called the Key Staff. The Reservation Superintendent is responsible for the year round, residential ranger staff, who maintain Yawgoog's wonderful property and our top-notch facilities. The Business Manager is responsible for Yawgoog's finances. The Food Services Director is directly responsible for all things food related on the reservation. The Program Director oversees all program aspects of camp. Finally, The Three Point, Medicine Bow, and Sandy Beach Camp Directors are responsible for their respective staffs as well as the troops and program in their camp.

As an adult leader or Scout your main point of contact with the management at camp will be with your Program Commissioner. Your Program Commissioner will stop by your campsite daily and when necessary you can find a member of the administration in your camp's respective dining hall. Any member of the camp's administration can get you in contact with the key staff.







## RESOURCES

## MEDICAL SERVICES

Emergency medical personnel are available in camp at all times at the Armington Memorial Health Lodge in Camp Medicine Bow. We are prepared for emergencies 24 hours a day. A troop leader must be present when your Scouts are treated for routine, non-emergency procedures. Please note, however, that it is the responsibility of the unit leadership to inform all of their Scouts to request a troop leader be present.

**Health Forms** - Every Scout and adult going to Yawgoog must have a complete Scouts BSA health form or they will not be allowed to stay on the Reservation. Health forms and troop rosters must be submitted to Camp Doc prior to check in Sunday afternoon. Camp Doc is an approved vendor of the BSA and provides online medical forms. Health forms of adult Leaders arriving during the week must be uploaded to Camp Doc prior to check in. The health form must be filled out completely, including the following, listed below:

- a. **Parental Signature** - For those under 18 years of age, this gives us the approval for emergency treatment in the case of an accident or serious illness.
- b. **Doctor's Signature** - Each Scout and adult must have a medical exam given within 12 months of going to camp. No examinations will be given at camp. Many healthcare offices will only provide a printout from their office rather than fill out part c of the Scouts BSA health form. This form is acceptable as a substitute for the Doctor filling out that portion of the health form. This can be submitted with the Scouts BSA form. These forms need to be uploaded to an individuals profile,
- c. **Health and Restriction Information** - Include all information relating to the individual's health, including medications, restrictions, allergies and other pertinent information.
- d. **Health Insurance Information** - Be sure to include the insurance carrier and policy number on the health form.
- e. **Vaccination Information** - A current (within 10 years) and tetanus shot is necessary and should be noted on the health form. If a Scout or leader has an examination form from another source, we will accept it as the examination portion only. Fill out a standard health form completely, with the exception of the physician's portion, and attach to the bottom of the other form. This allows the treatment record to be the back page.

**Medications** - On Sunday afternoon, each unit leader should take all medications to the Health Lodge. All medication must be logged in and verified upon arrival. The Scoutmaster can sign for the medication and dispense in the campsite. Any medications kept in the unit's campsite must be kept in a secure location. If the medication is to stay at the Health Lodge, the Scoutmaster will see that the Scout reports to the Health Lodge with an adult at specified times to take the medication. Medications brought to camp **MUST** be in the original container labeled with the name of the medication as well as the Scout/Leader's name. Medications must be picked up Sunday at the Health Lodge before the Dress Parade.



## FOOD SERVICE

At the heart of the food service operation are the three dining halls. Seated 8 per table, we serve our meals family style, using a waiter system. Each Scout at the table gets an opportunity to be the waiter, which includes arriving 15 minutes early to set the group's table, going to the kitchen slides during the meal to get food and return dishes, and staying to clean up the table. The menu is reviewed by a registered dietician before the summer season.

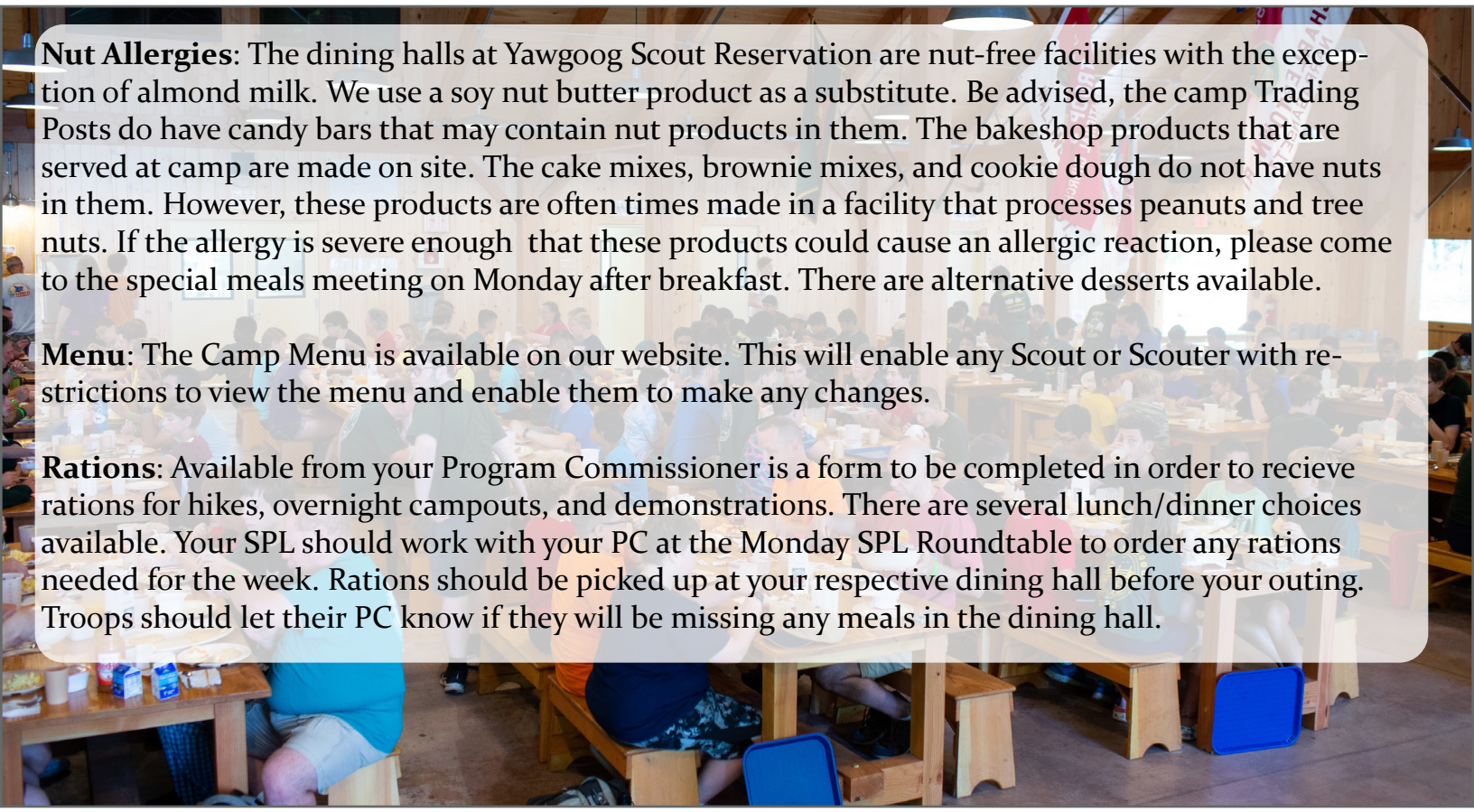
**Special Diets:** At Yawgoog Scout Reservation we strive to make your stay at summer camp enjoyable and possible for all Scouts and leaders, regardless of any dietary restriction they may have. We recognize the concern that a parent or leader may have when sending a Scout with a food allergy to camp, especially for the first time. If any of your Scouts or Leaders have a special diet, please fill out a special diet request. Feel free to attach a list of foods that can, or cannot be eaten, and any other pertinent information. If the Scout or Leader has a severe condition that requires them to consume a diet entirely composed of highly specialized foods, we encourage you to provide us with those foods and we will be glad to store and prepare them for you. We ask that all who require a meal accommodation meet with their CAMP'S COOK Monday morning immediately after breakfast to ensure that all needs are known, and provided for. Over the years, we have become proficient at handling certain diets in particular; these include (but are not limited to) gluten-free, dairy and egg free, diabetic, lactose intolerant and others.



**Nut Allergies:** The dining halls at Yawgoog Scout Reservation are nut-free facilities with the exception of almond milk. We use a soy nut butter product as a substitute. Be advised, the camp Trading Posts do have candy bars that may contain nut products in them. The bakeshop products that are served at camp are made on site. The cake mixes, brownie mixes, and cookie dough do not have nuts in them. However, these products are often times made in a facility that processes peanuts and tree nuts. If the allergy is severe enough that these products could cause an allergic reaction, please come to the special meals meeting on Monday after breakfast. There are alternative desserts available.

**Menu:** The Camp Menu is available on our website. This will enable any Scout or Scouter with restrictions to view the menu and enable them to make any changes.

**Rations:** Available from your Program Commissioner is a form to be completed in order to receive rations for hikes, overnight campouts, and demonstrations. There are several lunch/dinner choices available. Your SPL should work with your PC at the Monday SPL Roundtable to order any rations needed for the week. Rations should be picked up at your respective dining hall before your outing. Troops should let their PC know if they will be missing any meals in the dining hall.





## SANITARY FACILITIES



**Latrines, Restrooms and Shower Facilities:** Each Campsite has an assigned latrine equipped with running water, antibacterial soap, paper towels and waste receptacles. Should you run out of any of these materials, let a staff member know and they can be sure that you get more. It is the responsibility of the Troop to keep their respective latrines clean. Please encourage your Scouts to wash their hands before each meal and after using the facilities. The Bucklin Memorial Building has restrooms for both men and women. There are no showers in the Bucklin during the summer. Access is in the Archway. Inside the Three Point Dining Hall and across the street from both the Medicine Bow and Sandy Beach Dining Hall, there are public restrooms attached to the shower house. All three camps are equipped with single stall locking door showers that can be used by both youth and adults. The Bucklin facilities are closed twice daily for cleaning. For closing times of the three camp shower facilities please refer to your camp bulletin board.

**Trash and Dumpsters:** There are three dumpsters located at each dining hall. One of these is to be used for single-stream recycling. Please make your trash as compact as possible and use these wisely to conserve space and reduce waste. We ask that you remove your trash to the dumpster early in the weekend, as there are no pick ups on Sundays.

**Quartermaster:** Yawgoog offers camping and sporting goods that Troops may borrow as well as yard tools for campsite clean-up. The Quartermaster will be announced during the Monday Orientation meal.





## RELIGIOUS SERVICES

The religious worship centers at Yawgoog Scout Reservation exist to help Scouts and leaders grow spiritually; to practice Duty to God, to be reverent, and to be faithful in their religious obligations. To further help you in this phase of Scouting, several religious groups provide resident Chaplains who are members of the Yawgoog staff. All Chaplains will be happy to advise and assist Scouts with the religious awards of their respective faiths.

**Catholic** - By appointment of the Diocese of Providence, a Roman Catholic Priest will be on hand to celebrate mass each morning. The St. John Bosco Chapel is reached by trails from the Health Lodge and Tim O'Neil Field. Daily worship is available Tuesday through Saturday at 7:15 am.



**Jewish** - By appointment of the Narragansett Council Jewish Committee on Scouting, a Jewish Chaplain will be in residence. Friday Evening Sabbath services begin at 8:15 pm at the Temple of the Ten Commandments, located just off the Tim O'Neil Field. Daily worship is available Tuesday through Saturday at 7:15 am.

**Protestant** - By appointment of the Rhode Island State Council of Churches, a protestant minister will be in residence to serve as Protestant Chaplain. The Protestant Cathedral is set in a natural amphitheater bordering Wincheck Pond. Its entrance is marked by the "Steps of the Scout Law" and the "Gate of Reverence." Daily worship is available Tuesday through Saturday at 7:15 am, usually at the Adams Gate just west of the Bucklin Memorial Building.





## POLICIES AND PROCEDURES

### NO NONSENSE CAMPSITE POLICIES

- 1. Arrival and Departure Times** – Troops will be assigned arrival times prior to your week at camp. It is important that this be adhered to.
- 2. Reservations** – If a Troop currently camping wishes to reserve their campsite for the following year, that reservation must be made during check-in on Sunday. Only reservations one season in advance are permitted. Troop reservations are not transferable. Campsites may not be given away or traded amongst Troops. Any and all campsite sharing arrangements must be made through the Reservation Director. Any requests for changes in assigned campsites must be made through the Reservation Director. The Reservation Director reserves the right to change Troop reservations at any time.
- 3. Deposits and Payments** – A non-refundable \$500.00 Campsite Deposit will reserve a site for Troops currently camping through March 1 of the following year. This deposit will be applied toward total camp fees. A non-refundable \$35.00 per person Hat Incentive deposit with the minimum of \$500 is due March 1 prior to camp. A Troop failing to make either payment on time may forfeit its site. All Troop balances must be paid 30 days prior to arrival at Camp. A \$25.00 late fee will be assessed for each Scout whose fees or paperwork is not completed 30 days prior to arrival at Camp. If the troop payment is late then they will be charged \$25 for each Scout and Adult. All camp fees are assessed by the Troop and individual Scout payments are not accepted for Scouts camping with their Troops. Special consideration will be made for Scouts signing up for camp after the 30 day payment deadline.
- 4. Leadership** – Troops are required to provide Two Deep Leadership at all times; Yawgoog Scout Reservation does not provide in-campsite leadership. The Reservation Director reserves the right to make any necessary arrangements, including changes in campsite reservations, to enforce this policy. (Accommodations may be made for Troops who need temporary Leadership during their week at Camp. These arrangements are made through the Camp Directors.)
- 5. Rules and Regulations** – Yawgoog Scout Reservation publishes rules and regulations that must be followed during a Troop's week at camp. It is advised that the Troop Leadership go over these rules and regulations with all Scouts, Adult Leaders and visiting parents upon arrival at camp.
- 6. No Campsite Alterations**- Troops may not make alterations or changes to their campsite without the permission of the Reservation Director or Superintendent.
- 7. Electricity** will be provided to campsites for the sole use of CPAP breathing devices. The power supplied is limited, please do not use this supply for other applications. It will be the discretion of the Ranger staff as to which tent the electricity will be placed in.
- 8. Water** is provided to each campsite. No alterations are to be made to any part of this system. This includes any type of alteration or hook-up.
- 9. Vehicles** are only allowed in campsites on Sundays for the purpose of Troops moving in or out. At all other times vehicles are not allowed to go to any campsites for any purpose unless permission is given by the Reservation Director.



## THE YAWGOOG SYSTEM

For years, Troops have arranged for their campsites at Yawgoog a year in advance. This is different from many other camps that may assign sites weeks or even days before Troops arrive. Troops at Yawgoog tend to develop special affinities for their campsites – this is a great aspect of the Yawgoog experience.

A minimum of 5 Scouts is required to make a reservation. We reserve the right to change any campsite request, Troops with less than 10 Scouts may have their campsite changed.

We understand that Troops enjoy these arrangements and often grow accustomed to them. We do our very best to honor the Yawgoog system. We are not in the business of disappointing Troops. Our goal is to deliver to Yawgoog's Scouts and Scouters the best summer camping experience possible. However, from time to time, circumstances may arise under which we are forced to make unpopular decisions. When it becomes necessary for a change in Troop reservations, we make every effort to be as fair as possible and to give as much advance notice as possible. In these cases, we ask for your Scout-like understanding and cooperation.

The Reservation Director is always available to discuss your concerns and to address your issues.

## ARRIVAL AT CAMP & CHECK-IN

**Arrival Time** - We will set the arrival time for troops to arrive on Sunday starting at 4:00 pm. Troops will be provided with their arrival time in their Camp Docs profile. Troops should adhere to this time and make sure that parents know when and where to meet. Troops arriving ahead of their scheduled time may be delayed.

**Check-In Procedure** – In-Person Check-in will be done at the Bucklin Office at the scheduled time where adult leader wristbands and hats are provided. Prior to this check-in - All paperwork, health forms and final payment are due 30 days prior to your arrival.

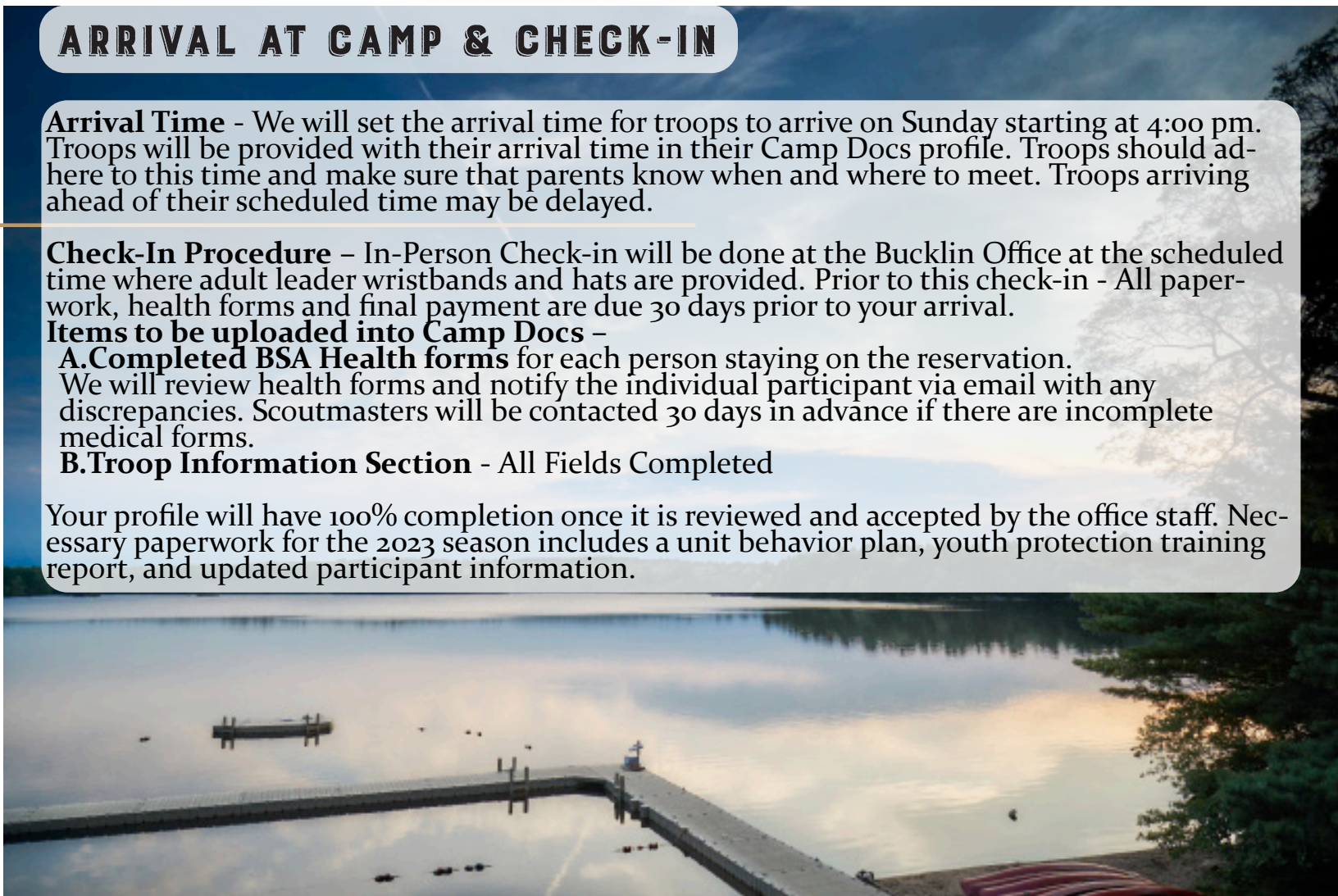
**Items to be uploaded into Camp Docs –**

**A. Completed BSA Health forms** for each person staying on the reservation.

We will review health forms and notify the individual participant via email with any discrepancies. Scoutmasters will be contacted 30 days in advance if there are incomplete medical forms.

**B. Troop Information Section** - All Fields Completed

Your profile will have 100% completion once it is reviewed and accepted by the office staff. Necessary paperwork for the 2023 season includes a unit behavior plan, youth protection training report, and updated participant information.





## ARRIVAL AT CAMP & CHECK-IN CONT.

**Sunday Program** - Sunday is the troop's day. When you arrive, the program you follow is your own. Troops provide their own meal. Sunday has proven to be a great day to get some initial orientation done. Troop leaders meet to discuss the patrol duties for the week, campfires are planned and executed, and Camp Tours are given to New Scouts by either the Troop or are offered by the Camp Staff. All these things make for a full evening of getting into gear for the week ahead. Your Program Commissioner will visit Sunday evening to check you into your site and make sure everything is to your satisfaction. New Troops attending Yawgoog will be introduced to their New Troop Ambassador on Sunday night.


**Camp Tour:** Each Camp will offer an optional full tour on Sunday night. Whether you have new Scouts who need to learn the major landmarks in Camp or this is your first time here, this is a great way to get oriented with our Reservation. Any Troop can attend any of the following tours (they all give the same tour with just different starting point and departure time).

5:30pm Departure from the Three Point Dining Hall  
6:00pm Departure from the Medicine Bow Dining Hall  
6:30pm Departure from the Sandy Beach Dining Hall




## YAWGOOG'S CODE OF HONOR

**Yawgoog's Code of Honor:** This is to be discussed prior to attending summer camp. On the first evening of camp we require that Troops have a Scoutmaster minute in the site and cover the material in the Sunday Scoutmaster minute which can be accessed on our website. Copies will be available upon check-in on Sunday. The Scoutmaster or delegate will turn into the Camp Director a signed form stating that the Scoutmaster minute took place and all Scouts and Scouters in attendance each signed the Code of Conduct form.

**BOY SCOUTS OF AMERICA**  
SABINGANSETT COUNCIL

**ALL SCOUTS that live according to**  
**CHIEF YAWGOOG'S**  
**CODE OF HONOR**  
are welcome at Camp Yawgoog



Yawgoog Scouts commit themselves to the Scout  
Oath & Law, Outdoor code, Scout Motto & Slogan

**Yawgoog Scouts treat others with respect**

Do you need help or someone to talk to?  
Speak to a troop leader, program commissioner, camp director,  
or other trusted adult

Yawgoog Scouts commit themselves to be Scouts of honor that are:

- Trustworthy: Respect the privacy and property of others
- Courteous: Treat others with respect
- Friendly: No name-calling, insults, threats, or bad-natured teasing
- Clean: Jokes, skits, songs, and language that is clean and honors others
- Kind: Be welcoming to new Scouts and build up fellow Scouts
- Brave: Be an upstander!
- Reverent: Remember Scouts who died for God and country

Find us at [Yawgoog.org](http://Yawgoog.org)  



## GENERAL RULES

All of the policies and procedures of Scouts BSA are in effect and enforced at Yawgoog. Please remember that in everything you do, two-deep leadership is required. If half of your group is taking an overnigher, there must be two-deep leadership, including a 21 year old in charge, for both groups. Hike leadership should be two-deep if it includes adults; Scout-only hikes should utilize the buddy system and be in groups of no less than 4. Should a troop need adult coverage to maintain two deep leadership, they can talk to their respective Camp Director to request coverage (the more prior notice the better). There are certain things that are **not allowed** at Yawgoog, including: pets, alcohol or drugs, smoking (RI State Law bans smoking in any public place), mini-bikes or personal bicycles, personal program equipment (firearms, boats, etc.), skateboards, all terrain vehicles (ATVs), recreational vehicle camping, cell and electronics (Scouts without their BSA Cyber Chip). Please contact the Bucklin Office if you require an accommodation for any of these policies.

**Accountability-** Your Program Commissioner should know where every overnight group and hiking party is at all times. Please make sure your Scouts understand that a hike report is an essential part of taking a hike, and be sure they file a report with their PC or the camp administration prior to their hike. Always notify your PC as to where your Troop's membership will be. Hike reports can be found at each Camp Office.

**Pond Use** - Swimming is allowed only at the three Camp waterfronts. Boating may be done only from the waterfronts or the Ashaway Aquatics Center. Pond use is during program hours and boating cannot be done before 7:00 AM or after dark. Landing on any of the islands is prohibited. Fishing from shore is allowed all around the shore of Yawgoog Pond, so long as no one is standing in the water or on top of any rocks. Yawgoog Pond is "catch and release only".





## GENERAL RULES CONT.

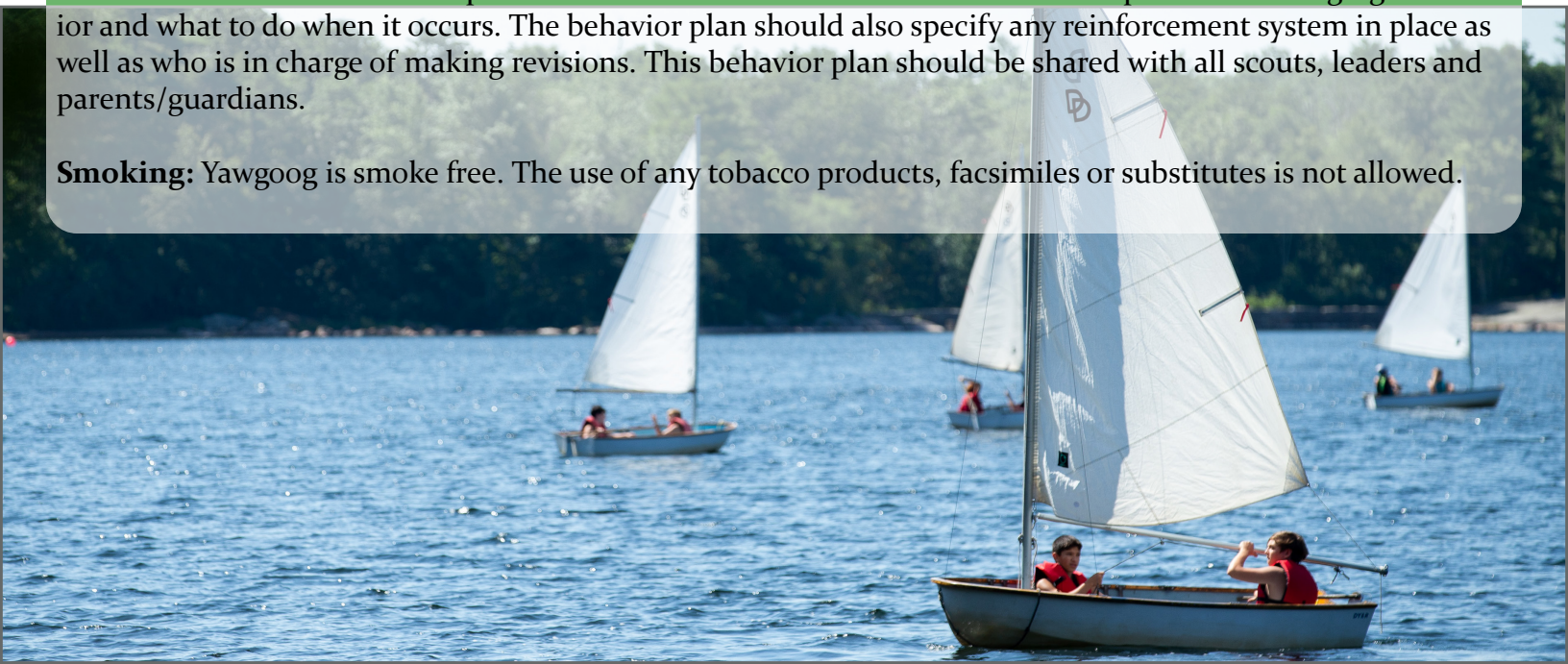
**Emergency Procedures** - Our staff is trained in exactly what to do for the following situations: fires, lost individuals, severe storms, active shooters and a variety of other emergency conditions. A mobilization drill is held on Monday at 5:00 PM. At this time a 30 second long single tone siren will ring from the Bucklin Memorial Building and the Sandy Beach Dining Hall. Whenever this siren is heard, it is pertinent that everyone calmly returns to their campsites to be accounted for. Once everyone is present or accounted for, one buddy pair should report to the dining hall to let the staff know everyone is accounted for. Please treat this mobilization drill seriously. In the event of a real emergency, it is essential that you assist us by keeping your Troop calm and under control. We also ask that you follow directions, and allow our staff to do their job without obstruction. In the event of a lost Scout, Scouts and Adult Leaders will return to their campsite to be accounted for. In the event of a severe weather event, Scouts and Adults will assemble in their respective dining hall. Our Active Shooter protocol siren will be demonstrated on Monday during dinner in each individual dining hall, and the procedure will be covered during the Monday Leaders Meeting.

**Adults in Camp**- Adult leaders staying overnight at camp, must be registered with Scouts BSA and have up-to-date Youth Protection Training. Proper documentation must be provided for each adult staying overnight. This must be included when a unit submits health forms online 30 days prior to arrival. Adults not supplying the proper documentation will not be allowed to stay at camp.

**Vehicles in Camp**- Ample parking is provided in the Sandy Beach and Boden parking lots for vehicles at camp. Vehicles are allowed at campsites only on Sundays when Troops are leaving and arriving. Starting on Sunday evening vehicles are not allowed to park at or drive to and from a campsite. After Sunday, any equipment or supplies must be hand carried to a unit's campsite. We ask everyone to comply with this request as the health and safety of our campers is most important. Adults or Scouts with special needs should make arrangements with the Reservation Director at least one week in advance. We also cannot permit people to live in campers or trailers set up in parking areas. All vehicles are parked at the owners' own risk. Adult leaders that feel that they can drive to the campsite after Sunday and before the following Saturday may be asked to leave the Reservation.

**Unit Behavior Plan**- This year all Units attending Yawgoog will be required to submit with their final paperwork a unit behavior plan. An example can be found on our web site. This plan must be submitted with your paperwork through Camp Doc. The Unit Behavior Plan is presented strictly as an example of work of a Scouting unit. The Narragansett Council does not, in any way, reject or endorse the specifics that are contained therein. Units are encouraged to positively address their own particular needs based on the twelve points of the Scout Law. A unit behavior plan is a written course of action for what to do to prevent challenging behavior and what to do when it occurs. The behavior plan should also specify any reinforcement system in place as well as who is in charge of making revisions. This behavior plan should be shared with all scouts, leaders and parents/guardians.

**Smoking:** Yawgoog is smoke free. The use of any tobacco products, facsimiles or substitutes is not allowed.





# PROCEDURE FOR FEMALE AND LINKED UNITS

In 2018, Yawgoog Scout Reservation opened its gates to female scouts to have the chance to earn Scouting's highest rank, Eagle Scout.

In addition to the two-deep leadership requirement, in female units there must be a registered female adult leader 21 years of age staying in camp while the unit is attending Yawgoog.

The minimum leader requirements of age and program appropriate supervision must always be provided.

## Female units can attend Yawgoog:

- As a unit in their own campsite
- Share a campsite with a linked male unit
- Share a campsite with another female troop.

This troop would operate just as any troop would that is staying at Yawgoog.

Parents from all troops within the site should be made aware that the site will be occupied by both male and female scouts. Each linked troop must maintain their own individual identity and leadership during their week at camp. Registration and payments for each unit are separate. Linked units can choose to compete in camp wide contests together, at the discretion of their Program Commissioner.







## TROOP LEADERSHIP EXPECTATIONS

**Leaving Camp** - If a Scout must leave camp, a troop leader should bring the Scout and parent/guardian to the respective Camp office in the appropriate dining hall where they will fill out a Scout Leaving Camp Card. This card is signed by the Scoutmaster and Camp Director or designee and kept on file at the Camp Office. State or National I.D. is required of the person with whom the Scout is leaving. Upon returning, please check in at the appropriate dining hall. Check-out in the Bucklin office should only occur if no one is available at your respective camp office.

**C-PAP Machines** - Electricity is available in every campsite for C-PAP machines. If additional cords are needed please contact the Bucklin Office. Cords will be placed at the most convenient location in your campsite prior to your arrival. The power supplied in these cords is limited and we ask that they only be used for CPAP machines.

**Scouts in Campsites:** All Scouts must remain in their respective campsites from taps until reveille. The only exception to this rule would be those Scouts attending star gazing at the Nature Center, a canoe overnigher, sleeping out for wilderness survival or other pre-arranged activity. Unit Leaders are accountable for all Scouts.

**Example** - Younger Scouts look up to older Scouts. Older Scouts look up to their adult leaders. It is of the utmost importance that we all strive to set a good example in our conduct, our language, and our habits. Take care when speaking not to use profanity. If you smoke, please do so outside of camp. Remember, there is always a Scout watching.

**Uniform** - The Scout Uniform is one of the methods of Scouting. At Yawgoog, we encourage troops to show their pride in the Scouting program by wearing their uniform. The "Class A" uniform must be worn to each dinner meal and all day Sunday. We encourage troops to wear their own "Class B" during the day (consisting of a troop T-Shirt and the Scout shorts).



# TROOP LEADERSHIP EXPECTATIONS CONT.

**Taps** - At 9:30 PM every evening, the bugler's call tells us that the time to rest has come. We ask that all troops respect each other and show that a Scout is courteous by keeping their campsites quiet after taps. Staff members on Night Patrol make regular rounds before and after Taps. All Scouts must remain in their sites after taps.

**Dining Hall Conduct** - Every table in the dining hall should have at least one adult sitting with the Scouts. Adults help ensure proper table manners, safety, and Scout-like behavior; e.g., the correct response to a dropped dish is not applause, but rather assistance. Seating arrangements will stay the same for the entire week. You will be assigned seating for the number of paid Scouts and Adults.

**Staff Assistance** - It is a great help to our staff if the troop leadership helps us, especially in the area of waterfront supervision. If your troop is sending a contingent to the waterfront, please send some adults to help supervise and to help teach good sportsmanship and fair play. If you feel you have any other talents in a particular area that might be of use, feel free to speak with your Camp Director at the beginning of the week.

**Visitors** - Visitors must check in at the Bucklin Main Office with their State or Federal I.D. Visitors are required to wear a wristband at ALL TIMES and may not participate in any of the camp programs unless all their paperwork is on file at the Main Office. All visitors must check out of the Bucklin by 9:30pm.

**Intrusion by Outsiders** - All Adult Leaders will be required to wear identification bracelets while on the reservation with their troops. All visitors are required to check in at the Bucklin Office, show proper identification and receive a visitor bracelet prior to visiting Troops, Adult Leaders or Scouts. Bracelets for Adult Leaders and Visitors must be worn at all times. Yawgoog staff will have camp name badges. We ask adults and staff to report to camp leadership any adults observed at camp not wearing either a visitor or leader wrist band.

**Sports/Recreation** - Tim O'Neil field and the fields at Sandy Beach and Medicine Bow are available for organized and "pick up" sports. Camp Sandy Beach and Three Point offer full sized basketball courts. Other Reservation facilities are available on a limited basis for special occasions.

**Pictures** - Troop photos are included in the camp fees. You will receive 1 photo for each Scout staying the entire week. In addition, the Troop will receive 2 free photos. Troops wishing to order additional photos must do so when they check in on Sunday night. The count for the photos is based on the number of Scouts that you check in with on Sunday afternoon staying the full week. Photos are taken on Monday mornings. Check with your PC for the schedule on Sunday night.



# ADULT LEADER TRAINING

Yawgoog will be offering Introduction to Outdoor Leadership Skills again this summer. This is a wonderful opportunity to get your Leaders trained. Remember; Every Scout deserves a Trained Leader. A fee of \$50 is charged to cover extra costs. If anyone in your Troop has experience and would like to help out with any of this training, please contact us. To sign up for the IOLS sessions, please go to our website: [www.yawgoog.org](http://www.yawgoog.org)

**Introduction to Outdoor Leader Skills(IOLS):** Outdoor skills are critical to the success of the Scouting program, and Introduction to Outdoor Leader Skills will provide leaders with the basic outdoor skills information needed to start a program right. Introduction to Outdoor Leader Skills is the required outdoor training for all Scoutmasters, assistant Scoutmasters, and Varsity Scout coaches. The skills taught are based on the outdoor skills found in The Scouts BSA Handbook. The course is also ideal for Venturing leaders because it focuses on skills that build confidence and competence in leaders conducting outdoor camping experiences. This course is open to anyone, even if you are not attending Yawgoog during the summer with your troop.

Introduction to Outdoor Leadership Skills will meet at the Shea Shetler on Curtis Tract at 6:30 PM on Tuesday. The IOLS session runs until 6:15 PM on Wednesday. There is a charge of \$50 for the training. You will need to have all of the camping gear that you would use for an overnight campout including a tent.

**Safe Swim Defense Certification:** For Leaders who wish to be certified in these Aquatic areas, we will hold training three times during the week. Cards will be issued at the completion of each session or in Scoutmaster Packets on Sundays. Units should practice Safe Swim Defense at least once after certification. Sessions will be held as follows: Tuesday evening at the Three Point Waterfront, Wednesday Evening at the Medicine Bow Waterfront and Thursday evening at the Sandy Beach Waterfront. The sessions will start at 7 PM and end at 8 PM.

**Climb on Safely:** Any adult wishing to complete a Climb on Safely course should plan to attend on Tuesday evening at 7 PM at the Challenge Center. Certificates will be issued at the end of the session.

**Trek Safely Training:** Any adult or youth leader wishing to participate in Trek Safely training can sign up at the Campcraft center. Training is Wednesday Evenings from 7 PM to 8 PM.

**Unit Safety Afloat Exercise:** Any unit wishing to take part in a Safety Afloat Exercise can do so either on a Canoe overnight or a daytime pond exploration.

**Outdoor Ethics/Leave No Trace Orientation:** will be available each Thursday evening at 7 PM for one hour in the downstairs classroom at the Bucklin Memorial. Information will be included for Adults and Troop Outdoor Ethics Guides(Youth Position) to help your scouts with the various advancement requirements for rank advancement.

If you have any questions, please email: [campyawgoog@scouting.org](mailto:campyawgoog@scouting.org)





# THE FACTORS CLUB

The Factors Club Located in the East Cabin on the Donald North Court and is available to all adult leaders to gather and relax. Open from 6 AM until 10 PM, there is coffee, tasty treats and good conversation. Laptops and cell phones can be charged here.

**Cell Phones and Laptops:** We at Yawgoog recognize that even though Leaders are at camp for a week, many must still conduct business while at Yawgoog. Extra electrical outlets have been installed in the Factor's Club, Dining Halls and the Memorial Room across from the Bucklin office to enable Troop Leaders the use of their electronics. If you need to charge your equipment, each camp has a designated area to do so. Wi-Fi is available in most of camp proper. This is available to the public and is not password protected.



## KNIGHTS OF YAWGOOG

The Knights of Yawgoog is the Senior Honor Society of Yawgoog Scout Reservation. It recognizes those senior leaders who have given exemplary service to Scouts while at Yawgoog. This Senior Honor Society is rooted in over fifty years of Yawgoog tradition.

In the early days, the Knights began as lighthearted fun. Soon, however, the Knights took on a more serious purpose and emerged as an honor society for Senior Leader Recognition in Outstanding Service to Scouts. The potato is still used as it was in the early days in dubbing in new Knights.

These leaders are invited back to Yawgoog on the last Saturday Night of the season for the Annual Knights Reunion when they will be officially initiated in a very meaningful ceremony of dedication. All Knights return for this gala event which includes the Saturday Night Show, the Initiation Ceremony, and the Program and Festivities which follow. It is a night of fellowship in Scouting.

It is to be emphasized that the Camp Directors recommend Senior Leaders (eighteen years of age or older and registered members of Scouts BSA). The recommendation of the Camp Director is based on Leader Performance while at Yawgoog with the Troop. Adults who are serving for the first year as leaders are eligible. Leader performance is judged by these criteria.

The Knights Reunion will be held on Saturday, August 19, 2023 Immediately following the Saturday Night Show.





# SCHEDULES

## Monday Schedule

<b>7:00 AM</b>	Reveille
<b>7:20 AM</b>	Troop Call
<b>7:25 AM</b>	Flag Raising
<b>7:30 AM</b>	Breakfast
<b>8:00 AM</b>	Swim Qualifications and Troop Pictures Begin
<b>11:40 AM</b>	Troop Call
<b>11:50 AM</b>	Lunch Monday Orientation
<b>1:00 PM</b>	(or directly following lunch) Waterfront Orientation
<b>2:00 PM</b>	Yawgoog Comes Alive! All Program Centers Open
<b>5:00 PM</b>	Fire Drill
<b>5:15 PM</b>	Waiters' Call
<b>5:20 PM</b>	Troop Call
<b>5:25 PM</b>	Flag Lowering
<b>5:30 PM</b>	Dinner
<b>6:30 PM</b>	Retreat Ceremony at the Tim O'Neil Field
<b>7:00 PM</b>	Scoutmaster Meeting with Reservation Director directly following Retreat Ceremony
<b>8:00 PM</b>	Welcome Campfire in respective Camp's Amphitheatre

## Daily Schedule

<b>7:00AM</b>	Reveille, personal and campsite clean-up.
<b>7:15 AM</b>	Mass and Religious Services.
<b>7:55 AM</b>	Flag Raising
<b>8:00 AM</b>	Breakfast (Waiters' call at 7:45 AM).
<b>8:30 AM</b>	Good Turns, spruce up campsite for inspection. Organize for activities.
<b>9:00 AM</b>	All program centers open. Campsite Inspections.
<b>11:30 AM</b>	Siren - ALL BOATS IN.
<b>12:00 PM</b>	Assemble in campsite, program centers close. Memorial Bell Tower Tolls.
<b>12:30 PM</b>	Lunch (Waiters' call at 12:15 PM).
<b>2:00 PM</b>	All program centers open.
<b>4:30 PM</b>	Siren - ALL BOATS IN.
<b>5:00 PM</b>	Assemble in campsite; program centers close.
<b>5:40 PM</b>	Flag Lowering.
<b>5:45 PM</b>	Dinner (full dress uniform, waiters' call at 5:30 PM).
<b>7:00 PM</b>	All program centers open.
<b>7:45 PM</b>	Siren - ALL BOATS IN.
<b>8:00 PM</b>	Program centers close. Scouts report to campsite.
<b>9:30 PM</b>	Taps

## Sunday Schedule

<b>6:30 AM</b>	Reveille, personal and campsite clean-up.
<b>6:45 AM</b>	Waiters' Call
<b>6:50 AM</b>	Troop Call
<b>6:55 AM</b>	Flag Raising.
<b>7:00 AM</b>	Breakfast.
<b>8:00 AM</b>	Religious Services.
<b>9:00 AM</b>	Campsite clean-up and inspection, check out by PC, preparation for Court of Honor. Scoutmasters pick up awards at the Main Trading Post. All personal gear removed from tents and adirondacks.
<b>10:15 AM</b>	Sunday Dress Parade.
<b>12:30 PM</b>	All Troops and gear must be out of the campsite.



# TRADING POSTS

## THE 407 OUTFITTERS

Located on the historic Donald North Court; it is the source for all the goods you need for a great week at Yawgoog. The largest of the three Trading Posts, the 407 offers an extensive inventory of camping equipment, Scouts BSA uniforms and parts, rain gear, patches, maps, games, ice, mosquito nets, bug spray,, toiletries, Merit Badge pamphlets, ice cream, refreshments, custom collectable items and so much more! This location is open *extended* hours for your convenience!

### Hours

**Sunday:** 8:00 AM-9:00 AM SM Packet Pick up  
9:00 AM-11:00AM CLOSED  
11:00 AM-12:00 PM OPEN  
12:00 PM-1:00 PM CLOSED  
1:00 PM-6:00 PM OPEN  
**Monday:** 9:00 - 11:45 AM; 2:00-4:45 PM  
**Tues-Fri:** 9:00-12:00 PM; 2:00-5:00PM; 7:00-8:30 PM  
**Saturday:** 9:00-1:00 PM

## THE COMPANY STORE

Located in the lower level of Medicine Bow's Rathom Lodge offers mostly the same items as the 407 Outfitters centrally located in the heart of Camp Yawgoog.

### Hours

**Sunday:** Closed (see 407 Outfitters)  
**Monday:** 9:00-11:30 AM; 2:00-4:45 PM  
**Tuesday-Friday:** 9:00-Noon; 2:00-5:00 PM; 7:00-8:30 PM  
**Saturday:** 9:00-Noon; 2:00-5:00 PM

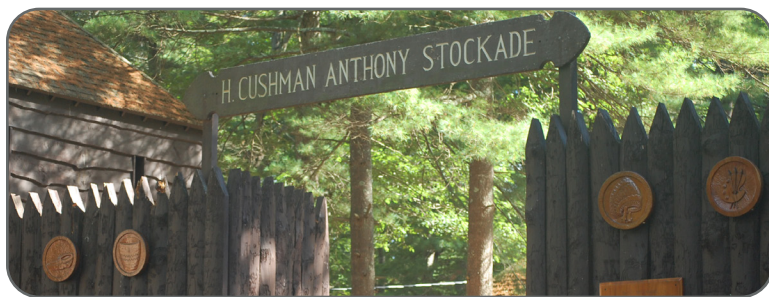


## THE BLOCK HOUSE

Located in the H. Cushman Anthony Stockade or the Craft Center. Here you can find the materials required to complete the Craft Center badges. The Block House is open during all Program Hours.

### Hours

**Monday:** 2:00 PM-4:45 PM  
**Tuesday- Friday:** 9:00-Noon; 2:00-5:00 PM; 7:00-8:00 PM  
**Saturday:** 9:00-Noon



It is suggested that Scouts bring \$40-\$50 spending money for their week at Camp. This amount includes books and items needed to complete merit badges as well as refreshments, gifts, souvenirs etc. Parents are welcome to visit the 407 Outfitters when picking-up their Scouts on Sunday or when visiting during the week. All three Trading Posts accept Cash, Checks, Visa, MasterCard and Discover.

## YAWGOOG ONLINE STORE

Custom Yawgoog items including clothing, patches and collectibles can now be ordered online at:  
<http://www.yawgoog.org>  
Check back often for special discounts and exclusive online items.

The online store is also the place for leaders and parents to order additional segments and patches.



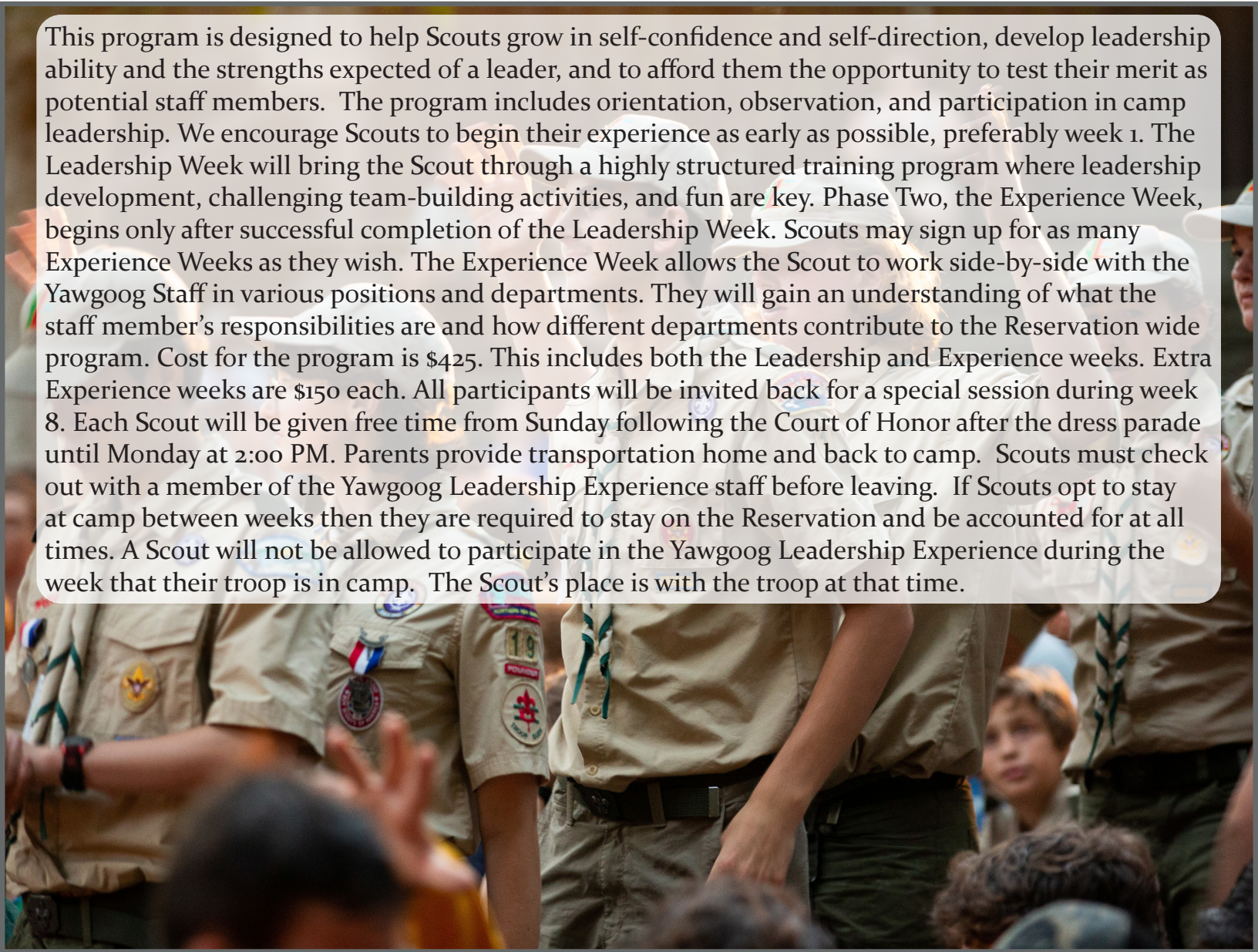
# PROVISIONAL OPPORTUNITIES



## THE YAWGOOG LEADERSHIP EXPERIENCE

Founded to provide a strong source of skills to prepare youth to join the Yawgoog Staff, the Yawgoog Leadership Experience has evolved into a top-notch training program for Junior Leaders. Adult Leaders consistently report that scouts returning from this program demonstrate considerable growth in Scouting. In contrast to other training programs, the Yawgoog Leadership Experience specializes in preparing individuals for practically using their new skills. This presents a great challenge to Scouts who are willing to accept it. The program is divided into two phases. Scouts can sign up for the first phase, the leadership week, available weeks 1 to 7. This is followed by completing their experience week any week following their leadership week.

This program is designed to help Scouts grow in self-confidence and self-direction, develop leadership ability and the strengths expected of a leader, and to afford them the opportunity to test their merit as potential staff members. The program includes orientation, observation, and participation in camp leadership. We encourage Scouts to begin their experience as early as possible, preferably week 1. The Leadership Week will bring the Scout through a highly structured training program where leadership development, challenging team-building activities, and fun are key. Phase Two, the Experience Week, begins only after successful completion of the Leadership Week. Scouts may sign up for as many Experience Weeks as they wish. The Experience Week allows the Scout to work side-by-side with the Yawgoog Staff in various positions and departments. They will gain an understanding of what the staff member's responsibilities are and how different departments contribute to the Reservation wide program. Cost for the program is \$425. This includes both the Leadership and Experience weeks. Extra Experience weeks are \$150 each. All participants will be invited back for a special session during week 8. Each Scout will be given free time from Sunday following the Court of Honor after the dress parade until Monday at 2:00 PM. Parents provide transportation home and back to camp. Scouts must check out with a member of the Yawgoog Leadership Experience staff before leaving. If Scouts opt to stay at camp between weeks then they are required to stay on the Reservation and be accounted for at all times. A Scout will not be allowed to participate in the Yawgoog Leadership Experience during the week that their troop is in camp. The Scout's place is with the troop at that time.





# FUN FRIENDS AND ADVENTURE

Located in campsite Baden Powell, in Camp Medicine Bow, Fun Friends Adventure is a troop run by Yawgoog Staff members who serve as Scoutmaster, and Assistant Scoutmaster.

Fun Friends Adventure is made up of Scouts whose Troop does not attend Yawgoog, are unable to attend with their Troop, or want to stay additional weeks at Yawgoog. Opportunities exist not only to work on advancement, but to learn new skills or just to have another week of fun.

Scouts attending Fun Friends Adventure have the same opportunities as Scouts camping with their Troops. Fun Friends Adventure runs Weeks 1 to 8. Scouts may attend as many weeks as they wish. There are even special weekly themes and activities for Scouts that attend. [Bake Off, Scavenger Hunt, Costume Contest, etc]

If you are planning on spending a week with your troop, then your second week at Fun Friends Adventure is only \$275. You can attend Fun Friends Adventure for this reduced price either before or after you plan on staying with your troop.





# WEBELOS OUTDOOR ADVENTURE

The Webelos Outdoor Adventure is a week long adventure for Webelos Scouts. Our Nationally Certified Staff will be on hand to ensure a safe, successful and fun filled camping experience of a full week or half week adventure. Sunday through Wednesday Evening or Wednesday through Sunday sessions are available. Den Leaders are welcome to attend but are not required. Parents wishing to attend need to be registered with Scouts BSA and provide proof of Youth Protection Training at Check-in. A Den or Pack sending four or more Scouts should provide adult supervision for the week and will be allowed to have one Leader stay the week for free.

**Health & Safety:** Safety is of the utmost importance at Yawgoog. Please discuss any special needs that your Scout may have with the Webelos Staff upon checking in. Our Health Lodge is maintained by qualified personnel 24 hours a day and is located next to the Webelos campsite. Any medication that your Scout will be taking during the week at camp will be kept and administered by the Health Lodge Staff.

**Program** (includes but is not limited to): Knot tying, BB Range, Archery, Nature, Pioneering, First Aid, Forestry, Low-Ropes, Initiative games, Handicap Awareness Trail, Swimming, Water sports, Leatherwork, Basketry, Star Gazing, Weather and Hiking. Please refer to the schedule on our website for a list of all activities. Ample free time is also given to the Scouts to chill out or just take it easy.

**Dining Facilities:** Well balanced meals are served in the Medicine Bow Dining Hall. Scouts with special dietary requirements will need to submit a Special Diet Request form prior to or when checking in. We do not serve nuts or nut by-products in our dining halls. Be advised that there may be nut products that other Scouts bring to camp or available in our trading posts.

**Personal Hygiene:** Water, showers and private sanitary facilities (w/flush toilets) are located close to the campsite.

**Sleeping Facilities:** Scouts will sleep in Adirondacks provided by the camp. Scouts attending from the same Pack will be housed in the same or adjacent space. Adult Leaders are housed in separate tents and are provided cots and mattresses. So just bring your sleeping bag and pillow and you're ready to relax and sleep. A folding chair for adults is always useful.

**Registration procedure:** Webelos Scouts must register separately in order to attend. We suggest that Webelos try to schedule to attend together with their Pack or Den. This will enable Scouts to attend with their friends and will contribute to a more positive camp experience. When registering make sure to include your Pack number and Community. This way we can make sure Scouts from the same Pack will tent with each other. Registration is available online at [www.yawgoog.org](http://www.yawgoog.org) or you can call camp at (401) 539-2311 and register over the phone.

During the course of the week Scouts will have the opportunity to work on many requirements for Webelos Core Activities, Electives and Arrow of Light Adventures. Below are some of the Activities offered at camp: Aquanaut, Cast Iron Chef, First Responder, Into the Woods, Walkabout, Into the Wild.





# PROGRAM PLANNING AND OBJECTIVES

A good program will reflect the needs, interests, and goals of the individuals, Patrols and Leaders in your Troop. You should strive for a good balance of advancement, Scoutcraft, adventure and learning activities with an eye to complementing the year round Troop program.

**PROGRAM BASICS:** The Yawgoog program can be seen as having five main components:

1. Reservation Activities - Everyone attends the Saturday Night Show,
2. Campwide Activities - Each camp plans a variety of special events with a central theme for every week.
3. Troop Activities - These involve your Troop as a whole and are planned by your Troop leadership. Inter-troop activities are fun, too!
4. Patrol or Group Activities - These include such things as Challenge events or Campcraft demonstrations.
5. Individual Activities - Earning merit badges or various special awards are an important part of each Scout's week at camp — and it is equally important to set aside sufficient time for Scouts to have time to themselves in unstructured activities.

## SPRING PLANNING STEPS

### STEP 1: SCOUTMASTER SPRING MEETING (April)

The Scoutmaster or unit leader should attend Spring Leaders' Meeting to receive information on the upcoming Yawgoog season and the Yawgoog Leaders Guide. Meetings will occur in Connecticut, Massachusetts, New York and Rhode Island. There will be a virtual option that will be recorded for viewing after. A general meeting will occur, followed by individual camp meetings. After a review of the materials, you are ready to begin the planning process with your Troop.

### STEP 2: TROOP INFORMATIONAL MEETING (April or May)

Scoutmaster and SPL meet with Troop members to share the information received about Yawgoog and begin the planning process. The basic "building block" of your Troop program is the individual. Start with the Scout first and build your program from there.

### STEP 3: PATROL PLANNING SESSIONS (April or May)

Distribute the necessary planning tools to each patrol (Yawgoog Aims for Your Patrol, Activity Checklist, etc.). Determine your "summer patrol" groupings if different from year-round groups. As individual Scouts make their plans, Patrol Leaders should coordinate the activities and goals of Scouts as they develop the Patrol plan. Include Patrol activities and be prepared to make recommendations for Troop activities. Each Patrol plan will be coordinated to finalize the Troop schedule. Once the Troop Schedule is finalized on the Troop level. The Scoutmaster can then submit the Troop Schedule for approval on Camp Docs.

### STEP 4: TROOP LEADERS COUNCIL MEETING (May)

Patrol Leaders bring their Individual Aims Sheets and their activity checklists. SPL records their activity choices. TLC decides on which activities to include on the Troop Program Request sheet. Group and Troop activities are recorded in pencil on the Camp Program Planning Chart. (These may have to be changed later subject to availability). Yawgoog Aims Sheets are checked by adult leaders to assure that each Scout has made appropriate choices. Counsel with Scouts as necessary.



### **STEP 5: PRECAMP PARENT'S MEETING (May)**

This is a good opportunity to discuss how to address letters and packages, phone calls, spending money, and any other parental items you need for camp (permission for leaving camp or duplicating health forms, for instance). We suggest that you prepare a handout for the parents, including information they cannot easily obtain: your camp (not just Yawgoog) and campsite, your troop's number and community, etc.

### **STEP 6: SM/SPL BARBECUE AT YAWGOOG**

Feast on your own chicken or steak as we enjoy our Tuesday Night Chicken and Friends held the Tuesday before your troop arrives at 7pm! Here you will learn more about your week to come and receive a schedule for all of the programs your troop has requested prior to the meeting on the troop Camp Doc profile. If you cannot attend the Tuesday Chicken and Friends, your Program Commissioner will give you your troops program schedule on Sunday when you move in.

### **STEP 7: PREREQUISITE CHECK (Before leaving for Yawgoog)**

Before your troop leaves for camp, make sure you have brought all program items you will need, including notes for requirements completed before camp, special clothing needed, ingredients for bake-offs, etc.

### **STEP 8: CAMPSITE VISIT from COMMISSIONER**

This takes place Sunday evening during your first night in camp. All programs are finalized including Troop Tournament and any last minute adjustments in the program you may wish to make. Troops that were unable to attend the Tuesday BBQ are given their programs at this time. Hike Reports and Rations Requests are completed at this time.









# PROGRAM ACTIVITIES LIST

The following are activities troops or patrols can sign up for. SPLs or Scoutmasters can sign up on Camp Doc before arriving at camp. Sign ups are also still available during your week here, you can inquire with your Program Commissioner or at the program center listed.

## Nature

### Dinosaur Caves Hike

Advanced Hike available over lunch

### Long and Ell Pond Hike

Advanced Hike available over lunch

### Hidden Lake Hike

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Wild Edibles Hike

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Geology Hike

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Pond Exploration

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Star Gazing

Available 8:30pm

## Challenge

### High Ropes Course & Zip Line

Available 9-10:30, over lunch, 2-3:30

### Low Cope

Available 9-10:30, 2-3:30

### HAT

Available during all program hours

### Gaga

Available during all program hours

### Giants Ladder

Available over lunch

### Crate Stacking

Available over lunch

### Climbing & Rappelling

Available 7-8

## Campcraft

### Fire Building Demo

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Orienteering Demo

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Ropework Plus Demo

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Backpacking Demo

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Leave No Trace

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Cooking Demo

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

## Target and Range Sports

### Axe Throwing

Available for free throw 10:30-12, 3:30-5;  
Troop signups available for other program hours

## Waterfront

### Adventure Island

Available 9-10:30, 10:30-12, 2-3:30, 3:30-5

### Canoe Overnight

Davis Site, hike or canoe during 7-8

Deer Cove, hike or canoe during 7-8

Hemlock Ledge, hike or canoe during 7-8

Hidden Lake, hike during 7-8

### Water Sports

Available 7-8

### Kayak Race

Available Tuesday 7-8

### Canoe Race

Available Wednesday 7-8

### Sailing Regatta

Available Friday 7-8

### War Canoe

Available during all program hours





# PROGRAM ACTIVITIES LIST

The Honor Troop award is designed to give troops a framework for getting the most out of their week, from an activity as well as a Scout spirit perspective. It is closely tied to the Honor Patrol Award. We strongly encourage all troops to participate. Patrols and troops earning the honor award will be presented ribbons at the Sunday Dress Parade. Work hard to make your troop one of

Yawgoog's finest!

1. Troops must submit evidence of a pre-planned program on the Monday of the week they are in camp or at the Tuesday SM-SPL BBQ the week before the Troop comes to camp.
2. Units must participate in all Reservation-wide activities including Monday Retreat, Sunday Dress Parade, Saturday Night Show, and Monday Night Campfire.
3. Units must have a First Class campsite for four out of the five days of Inspection. (Tuesday through Saturday)
4. All patrols must earn the "Honor Patrol" Award. A worksheet for the Honor Patrol requirements is included below.
5. SPL must participate in a leadership training cracker barrel during the week their Troop is in camp.
6. Troops must display good Scout spirit while in camp (i.e., good sportsmanship, manners, singing in the dining hall, etc.). Determination of Scout spirit will be decided by the Program Commissioners and Camp Directors.
7. Troops must participate actively in the advancement program of the camp.
8. All Troop leaders, both young and adult, must play their respective roles effectively while their troop is in camp.
9. Troop members must show active involvement in the Reservation's Camper of Yawgoog (CY) Program during their week at camp.
10. Conduct Yawgoog Code of Honor scoutmaster minute and submit a unit behavior plan.

## HONOR PATROL AWARD

Purpose: To reinforce the Patrol as a working unit within the Troop.

**STEP I:** Pre-Camp Planning Reviewed by SPL and approved by the Program Commissioner.

1. Plan the advancement goals of each Patrol member and fill out the Yawgoog Aims sheet.
2. Have a Patrol flag and bring it to camp.
3. Demonstrate that your Patrol works as a team during your week in camp by:
  - a. having good personal and tent inspections.
  - b. doing your campsite duties well.
  - c. participating in Troop campfires and other Troop activities.
4. Submit your Yawgoog Aims sheet to your SPL for approval by the Program Commissioner at camp.

**STEP II:** Your Week At Camp

1. Submit a copy of your Yawgoog Aims sheet to the Program Commissioner on Monday; register your Patrol for the Honor Patrol Award at this time.
2. Do your best to complete your pre-planned Yawgoog Aims for each Patrol member.
3. Show Patrol spirit during your week at camp. (For example, march with your Patrol flag in Monday Retreat and Sunday Dress Parade, display your flag in your campsite, keep your tent clean, set a good example in the Dining Hall.)
4. During your stay at camp, do your best as a Patrol to observe the Scout Oath and Law.

NOTE: After all requirements have been completed, hand in this checklist to your SPL. Your Honor Patrol ribbon will be awarded at the Troop court of honor on Sunday.



# PROGRAM ACTIVITIES LIST

The Camper of Yawgoog program is designed to recognize Scouts for being active Yawgoog campers. It is divided into three stages and is intended to guide Scouts through Yawgoog and all it has to offer, from their first year of exploration through their veteran years of teaching younger Scouts the ropes.

## BRONZE CY - CAMPER OF YAWGOOG AWARD

**PURPOSE:** To make a good beginning as a first year camper at Yawgoog. SPL approves all requirements.

### 1. KNOWING YAWGOOG

- a. Read "A Brief History of Yawgoog" and discuss it with your Patrol.
- b. Hike the ORANGE TRAIL as a get-acquainted tour during the first part of your week.
- c. Hike at least two more trails after the Orange Trail.

### 2. ADVANCEMENT AT CAMP

- a. Complete a Rank Requirement or earn a Merit Badge from Campcraft, Nature or a Waterfront.

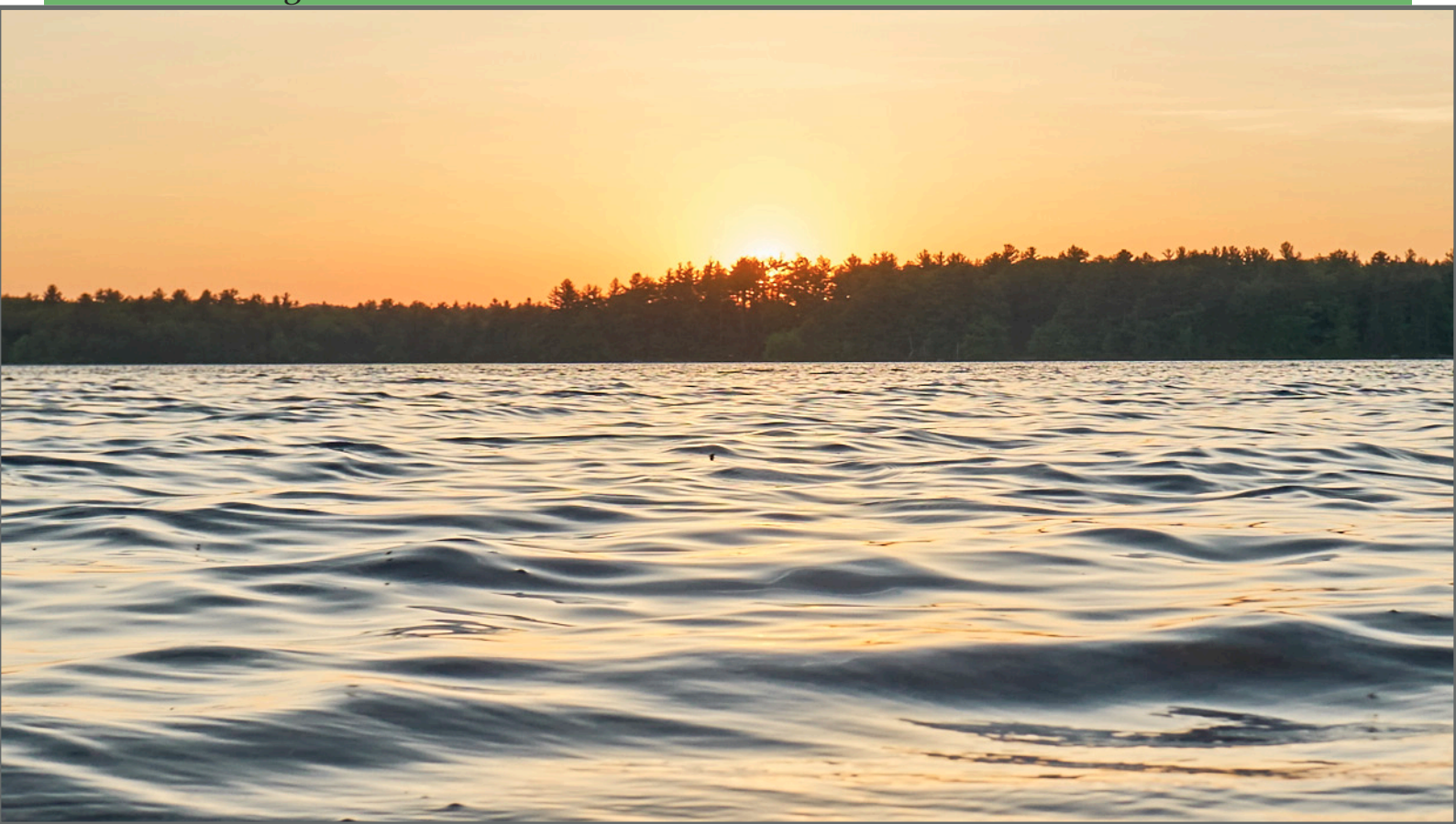
### 3. PROGRAM AT YAWGOOG

With a buddy, Patrol or your Troop, participate in one program activity offered: Campcraft, Nature, Shooting Sports (Rifle or Archery), Crafts, or Challenge.

### 4. AQUATICS

During your week at camp, show improvement in swimming or boating skills by doing one of the following:

- a. attend Benefit Swim.
- b. complete a waterfront rank requirement or earn a Waterfront/Ashaway Merit Badge.





## **GOLD CY - VETERAN OF YAWGOOG AWARD**

**PURPOSE:** To show growth and improvement in special skills and interests and to make a good beginning in accepting leadership responsibilities. SPL approves all requirements.

1. Hold a Bronze CY; be at least a First Class Scout; be at least a second year camper at Yawgoog.
2. Show growth and improvement in special skills and interests by completing TWO of the following during your week at Yawgoog:
  - a. Hike two Yawgoog trails (other than those you hiked for the Bronze CY).
  - b. Earn one merit badge offered at the Crafts Center, Archery Range, or Rifle Range.
  - c. Earn one merit badge offered at a Waterfront or Ashaway Aquatics Center.
3. Make a good beginning in accepting leadership responsibilities by doing TWO of the following while at Camp, as assigned by your SPL:
  - a. Earn an Instructor's Certificate in the skill of your choice.
  - b. Give leadership to a Troop activity by helping to plan and carry it out.
  - c. Assist a Scout in a meaningful way to advance in Rank or complete a merit badge.
  - d. Serve as hike leader of the Yawgoog Trails with Scouts from your Troop.
  - e. Assist a Scout in a meaningful way to earn the Bronze CY.
  - f. Give leadership to a "Get Acquainted Tour" for first year campers.
  - g. Give leadership to Scouts in your Troop, in a meaningful way, in completing a conservation project.
  - h. Give leadership to a Troop skill activity at the Waterfront.
  - i. Work closely through the week in helping a Scout learn to swim.
  - j. Complete a leadership assignment, similar to the above, as outlined by your SPL.

## **SILVER CY - LEADER OF YAWGOOG**

**PURPOSE:** To make a significant contribution as a Troop leader while at Yawgoog. SPL approves all requirements. (When an applicant is SPL, Scoutmaster signs their requirements.)

Troop Leadership serves as Board of Review and gives final approval for the award.

1. Hold a Gold CY; be at least a Star Scout; be at least a third year camper at Yawgoog.
2. Serve successfully in your leadership position in your Troop during your week in camp. Assist Troop Leadership Corps in planning the Yawgoog program for your Troop.
3. Do **TWO** of the following:
  - a. Be responsible for the planning and carrying out of a successful campfire program.
  - b. Plan and lead a fun aquatic activity under the guidance of Waterfront staff.
  - c. Plan and lead to completion of a conservation project.
  - d. Plan and lead a successful game.
  - e. Plan and lead a hike or overnighter on the Yawgoog trails.
  - f. Plan and lead to successful completion of an assignment similar to those above as approved by your SPL.
4. Attend a Leadership Development Conference with your Program Commissioner while in camp.



# AWARDS AND SEGMENTS

## 1. J. HAROLD WILLIAMS AWARD

The late J. Harold Williams, former Scout Executive of the Narragansett Council and Camp Chief for many years, led a life of service to God and country through Scouting. This medal is awarded each week to a Scout from each Camp who best exemplifies the qualities of the good Scout which the Chief emulated in his own life. The staff from each camp will decide upon the recipient. The award will be given out at the Sunday Dress Parade.

## 2. ASHAWAY FISHING DERBY AWARD

A brand new fishing rod and reel is presented each week to the Scout who brings in the largest fish to the Ashaway Aquatics Center for measuring and weighing. We encourage catch and release while fishing at Yawgoog.

## 3. SAILING REGATTA, CANOE RACE, & KAYAK RACE

Awards are given during Dress Parade on Sunday to skipper and crew who place first in the Reservation-wide Sailing Regatta, Canoe Race, and Kayak Race. Sign up during program hours at Ashaway. Each Troop is eligible to enter one team for each event on a first come, first served basis.

## 4. BUCKLIN MARKSMANSHIP MEDAL

Scouts only may earn the Bucklin Marksmanship Medal, named for Yawgoog Benefactor Captain George Bucklin. One must shoot 400 points on ten targets shot consecutively, six in the prone position and four in the standing position. A handsome medal is awarded at Dress Parade for those who meet the standard set. This award may be earned only once and only by a Scout. There are special target rifles that must be used for this award. Ask the Shooting Sports staff for more information.

## 5. BUCKLIN RIFLE AWARD

Each summer a rifle and case is awarded to the top marksman of the summer at Yawgoog. Any Scout may qualify. The winner shoots the highest score in shooting for the Bucklin Marksmanship Medal (see item 4). If there is a tie, a shoot-off will be arranged during week #8 (10 consecutive targets; 6 prone, 4 standing; total must be 400 or better).

## 6. NATIONAL RIFLE ASSOCIATION AWARDS

Type of Award	# of Targets	# of Points per Target	Position
Pro-Marksman	10	20	Prone
Marksman	10	25	Prone
Marksman 1st Class	10	30	Prone
Sharpshooter	10	35	Prone
Bar 1	10	40	Prone
Bar 2-9	10	Var	Var

## 7. LIFEGUARD BSA

This is the highest aquatics award offered by Scouts BSA. To enroll in the course a Scout must be at least 15 years of age.



## 8. NATIONAL ARCHERY ASSOCIATION AWARDS

Ranking	# of Arrows	# of Yards	Score	Target Size
Yeoman	30	15 yds	50	60 cm
Jr. Bowman	30	15 yds	70	60 cm
Bowman	30	15 yds	120	60 cm
Jr. Archer	30	15 yds	200	60 cm
Archer	30	20 yds	200	60 cm
Master Archer	30	20 yds	250	60 cm
Expert Archer	30	30 yds	270	60 cm
Olympian	30	30 yds	290	60 cm

### 9. MILE SWIM

The National Award given to Scouts swimming a full mile.

Mile Swim Qualifications are required to take part in the mile swim and are available at all three waterfronts on Tuesday from 10:30AM-12PM.

### 10. SAFE SWIM DEFENSE CERTIFICATE

The waterfront staff will coordinate instructional sessions for those units who need them.

### 11. SNORKELING BSA

All three waterfronts offer snorkeling instruction 7-7:45 PM, Tuesday-Friday.

### 12. TOTIN' CHIP

This award is a Yawgoog original now popular around the country that is available to all individuals granting them the privilege of using "wood tools." Troop junior leaders may become instructors of Totin' Chip through the Campcraft Center and instruct their Scouts in the safe use of woods tools. Scouts can learn Totin' Chip skills at the New Frontier Center.

### 13. FIREM'N CHIT

Learn basic fire safety and subscribe to the Outdoor Code. Awarded by Troop Leaders. Troop junior leaders may become instructors of Firem'n Chit through the Campcraft Center and instruct Scouts in the safe use of fire.

### 14. INSTRUCTOR CERTIFICATES

These are awarded to junior leaders who receive training from the Yawgoog staff and who demonstrate their skills with Scouts in their Troops. They are available in Firem'n and Totin' at the Camp Craft Center.

### 15. PAUL BUNYAN AWARD

The award recognizes advanced axemanship. You can apply for the award at the Campcraft Center.

### 16. FRED W. MARVEL AWARD

This medal is awarded to the most outstanding Yawgoog Leadership Participant during the entire summer at Yawgoog.

### 17. SILVER COPE AWARD

Scouts have the opportunity to sign up for a full week at the challenge center. Talk to the COPE director on Monday afternoon. Upon completion a patch and certificate are given out at the Sunday Dress Parade. See page 49 for details.

### 18. CAMP HONORS

Each Camp will have awards given to units, patrols, or individuals for excellent performance in camp wide events. These will vary from week to week and from camp to camp. Talk to your PC about the various awards for each camp and the requirements to earn these awards.

### 19. Medallions

Troops can track their progress by referencing the Medallion board in their dining hall. Medallions are awarded for participating or placing in certain activities.



# THE YAWGOOG PATCH AND AWARD SEGMENTS



**The Yawgoog Patch** - Available to all Yawgoog campers and worn on the RIGHT POCKET of the uniform or independently on a detachable holder. Individual Camp patches are available as well.

**1. Annual Segments** - Each year that you attend camp you are allowed to add a "number segment" showing how many years you have been to camp. This series includes: "1," "2," "3," "4," and "V" "V-6," "V-7," "V-8," "V-9," "V-10," segments. (Note: "V" segment is for Veteran.)

**2. State Segments** - NY, CT, RI, MA, NJ, VA, MD, NH - for Scouts from New York, Connecticut, Rhode Island, Massachusetts, Florida, Vermont, New Jersey, Virginia, Maryland and New Hampshire.

**3. Camp Segments** - Available in Three Point Green, Medicine Bow Red, and Sandy Beach Blue. Each scout or adult that attends Yawgoog can earn this patch.

**4. SM and ASM Segments** - For Scoutmasters and assistants.

**5. SPL Segment** - For SPLs.

**6. CY Segments** - The CY program is an old tradition of the camp. There are three different CY awards, Bronze, Gold and Silver. For more information on how to earn each award, see page 20. The Bronze CY is a good award for first year campers.

**7. OA Segment** - For OA members who camp at Yawgoog.

**8. Hiker of Yawgoog** - For those who hike every trail (the Green, Blue, Red, Orange, White, and Yellow)

**9. Yeoman Segment** - The "Bow and Arrow" segment is earned by shooting 30 arrows at 20 yards for a score of 120 points or more and participation in an orientation with an archery counselor at the Shooting Sports Center.

**10. Rifle Shooting Segment** - For those Scouts who complete orientation and participate in the Rifle Shooting Program.

**11. Trap Shooting Segment** - For those Scouts who complete orientation and participate in the Trap Shooting Program.

**12. Knights of Yawgoog** - For adult leaders who are members of this society.

**13. Mile Swim Segment** - For those who have completed the mile swim.

**14. Skipper Segment** - A Scout must show skill and knowledge of sailing at the Ashaway Aquatics Center and be approved by Ashaway staff.

**15. Troop of the Week Segment** - For members of the Troop receiving Troop of the Week honors at each camp.





**16. Challenge Segments** - Segments awarded for each of the activities offered at the Challenge Center, and the Rappelling Tower. AI, AII, AII and HCW. Talk to your PC of the Challenge Director for more information on how to earn this series of segments

**17. Handicap Trail Segment** - For those Scouts that complete the Handicap Awareness trail.

**18. Provisional Segments** - There is a "FFA" segment for Scouts who attend our Baden-Powell provisional camp. For Scouts who have completed the Leadership week at the Yawgoog Leadership Experience, a "YLE" segment is available.

**19. Kayaking Segment** - For those Scouts who successfully complete the Kayaking orientation and who demonstrate its proper use..

**20. Canoeing Segment** - For Scouts who successfully complete canoeing orientation and demonstrate proper use of a canoe.

**21. Campcraft Segment** - For those Scouts who participate in programs at our Campcraft Center.

**22. Eagle Segment** - For those Scouts who earn an Eagle- required merit badge while at camp.

**23. Webelos Segment** - For those Webelos Scouts who attend the Webelos camp at Yawgoog.

**24. New Frontier Segment** - For those Scouts that participate in the New Frontier Program.

**25. YAA Segment** - For those that have joined the Yawgoog Alumni Association

**26. Worship Segment** - For those who participate in worship services during their week at camp.

**27. The Barn Segment** - For those scouts who earn a merit badge at The Barn program center

**28. Ecology Segment** - For those that participate in a merit badge at the Nature Center

**29. Geoscouting Segment** - Complete an intermediate GPS course through the Campcraft center

**30. HCAS Segment** - For those that successfully complete a merit badge at the Craft Center

**31. OLS Segment** - For those adults who successfully complete the OLS Training during their week at camp.

**32. SMS Segment** - For those adults who complete the Scoutmaster Specifics Training during their week at camp



# THE YAWGOOG PATCH AND AWARD SEGMENTS CONT.



**33. Cross Sound Ferry Segment-** For those Scouts and adults who travel to Yawgoog via the Cross Sound Ferry.



**34. Staff Waiter Segment-** awarded to Scouts who assist the staff by volunteering to be a Staff Waiter during their week at camp.



**35. Factor's Club Segment-** awarded to adult leaders who utilize the Factor's Club.



**36. Staff Segment-** awarded to Scouts or Scouters who have served on the Yawgoog Staff.



**37. Off Season Camping Segment-** awarded to Scouts or Scouters who have camped at Yawgoog during the off Season.



**38. Fishing Segment-** awarded to Scouts or Scouters who have successfully caught one fish during the summer.



**39. Scout Spirit Segment-** awarded to Scouts or Scouters who have displayed exceptional Scout Spirit during their week at Yawgoog.



**40. Learn to Swim Segment-** For those scouts who begin the week as a non-swimmer and end as a beginner or swimmer.



**41. Nature Hiker-** For scouts who participate in a Nature Center guided hike such as Wild Edibles, Dinosaur Caves etc.



**42. Centennial Segment:** For those Scouts in camp during Yawgoog's 100th summer.



**43. Multiple Week:** For those scouts that camp at CY for more than one week during the summer.



**44. Yawgoog Heritage Center:** For visiting the Yawgoog Alumni Museum.

**45. Recycling:** Those that practice recycling while at Yawgoog.



**46. Honor Patrol:** For Scouts achieving the Honor Patrol .

**47. Honor Troop:** For Scouts achieving Honor Troop.



**48. Stand up Paddleboard:** Scouts enjoying Yawgoog pond via a paddleboard.

**49. Rappelling:** Scouts successfully climb and rappel at the challenge course .



**50. ATV:** For Scouts that successfully complete the ATV program.



**51. Trivia:** For Scouts that compete on a team at trivia night.



**52. Tie-Dye:** For Scouts who attend and participate in Tie-Dye night.

**53. Adventure Island:** For Scouts who have played on Adventure Island.



# THE ORDER OF THE ARROW

## TULPE LODGE 102

The Order of the Arrow is the “Camper’s Honor Society” of Scouts BSA. It was founded by Dr. E. Urner Goodman and Caroroll A. Edson in 1915 in Philadelphia. It became an official program experiment in 1922 and in 1934 was approved as part of the Scouting program.

Scouts are elected to the Order by their fellow unit members, following approval by the Scoutmaster or Varsity team Coach. To become a member, a youth must be a registered member of a Scouts BSA troop or Varsity Scout team and hold First Class rank. The youth must have experienced fifteen days and nights of Scouts BSA camping during the two-year period prior to the election. The fifteen days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of Scouts BSA. The balance of the camping must be overnight, weekend, or other short-term camps.

**Brotherhood Membership**-Thursday Evening: After 10 months of service and fulfilling certain requirements, a member may take part in the Brotherhood ceremony, which places further emphasis on the ideals of Scouting and the Order. Completion of this ceremony signifies full membership in the OA. Abnaki Lodge will conduct a Brotherhood ceremony each week of camp. This will take place on Thursdays starting at 7PM and finishing at 9PM. Candidates will meet on the Rooster Field in Medicine Bow.

**Fellowship**-Fridays will mark “OA” day in Camp. At the Friday evening meal, we invite Arrowmen from all Lodges to wear their sashes. All Arrowmen from all Lodges will be invited to attend a weekly fellowship to be held on the Tim O’Neil field on Fridays at 8:15 PM. Please plan on taking part in these Order of the Arrow activities while at camp.

“**Tap Outs**” will take place at the beginning of the Friday Night show. We ask that Scoutmasters submit lists to their PC by Saturday at noon. All arrowmen that have been newly elected will be called to the stage for a special ceremony and be recognized.

**Arrowcorp**: During summer we offer a special program called Arrow Corp during week seven. Members attend the week at camp at a reduced rate and participate in a meaningful work project during the AM sessions Tues-Sat. Check our website for details: [www.yawgoog.org](http://www.yawgoog.org). Any Arrowman from any lodge can participate as long as this is an additional week of camp at Yawgoog.





# PROGRAM INFORMATION

## GENERAL ADVANCEMENT

**TROOP LEADERS** - You play a critical role in encouraging the Scouts' participation by guiding them in the selection of merit badges and monitoring their progress. Summer camp is not a merit badge factory, but rather an opportunity to accomplish reasonable and attainable goals in a unique setting. Advancement should be one part of a Scout's overall camping experience. Troop, Patrol, buddy and individual activities are equally as important, and Scout leaders play a vital part in ensuring a well-balanced program for all. Your PC can help you plan a balanced program fitting your troops needs.

**RANK REQUIREMENTS** - Scouts will have many opportunities to work on Rank Requirements at Camp. This phase of the advancement program takes place with the guidance of the Troop Leadership. Members of the Yawgoog staff will provide assistance through demonstrations and hikes for requirements in the following skills: Camping, Ecology/Conservation, Swimming, and Hiking. Staff members will not sign for Rank Requirements; this is the responsibility of the Troop. For rank advancement completed at the New Frontier program, an advancement report will be provided to the troop.

**MERIT BADGE APPLICATIONS** - The official Merit Badge Application (Blue Card) is a requirement at Yawgoog for proper merit badge completion. Provisional Scoutmasters (Baden-Powell or Acting Leader) may sign merit badge cards for Scouts in provisional Troops. There are **NO** sign-ups prior to camp. Scouts register for badges when they attend the first session.







**MERIT BADGE POLICIES** - Yawgoog offers merit badges approved by the Council Advancement Committee. All merit badge counselors and instructors are qualified staff members under the direct supervision of the Camp Directors. Merit badge counselors will sign merit badge cards for each Scout who completes the requirements. Every effort is made to guide Scouts in completing requirements. Scouts should be encouraged to plan their merit badge programs well in advance and to be aware of merit badge requirements.

Some merit badges have requirements which cannot be completed at Camp. For a Scout to earn a merit badge with such a requirement, Scoutmasters must furnish the merit badge counselor with either a merit badge card indicating completed requirements or a letter addressed to the counselor or instructor to that effect. Merit badge prerequisites can be found online at [www.yawgoog.org](http://www.yawgoog.org). A form is provided for Leaders to sign off requirements. Some merit badges have age requirements associated with them. Please refer to each badge and its requirements prior to Scouts making their plans for camp. If requirements are neither completed nor documented, the Camp will issue a partial merit badge card. If a partial is issued, the Scoutmaster should assist in locating a counselor to subsequently complete the badge. There are no exceptions to completing requirements and requirements cannot be altered or changed for any reason.

Quality Control in our Merit Badge Program is a shared responsibility of leaders and staff. We pledge to do our part in upholding the Scouts BSA's high standards and we ask you to do the same.





# 2023 MERIT BADGE SCHEDULE

There is no pre-registration for merit badges. Showing up to the first class is the only way to register.

Merit Badge	Center	9:00-10:30am	10:30am-12:00pm	2:00-3:30pm	3:30-5:00pm	7:00-8:00pm	As Needed
Camping	Camp Craft	X	X	X	X		
Cooking (6)	Camp Craft	X (9:00am-12:00pm)		X (2:00pm-5:00pm)			
Orienteering	Camp Craft	X	X	X			
Pioneering	Camp Craft		X	X	X		
Wilderness Survival	Camp Craft	X		X	X		
Art	Crafts Center	X		X			
Basketry	Crafts Center						X
Indian Lore	Crafts Center					X	
Leatherwork	Crafts Center						X
Model Design and Building	Crafts Center		X		X		
Woodcarving	Crafts Center						X
Archery	Archery Range	X		X			
Shotgun (5)	Shotgun Range	X		X			
Rifle	Rifle Range	X		X			
Fishing	Ashaway					X	
Kayaking (3)	Ashaway	X		X			
Small Boat Sailing (6)	Ashaway	X (9:00am-12:00pm)		X (2:00pm-5:00pm)			
Astronomy	Nature					X	
Enviornmental Science	Nature	X		X	X		
Fish and Wildlife Mgmt.	Nature	X					
Forestry	Nature		X		X		
Geology	Nature				X		
Mammal Study	Nature						X
Nature	Nature			X			
Oceanography	Nature						X
Reptile & Amphibian	Nature		X				
Soil and Water Cons.	Nature		X				
Sustainability	Nature	X	X	X	X		
Weather	Nature	X		X			
Canoeing	Waterfront	X					
Lifesaving (1)	Waterfront	X		X			
Rowing	Waterfront	X					
Swimming	Waterfront	X		X			
BSA Lifeguard (2)(5)	Waterfront	X	X	X	X		
Climbing (3)(6)	Challenge	X (9:00am-12:00pm)		X (2:00pm-5:00pm)			
Farm Mechanics (3)	Barn	X		X			
Plumbing (3)	Barn		X		X		
Fingerprinting	Barn					X	
Fire Safety	Barn					X	
First Aid (3)	West Cabin	X		X			
Emergency Prep. (3)	West Cabn		X		X		
(1) Both Sessions Required	(3) Must be at least 13	(5) Must be atleast 15					
(2) All Sessions Required	(4) Must be at least 14	(6) Sessions are 9am-12pm or 2pm-5pm					
Cit. In The Community (3)	Bucklin	Offered Weeks Two, Four, Six, and Eight					
Cit. In The Nation (3)	Bucklin	Offered Weeks One, Three, Five, Seven, and Eight					
Cit. In The World (3)	Bucklin	Offered Weeks Two, Four, Six, and Eight					
Communications (3)	Bucklin	Offered Weeks One, Three, Five, Seven and Eight					

\*The four above badges are offered during all four merit badge sessions (9-10:30, 10:30-12, 2-3:30, 3:30-5)

**Merit Badge Registration:** Yawgoog has a long standing custom that all Scouts have the opportunity to take any of the Merit Badges offered at camp. There is no pre-registration or participant limits for merit badges at Yawgoog. Registration takes place when a Scout shows up at the first session.



# 2023 MERIT BADGE PREREQUISITES

The following merit badges have requirements that need to be completed before camp in order to receive a “PASS” at the end of the week.

**Camping-** 4B, 5E, 7B, 8D, 9A, 9B, 9C  
**Cit. in the Community-** 3A, 3B, 4A, 4B, 7A, 7B, 7C  
**Cit. in the Nation-** 7  
**Cit. in the World-** 7  
**Communications-** 5, 7, 8  
**Cooking-** 4c, 4d, 4e, 6d, 6e  
**Emergency Prep-** 1, 8B  
**Fire Safety-** 6a  
**First Aid-** 1, 5  
**Fishing-** 10  
**Reptile and Amphibian-** 8A, 8B  
**Sustainability -** 2a Water, 2a Food, 2a Stuff Energy(B or C), [pick 2 from]: (4 a,b,c,d,e, or f) **Post Camp:** 5a  
**Lifeguard BSA-** CPR certification required ahead of time

Scouts can present the “Merit Badge Sign Off” or a note from their Scoutmaster as proof that the following requirements have been completed.

The following merit badges CAN be completed at camp:

Archery  
Art  
Astronomy  
Basketry  
Canoeing  
Climbing  
Environmental Science  
Farm Mechanics  
Fingerprinting  
Fish and Wildlife Mgmt  
Forestry  
Geology  
Indian Lore  
Kayaking  
Leatherwork

Lifesaving  
Mammal Study  
Model Design and Building  
Nature  
Oceanography  
Orienteering  
Pioneering  
Plumbing  
Rifle Shooting  
Swimming  
Robotics  
Rowing  
Shotgun Shooting  
Small Boat Sailing  
Soil and Water Conservation  
Woodcarving



## EAGLE BADGE

Attend Yawgoog with your Troop or sign up for our Provisional Troop, Fun Friends, Adventure and work on the Eagle required badges you need for your next rank advancement. Not all badges will be offered each week at Yawgoog but all Eagle required Badges will be offered at least four times during the eight weeks of summer camp. Those Eagle Required merit badges marked with an asterisk next to them will be offered either in the West Cabin or the first floor of the Bucklin Memorial. See the schedule below to find out which weeks these badges will be offered. The schedule for each of these Badges will be during the 9:00 AM, 10:30 AM, 2:00 PM and 3:30 PM time slots. Please refer to the Merit Badge schedule for all other Badges. First Aid Merit Badge will meet in the Donald North Court.

Scouts should come to Camp prepared with prerequisites completed. These prerequisites and all requirements can be found on our website: [www.yawgoog.org](http://www.yawgoog.org). Scoutmasters may “sign off” on requirements on these badges using the form on our website. For those Merit Badges marked with an asterisk below Scouts need to be 13 years of age and first class.

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Cooking	X	X	X	X	X	X	X	X
Camping	X	X	X	X	X	X	X	X
Swimming	X	X	X	X	X	X	X	X
Environmental Science	X	X	X	X	X	X	X	X
Lifesaving	X	X	X	X	X	X	X	X
First Aid*	X	X	X	X	X	X	X	X
Emergency Prep*	X	X	X	X	X	X	X	X
Sustainability	X	X	X	X	X	X	X	X
Cit. in the Community		X		X		X		X
Cit. in the Nation	X		X		X		X	X
Cit. in the World		X		X		X		X
Communications	X		X		X		X	X

During week eight (Cit. in Com, Cit. in Nation, Cit in World, and Communications) will be offered during each session. Please check out your campsite bulletin boards for locations. The above badges will be located downstairs in the Bucklin Memorial. Scouts must be 13 years of age and at least First Class to take part in these merit badges.

We encourage Scouts to come prepared with prerequisites completed for each of the badges offered at camp. Scoutmasters can sign off on the Merit Badge Requirement form any requirements you have completed prior to camp.





## CHALLENGE

The Challenge Center at Yawgoog offers a variety of non-traditional activities meant to promote leadership development and the patrol method in your troop. Yawgoog was the site of one of the nation's first high ropes courses, built here in 1978, and the location remains the same today. The modern high ropes course, built in 2000, includes twenty-three activities in addition to four climbing and two rappelling faces. Yawgoog also maintains a low ropes course and a Handicapped Awareness Trail. The Challenge Center is located behind the East and West Cabins.

Most Challenge activities are part of the Scouts BSA's Project C.O.P.E. , which aims to promote teamwork and communication; foster trust; develop leadership, problem solving, and decision making abilities; and build self esteem. The Challenge Center also offers advancement and training opportunities via Climbing Merit Badge and the Climb On Safely adult leader course. Low ropes are available for scouts and adults of any age, however, high ropes are for those 14 years of age and older.

Please be aware, Challenge events are subject to cancellation for various safety concerns (most notably weather), at the discretion of the Director of Challenge. Program Commissioners will be notified of any closings, and announcements will be made in each dining hall whenever possible.

## LOW COURSE ACTIVITIES

Low ropes courses are the heart of fulfilling the Challenge Center's goals. By allowing scouts to work through the events as a team, these courses promote leadership abilities and teamwork. All activities are guided by a Challenge staff member who provides an entertaining scenario and assures participants' safety. The staff will also tailor the difficulty level of the events to more appropriately challenge diverse groups. After each event, participants are asked to reflect on their performance and their approach so they might improve as a team, during and after the rest of the course. Low course events are open to scouts of any age. Adult leaders are encouraged to participate in low ropes activities, adding diversity to participating groups. (Understand that the staff may limit adults' roles in order to maintain youth leadership.)

Low course events can be requested via Camp Doc prior to the troop's week in camp or any time with your Program Commissioner

## Low COPE

Low COPE program is open for troops or patrols to sign up for prior to camp or with their Program Commissioner. Low COPE ranges from team building field games, strategy and communication challenges to collaborative and physical challenges using the Low COPE elements scattered throughout the woods at the Challenge Center. The Challenge staff will cater the challenges and exercises to the strengths and weaknesses of the group. Low COPE is great for group dynamic development and team building. This program lasts 90 minutes and requires a minimum of 6 people. Low COPE meets the requirements for Scouts to earn their A1 and AC segments.



## CHALLENGE CONT.

### Handicapped Awareness Trail (HAT)

The HAT is meant to increase understanding and appreciation for the challenges faced by the disabled on a daily basis. The HAT includes a staff-led discussion of several disabilities. Participants are then asked to perform several tasks and are led through an obstacle course while impaired. This event is one of our most popular because it offers a genuine learning experience for scouts of all ages and can be offered to any number of participants. This event lasts 60-90 minutes and can accommodate any number of people. Be advised, the HAT obstacle course is designed to be difficult in order to highlight the challenges facing the disabled and is therefore not necessarily accessible to those with mobility impairments.

### High Course Activities

Two high ropes activities are offered at the Challenge Center, the Adventure II and the Giant's Ladder. Both of these events focus on personal achievement and confidence building. To participate in high ropes courses scouts must be at least 13 years old and must wear long pants, closed toed shoes, and socks. Participants will be asked to remove any jewelry the staff deems inappropriate for the activity.

Scheduling of high course events takes place through your Program Commissioner and SPL after the troop arrives in camp – since times are scheduled per scout, rather than per troop, be aware of how many interested and eligible scouts you have in camp. Unscheduled Scouts will also be accepted on a “standby” basis as well.

### Adventure II (AII)

The most popular and high profile of Challenge's activities is this extensive high ropes course. The course's design allows several routes which offer an appropriate challenge to scouts and adults of any ability level. All elements require self confidence, problem solving, and decision making. This event lasts 90 minutes, but may run over the allotted time; participants must be at least 13 years old and must wear long pants, closed-toed shoes, socks and an appropriate shirt for the weather that allows movement while on the course. The maximum per reservation is 6 Scouts.

### Giant's Ladder (AIII)

The most challenging route up the high ropes course, the Giant's Ladder is a unique element which is climbed by a pair of participants. Reaching the top requires excellent problem solving, teamwork, and communication as well as trust. This event lasts 60 minutes and is scheduled only for the evening session; participants must be at least 13 years old and must wear long pants, appropriate shirt, closed-toed shoes, and socks. Individuals may not attempt this element alone. Max 8 Scouts.

### Climbing Activities

The Challenge Center operates two climbing and rappelling towers with three distinct climbing walls; including a chimney, an inclined face, and an overhang. Scouts must be at least 13 years old to use the climbing towers and must wear long pants, closed toed shoes, and socks. Participants will be asked to remove any jewelry the staff deems inappropriate for the activity. Campers are NOT permitted to use their own climbing equipment; harnesses, helmets and all required hardware will be provided. Please do not bring your own gear to camp.



## **Climbing and Rappelling (CR)**

During the evening session, scouts can schedule a trip up and down the tower. Which face is used varies. Participants may climb once and rappel down. Climbing & Rappelling are scheduled via the PCs and SPLs just as high course activities are, once troops are in camp. This event lasts 60 minutes and is scheduled only for the evening session; participants must be at least 13 years old and must wear long pants, appropriate shirt, closed-toed shoes, and socks.

## **Climbing Merit Badge**

Climbing merit badge is offered during the 9:00-12:00 and 2:00-5:00 sessions. Classes meet at the Challenge Center Monday through Saturday. Scouts are expected to devote time outside of the class to climb, rappel, and belay. The climbing towers are available for merit badge students during every program session. Because of the center's high ropes policies, only scouts at least 13 years old can complete the Climbing merit badge at Yawgoog. Younger scouts are welcome to attend the lectures and will be issued a partial, but they will not be allowed to climb or rappel..

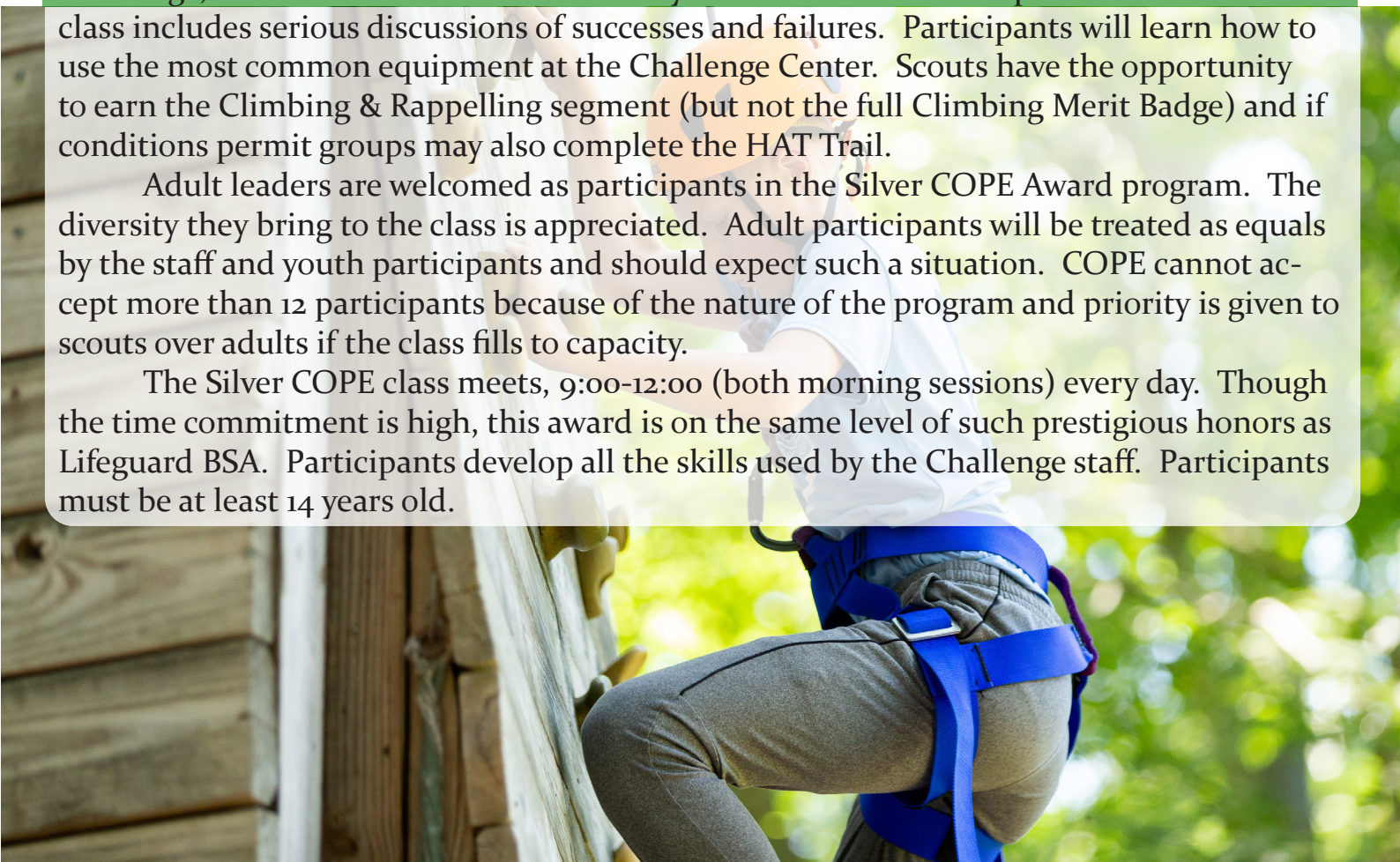
## **The Yawgoog Silver COPE Award**

The pinnacle of achievement at the Challenge Center is the Silver COPE Award. Project COPE (Challenging Outdoor Personal Experience) is a national program of Scouts BSA which Yawgoog has adopted in the form of this award. A minimum class of 6 and up to 12 participants from across the reservation works together through nearly all of the activities offered at Challenge. The COPE class is a unique opportunity to meet scouts from other troops and work closely with a group of scouts outside one's own troop. The fellowship developed among the COPE participants is second to none.

Silver COPE participants will complete the Adventure I, Adventure II, Advanced Challenge, and Giant's Ladder. Each activity is used to build on the previous ones and the class includes serious discussions of successes and failures. Participants will learn how to use the most common equipment at the Challenge Center. Scouts have the opportunity to earn the Climbing & Rappelling segment (but not the full Climbing Merit Badge) and if conditions permit groups may also complete the HAT Trail.

Adult leaders are welcomed as participants in the Silver COPE Award program. The diversity they bring to the class is appreciated. Adult participants will be treated as equals by the staff and youth participants and should expect such a situation. COPE cannot accept more than 12 participants because of the nature of the program and priority is given to scouts over adults if the class fills to capacity.

The Silver COPE class meets, 9:00-12:00 (both morning sessions) every day. Though the time commitment is high, this award is on the same level of such prestigious honors as Lifeguard BSA. Participants develop all the skills used by the Challenge staff. Participants must be at least 14 years old.





# CHALLENGE CENTER SCHEDULE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
9:00-10:30		Climbing MB #1	Climbing MB #1	Climbing MB #1	Climbing MB #1	Climbing MB #1
		COPE Program	COPE Program	COPE Program	COPE Program	COPE Program
		High Course & Zip	High Course & Zip	High Course & Zip	High Course & Zip	High Course & Zip
		Low COPE	Low COPE	Low COPE	Low COPE	Low COPE
		HAT	HAT	HAT	HAT	HAT
		GAGA	GAGA	GAGA	GAGA	GAGA
10:30-12:00		Climbing MB #1 Cont.	Climbing MB #1 Cont.	Climbing MB #1 Cont.	Climbing MB #1 Cont.	Climbing MB #1 Cont.
		COPE Program Cont.	COPE Program Cont.	COPE Program Cont.	COPE Program Cont.	COPE Program Cont.
		High Course & Zip	High Course & Zip	High Course & Zip	High Course & Zip	
		Low COPE	Low COPE	Low COPE	Low COPE	Low COPE
			HAT		HAT	HAT
		GAGA	GAGA	GAGA	GAGA	GAGA
Overluch		High Course & Zip	High Course & Zip		High Course & Zip	
		Giants Ladder	Giants Ladder	Giants Ladder	Giants Ladder	
		Crate Staking	Crate Staking	Crate Staking	Crate Staking	
2:00-3:30	Climbing MB #2	Climbing MB #2	Climbing MB #2	Climbing MB #2	Climbing MB #2	
	High Course & Zip	High Course & Zip	High Course & Zip	High Course & Zip	High Course & Zip	
		Low COPE	Low COPE	Low COPE	Low COPE	
	HAT		HAT	HAT	HAT	
	GAGA	GAGA	GAGA	GAGA	GAGA	
3:30-5:00	Climbing MB #2 Cont.	Climbing MB #2 Cont.	Climbing MB #2 Cont.	Climbing MB #2 Cont.	Climbing MB #2 Cont.	
	High Course & Zip	High Course & Zip	High Course & Zip	High Course & Zip		
	Low COPE	Low COPE	Low COPE	Low COPE		
	HAT	HAT	HAT	HAT	HAT	
	GAGA	GAGA	GAGA	GAGA	GAGA	
7:00-8:00		Free Climb & Free Zip	Free Climb & Free Zip	Free Climb & Free Zip	Free Climb & Free Zip	
		Crate Staking	Crate Staking	Crate Staking	Crate Staking	
		Giants Ladder	Giants Ladder	Giants Ladder	Giants Ladder	
		HAT	HAT	HAT	HAT	
		GAGA	GAGA	GAGA	GAGA	
			Climb On Safely			

## Climb on Safety

Climb On Safely is the Scouts BSA's rock climbing awareness course for leaders. The class is taught Tuesday night at 7:00 in the Challenge Center. Climb On Safely is not a certification for leading climbing trips. It does, however, provide information on how to find qualified climbing instructors and on what needs to be done when planning a troop climbing outing.



# THE BARN

The Barn is located behind the Long Shed across the parking lot from the Donald North Court.

## FARM MECHANICS:

In Farm Mechanics you will learn the basics of engines, hydraulics, farm tools and farm machinery.

You will have the opportunity to change engine oil, and to lubricate and grease real farm machinery. You will also learn how to maintain farm tools and equipment. Yawgoog offers two classes, 9AM to 10:30 AM and 2PM to 3:30 PM.

This is totally hands on fun.

## Plumbing Merit Badge:

You will learn how a properly working plumbing system protects our family's health and safety, about health regulations related to plumbing and how they protect our health and safety. You will learn the safety precautions that you must take when making home plumbing repairs, how a home hot- and cold- water supply system works and how you would make it safe from freezing. You will understand the drainage system of the plumbing in a house and will be able to explain the use of drains and vents. You will learn about plumbers tools and how to use them. You will cut, thread, and connect two pieces of steel pipe. Under the supervision of a knowledgeable adult, solder three copper tube connections using a gas torch. Include one tee, two straight pieces, and one coupling. Scouts must be 13 to take this badge.

## Fingerprinting Merit Badge:

This badge is offered by the Barn Staff at the J. Harold Williams Amphitheatre. You will be given a short history of fingerprinting and learn the difference between civil and criminal identification.

You will also learn the difference between the Automated Fingerprint Identification Systems (AFIS) now used by law enforcement agencies and the biometric fingerprint systems used to control access to places like buildings, airports, and computer rooms. You will make both rolled and plain impressions. You will identify the three basic types of fingerprint patterns and their subcategories. Using your own hand, identify the types of patterns you see. Fingerprinting Merit Badge takes place Tuesday through Friday 7-8 PM. There is no age restriction.



## Fire Safety:

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, as well as burn prevention, and camping safety. Scouts participating in this merit badge will have to opportunity to interact with active fire fighters as well as check out Yawgoog's very own fire station!



# THE NATURE CENTER

Yawgoog's Nature program is housed in the A. Livingston Kelley Environmental Education Center (K.E.E.C.), found on the edge of the Tim O'Neil field. The center serves as a meeting point for all classes, and houses a large collection of educational displays, live animals, and the Nature Center's library. All of these resources can be used by scouts in the center while they work to complete their requirements. The Nature Center also has a staff member in the K.E.E.C. at all times to assist scouts with the self-directed requirements. Troops will also meet at the Nature Center for most ecology hikes; Pond Explorations meet at the troop's waterfront.

## Troop Activities

The Nature Center offers a variety of hikes and activities on Tuesday, Wednesday, Thursday, and Friday which are designed to be fun as well as educational. These troop activities can be scheduled on Camp Docs prior to arriving at camp. All of the center's activities run regardless of adverse weather, so please plan accordingly; rescheduling will not be possible. A detailed explanation of each activity and the times they are offered is listed below.

## Geology Hike

Scouts on a Geology Hike will walk the remains of the last two glaciers to slink their way through Camp, and will learn about mineral formation, glacial erratics, and how the topography of Camp was formed. This hike can be scheduled for the 9:00-10:30, 10:30-12:00, 2:00-3:30, or 3:30-5:00 slots.

## Wild Edibles Hike

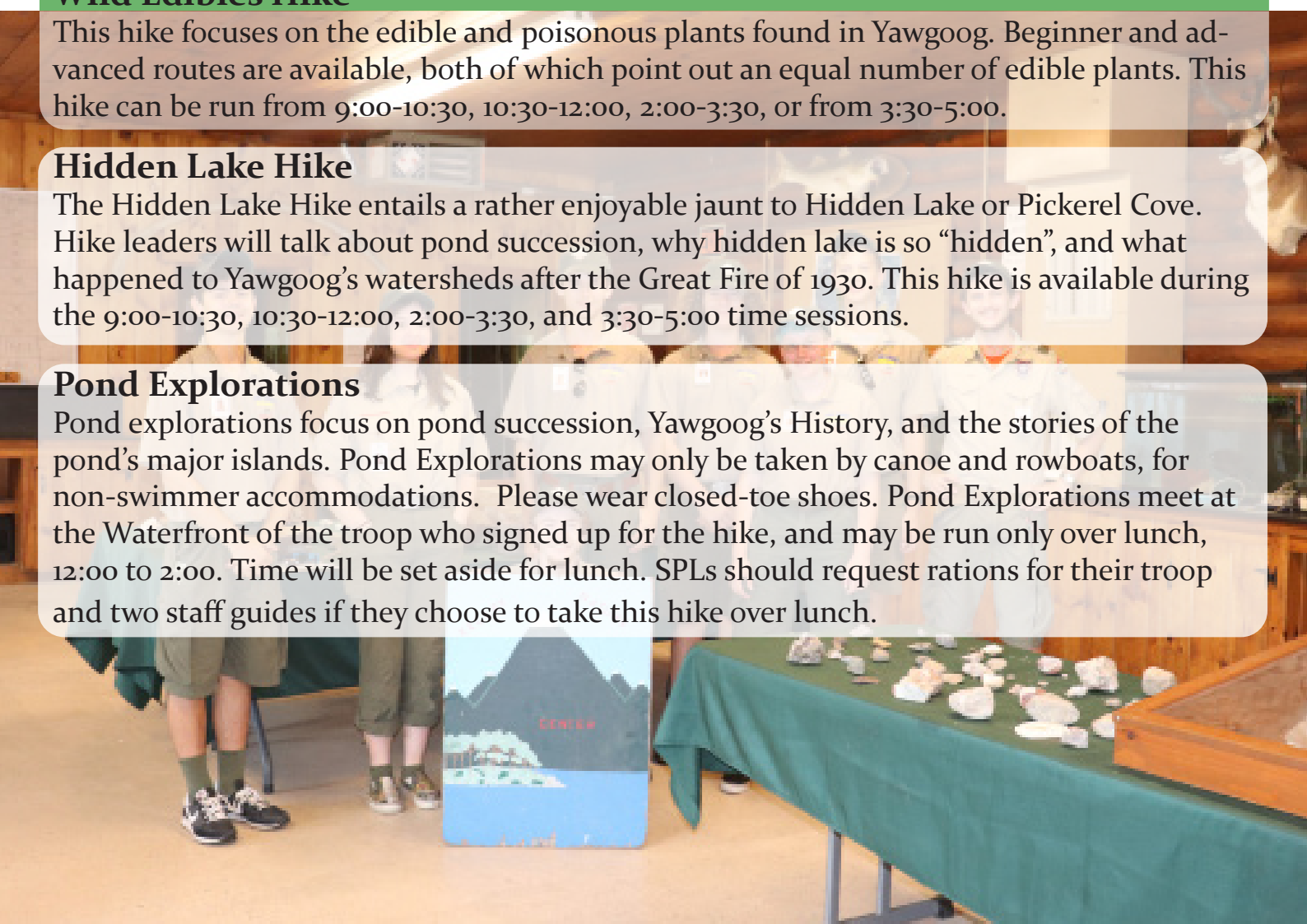
This hike focuses on the edible and poisonous plants found in Yawgoog. Beginner and advanced routes are available, both of which point out an equal number of edible plants. This hike can be run from 9:00-10:30, 10:30-12:00, 2:00-3:30, or from 3:30-5:00.

## Hidden Lake Hike

The Hidden Lake Hike entails a rather enjoyable jaunt to Hidden Lake or Pickerel Cove. Hike leaders will talk about pond succession, why hidden lake is so "hidden", and what happened to Yawgoog's watersheds after the Great Fire of 1930. This hike is available during the 9:00-10:30, 10:30-12:00, 2:00-3:30, and 3:30-5:00 time sessions.

## Pond Explorations

Pond explorations focus on pond succession, Yawgoog's History, and the stories of the pond's major islands. Pond Explorations may only be taken by canoe and rowboats, for non-swimmer accommodations. Please wear closed-toe shoes. Pond Explorations meet at the Waterfront of the troop who signed up for the hike, and may be run only over lunch, 12:00 to 2:00. Time will be set aside for lunch. SPLs should request rations for their troop and two staff guides if they choose to take this hike over lunch.





## THE NATURE CENTER CONT.

### The Self-Guided Nature Trail

The Nature Center has recently revitalized its old self-guided trail by adding more information relevant to Yawgoog and the surrounding forest. The trail contains a series of posts, each explaining a bit of ecology to the common wayfarer. Packets containing a description of where to go, a map of the trail, and a few useful bits of information are available upon request at the Nature Center; all we ask is that scouts and scouters who partake of the trail fill out a formal evaluation after they have completed their hike.

### Stargazing

Stargazers explore topics related to constellations, nebulae, black holes, stars, and planets. On cloudy nights, a discussion will be held about almost anything the universe has to offer. On clear nights, the telescopes will be brought out to view stars up close. This activity runs from 8:30 PM. to Scout taps at 9:30 PM) and will occur rain or shine.

## ADVANCED HIKES

### Long & Ell Ponds

The Long & Ell Ponds Hike leaves the Reservation and hikes into the neighboring Rhode Island Land Conserve. A trail is followed to a scenic overlook of Long Pond, where lunch will be held. If time allows, scouts can also hike the rigorous route to Ell Pond. As with all Advanced Nature Hikes, this hike is recommended for scouts that are used to rough hiking. This hike can only be run from 12:00-2:00, and requires that rations be reserved by the troop's SPL for their troop and two counselors.

### Dinosaur Caves

This hike leaves the Reservation and meanders into Connecticut. The hike leader will take one of several routes to the blue trail, which is then followed to the Dinosaur Caves. After eating lunch on top of the caves, scouts will be given the opportunity to explore the surrounding area. Sadly, the Dinosaur Caves cannot be entered. As with all Advanced Nature Hikes, this hike is recommended for scouts that are used to rough hiking. This hike can only be run from 10:30-2:00, and requires that rations be reserved by the troop's SPL for their troop and two counselors.





## THE NATURE CENTER CONT.

The K.E.E.C. offers eleven merit badges. Environmental Science, Forestry, Mammal Study, Nature, Reptile and Amphibian Study, Soil and Water Conservation, Fish and Wildlife Management, Weather, Astronomy, Geology, Oceanography and Sustainability.

The complete list of badges and the times that they are taught can be found on page 38. Afternoon (2:00-3:30, or 3:30-5:00) classes begin on Monday, whilst morning (9:00-10:30, 10:30-12:00) and evening (7:00-8:00) classes begin on Tuesday. Scouts wishing to sign up for a badge need to attend the first class with paper, a pen and a signed merit badge application card (bluecard.) Scouts attending the second day of class without a signed bluecard will be dismissed to retrieve one because the lack of a signed bluecard leaves us uncertain as to whether or not a scout has permission from their troop to attend class.

All of the merit badges we offer require participating scouts to complete a portion of the requirements outside of class as “homework.” While the staff will do everything within its power to help a scout with their homework, it is ultimately the scout’s responsibility to complete their homework and submit it for grading by Thursday (for afternoon classes) or Friday (for morning/evening classes).

Mammal Study is taught using a much more decentralized system. Scouts wishing to take Mammal Studies should show up at the Nature Center during regular program hours with a signed bluecard, some writing paper, and a pen. They should then find the instructor on duty and ask for directions on how to begin work on the badge.

### Nature Merit Badge Prerequisites

Unfortunately, there are several merit badge requirements which extend outside of our five-day program and, as such, cannot be completed at camp. We ask that a scoutmaster or other adult leader familiar with the completed assignment write a note to the instructor of these badges stating that the merit badge requirement has been completed. Each staff will periodically visit the campsites of the scouts they have in class to verify the validity of any notes handed in. They may also reserve the right to question the scout on the requirement to determine if it has been completed to a reasonable degree of quality. Please review the prerequisites section and merit badge schedule for up to date prerequisites.



# THE ASHAWAY AQUATICS CENTER

Located on Yawgoog Pond between the Three Point and Medicine Bow waterfronts, Ashaway Aquatics Center offers the Schiller Sailing Center, the Yawgoog Fishing Center and a fleet of kayaks. Scouts must hold Swimmers tags to participate in sailing or kayaking. Orientations are required for sailing and are available during all program activity hours.

## MERIT BADGES:

### Fishing

Fishing merit badge is offered at the Ashaway Aquatics center at 7 pm Tuesday through Friday evenings. Scouts can work at their own pace in acquiring this badge. For those scouts that do not have fishing equipment, Ashaway has over 100 fishing poles that can be borrowed for a day or the entire week. Note: As Yawgoog is a catch and release pond it is recommended that requirement #10 be completed prior to camp.

### Kayaking

This merit badge is offered during the 9-10:30 AM and 2-3:30 PM sessions. Scouts will be instructed in all aspects of flatwater Kayaking. Although earning the Kayaking merit badge can help prepare a Scout for paddling on moving water, it does not constitute the special training required to participate in a whitewater activity. This merit badge can be earned concurrently with the Kayaking BSA Award but earning one does not automatically qualify the Scout as earning the other. Scouts must be 13 years of age to participate.

### Small Boat Sailing

This merit badge is offered during the 9AM-12PM and 2-5 PM sessions. Scouts will be instructed in all aspects of sailing. They will learn safety, sailing nomenclature, basic seamanship and the fine art of sailing. Scouts can culminate their week by demonstrating their skills in the weekly Sailing regatta held after supper on Friday evening.





## ASHAWAY CONT.

**Sailing:** Upon completion of the sailing orientation, Scouts will be allowed to take a Sailboat out on Yawgoog pond with a buddy. Swimmers tag is required to take the sailing orientation.

### Yawgoog Kayak Race

Held Tuesday evening at 7:00 PM, Scouts can report to Ashaway to compete in the Weekly Kayak Race. The Weekly Winner will be recognized at the Sunday Dress Parade.

### Yawgoog Sailing Regatta

Held after supper on Friday. Weekly winners are recognized at the Sunday Dress Parade. Sign up on Monday! The Regatta begins at 7:05 p.m. Weekly winners are recognized at the Sunday Dress Parade.

### Yawgoog Canoe Race

Held Wednesday evening. Pick up canoes at 7:00 p.m. at your camp waterfront. Canoe to Ashaway. Weekly winners are recognized at the Sunday Dress Parade.

### Skipper Segment

Requirements:

- 1) Scouts must participate in a Sailing Orientation.
- 2) Scouts must show skill and knowledge of sailing at the Ashaway Sailing center and be approved by the Ashaway Staff.

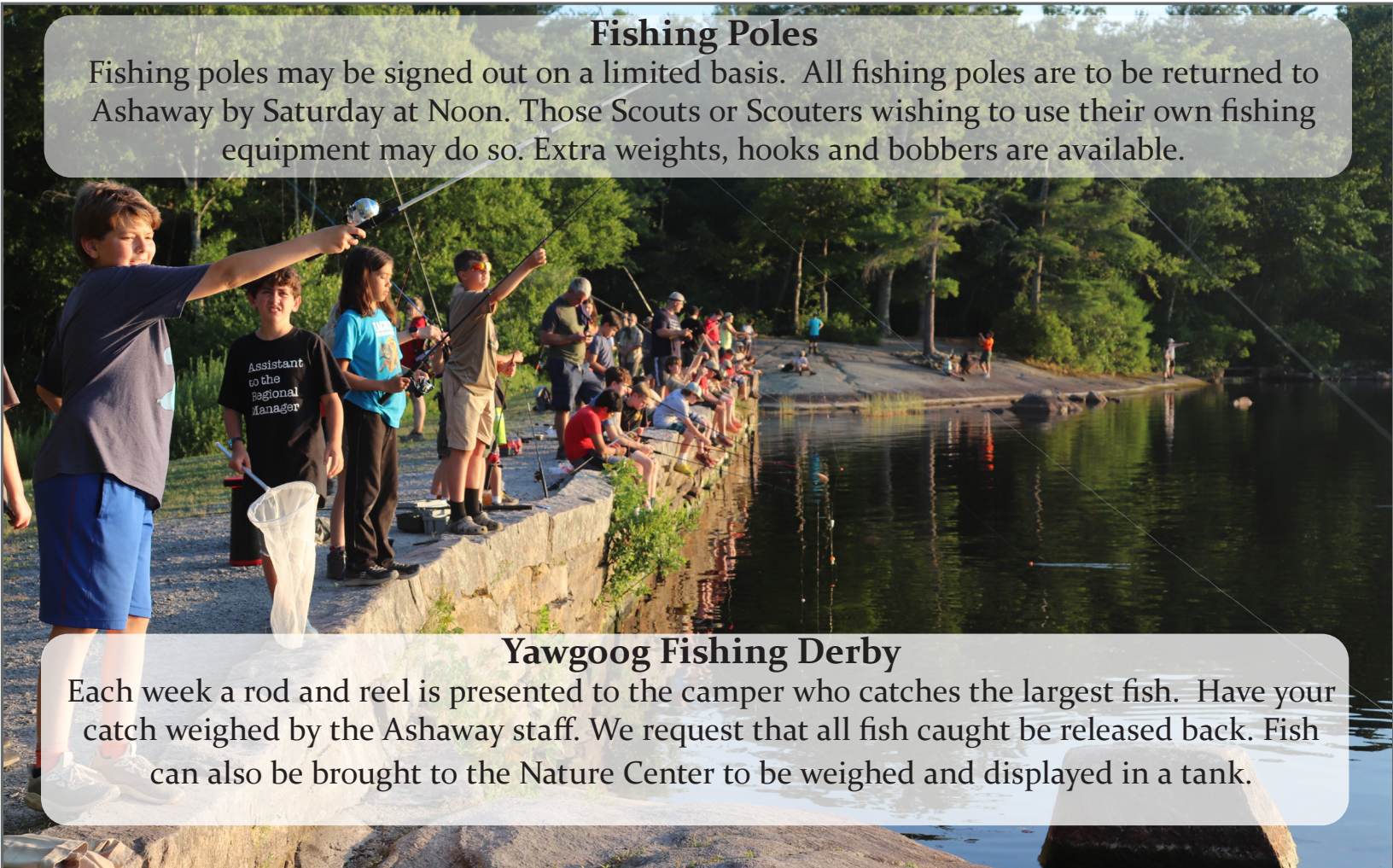
## FISHING CENTER ACTIVITIES

### Fishing Poles

Fishing poles may be signed out on a limited basis. All fishing poles are to be returned to Ashaway by Saturday at Noon. Those Scouts or Scouters wishing to use their own fishing equipment may do so. Extra weights, hooks and bobbers are available.

### Yawgoog Fishing Derby

Each week a rod and reel is presented to the camper who catches the largest fish. Have your catch weighed by the Ashaway staff. We request that all fish caught be released back. Fish can also be brought to the Nature Center to be weighed and displayed in a tank.





# THE CRAFT CENTER

The H. Cushman Anthony Stockade is located in the middle of Camp Medicine Bow. Activities are based on a variety of crafts merit badges and an Indian Lore program.

As part of a Merit Badge Program, or just for fun and learning, this center offers the opportunity to work on a variety of crafts-oriented projects. The Blockhouse boasts a wide selection of crafts materials. Some badges require the purchase of some materials to complete the projects. The cost of the projects range from \$1 to \$25. A complete list of required projects and prices can be found on the website

Orientations, given regularly by the staff, are required for any work done at the Craft Center.

## Merit Badges:

### \*Leatherwork

All essential tools, from letter stamps to hole punches are available for you to use. Wallets and pocket knife pouches are among the many popular projects.

### Basketry

Basket kits of varying sizes and woven stools are available for sale. Some tool kits are available for use in the Center to complete merit badge projects.

### Model Design and Building

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

### \*Woodcarving

We have a wide selection of hand tools, as scouts complete a variety of project. Scouts must present Totin' Chip cards to use wood tools.

### \*Art

This Merit Badge class meets everyday. It is an excellent opportunity to increase one's awareness of and skill in the visual arts. Art is a challenging but fun Merit Badge. All materials are supplied. Paint and other materials are available at any time.

### Indian Lore

Scouting has always had a particular reverence for the traditions of the Native Americans. Those traditions come to life at the Indian Lore areas located in and around the Crafts Center. Come and view the colorful artifacts, implements, and clothing of Native Americans at the Indian Lore Display.

### Program Hours

Block House- Open all Program Hours

Indian Lore- Class Tues. and Weds. at 7pm.

Campfire Thurs. Evening

Art- required class every day at 9am or 2pm

Model Design and Building- required class every day at 10:30 AM or 3:30 PM

Basketry- Available during all program hours.

Leatherwork - Orientations at 9:00, 10:30, 2:00, and 3:30

Woodcarving - Orientations at 9:00, 10:30, 2:00 and 3:30

### Indian Lore Campfire

A presentation of traditional Native American stories and history held Thursday nights starting at 8:15 behind the Stockade. The Indian Lore Camp Fire is not required for the merit badge.

\*These have an initial orientation available throughout the week. You may work on the badges at any time during program hours.



# A.T.V. ALL TERRAIN VEHICLE PROGRAM

Eligible Scouts can enter their names in the lottery between May 15-20. This sign up will not guarantee participation in the program but will show your interest in participation. Scouts will be selected by a random lottery. Selected Scouts will be notified June 1st. There will be a wait list for any participants in case availability opens up.

**Location:** Meet at the Shea Shelter on the Curtis Tract.

**Who:** Scouts 14+ are eligible to sign up in accordance with the Scouts BSA ATV guidelines, however Scouts will be prioritized based on age as one of the selection criteria.

**What:** Participating in the ATV program provides Scouts the knowledge and skill to safely operate an ATV.

**When:** Sessions are available during program hours 9-10:30, 10:30-12, 2-3:30, 3:30-5. The 7-8 session is available Tues-Thurs for Scouts who have previously completed the training to ride.

**Why:** Certified Instructors will teach Scouts how to safely operate an ATV on the Yawgoog ATV training course. After completing the training, Scouts will have an opportunity to explore the Yawgoog backcountry like they've never seen it before!

**Cost:** \$50 per participant (there is no fee to enter the ATV lottery)

**Pre Requisites:** E-course Completion, this online course will reduce training time and give Scouts knowledge to help them succeed on the course. More information will be provided in registration.





# TARGET AND RANGE SPORTS

The Archery, Trap, and Rifle Ranges together make up the Target and Range Sports Center at Yawgoog. All three of the centers are located along Camp Yawgoog Road in Camp Sandy Beach. We offer a full Merit Badge Program in Shooting Sports, a complete certificate program and free shooting for you to hone your skills and test your aim.

**ORIENTATIONS:** Required of all participants prior to using the individual ranges. Because safety on our ranges is our main concern, orientations are available on an as needed basis throughout the week at all three ranges. Just come to the gate and ask a counselor for an orientation. We supply eye and ear protection on all of our ranges. Once you participate in an orientation you will be able to go to the range during open shoot times.

## Lane-Bliven Rifle Range

Rifle Program: Scouts and adults use .22 caliber rifles on our range as they work toward awards or the Merit Badge. The range is open during regular program hours throughout the week. The range closes for the week at 12:00 noon Saturday. NRA Awards may be earned; see a counselor for details. Rifle Merit Badge is offered during the 9-10:30 and 2:00-3:30 sessions. No open shoot will be available during these times. Open shoot is 10:30-12:00 and 3:30-5:00. The 7-8 PM sessions Tues-Fri and the Sat 10:30-12 session will be dedicated to Benefit Shoot. Here Scouts working on the merit badge or specialty awards will have the opportunity to finish those programs.

## Bucklin Marksmanship Medal

Scouts will have the opportunity to earn the Bucklin Marksmanship Medal. They will have the opportunity to shoot at 10 consecutive targets. They must achieve a score of at least 400. At the end of the season a handsome rifle is awarded to the Scout with the highest score for the entire summer.

## Trap Range

Trap Program: Scouts (who are 15 years of age or older) and adults use 12 gauge shotguns to shoot at clay pigeons hurled in the air. The Trap Range is opened from Tues-Sat 9:00 AM-10:30 AM for Shotgun Merit Badge. It is open for free shoot Tues-Sat 10:30 -12 AM and Mon-Fri 2:00 PM-5:00 PM. Tues-Fri is Class time for Shotgun Merit Badge. 7:00 PM to 8:00 PM. For those Scouts who are working on shotgun Merit Badge there is no charge for ammunition. A Scoutmaster signed Merit Badge must be presented. For those Scouts or Adults wishing to test their skills there is a small charge of \$3.00 for 5 rounds. A "Scoutmaster Signed" blue card must be presented in order to take the merit badge.

### Looking for a challenge?

Trap Program: Try our staff's challenge at the trap range. Staff, Scouts and Scouters each week will record their top consecutive hits of clay pigeons. You can check this out on the Leader-Board each week at the Shotgun range.

Leaders please note : We ask that you advise parents and/or guardians of Scouts 15 years of age or under that their Scout may be participating in a Shooting Sports program involving 22 caliber rifles and 12 gauge shotguns.



# TARGET AND RANGE SPORTS CONT.

## Merit Badges

### Rifle Shooting

Health and safety is stressed to all Scouts taking part in this Merit Badge. Scouts will become very familiar with all aspects of firearm safety. They will learn about different types of firearms and be able to identify the any parts that each have. Scouts will have the opportunity to disassemble/assemble the rifles as well as clean them. They will be taught proper range procedures and will have the opportunity to shoot at 10 or more targets.

### Shotgun Shooting

As with Rifle Shooting Merit Badge, Health and Safety is stressed throughout the program. Scouts will also learn about hunting laws in their area. They will become familiar with the safe handling of the shotgun. Scouts will have the opportunity to shoot at Clay Pigeon Targets at our Shotgun Range.

## Archery Center

Nock on wood! The Archery Range affords the opportunity for archers of all ages to hone their skills. With distances ranging from 15 to 30 yards, and bows from 15 to 30 pounds, all scouts are welcome. We offer a variety of compound and recurve bows for use. The Camp Yawgoog Yeoman Segment is earned by shooting 30 arrows at 20 yards for a score of 120 points. The Archery Range is open for free shooting Mon through Fri, 3:30 pm to 5:00 pm, Tues through Fri 10:30 am to 12 noon, and Tues-Fri 7:00 pm to 8:00 pm. Saturday, the range is open for merit badge shooters only from 9:00 am to 12 noon. Before shooting, all participants are required to take a safety orientation, which is available as needed.

### Archery Merit Badge

Scouts will learn all aspects of the sport of Archery. As safety is our main concern when Scouts are on one of our ranges, the Archery Range is no exception. Counselors will teach scouts about different types of arrows and bows available to the avid shooter. Scouts will use our new Genesis Compound Bow. Scouts will also learn about competitive shooting and how to score properly. Archery Merit Badge will be during the 9AM and 2PM sessions. There will be no "Open" shoot at these times.

### Archery Awards

Award	# of Arrows	Distance	Score
Yeoman	30 Arrows	15 Yards	50
Jr. Bowman	30 Arrows	15 Yards	70
Bowman	30 Arrows	15 Yards	120
Jr. Archer	30 Arrows	15 Yards	200
Archer	30 Arrows	20 Yards	200
Master Archer	30 Arrows	20 Yards	250
Expert Archer	30 Arrows	30 Yards	270
Olympian	30 Arrows	30 Yards	290



# THE CAMPCRAFT CENTER

Scoutcraft skills instruction is offered to Scouts and Troops by the Campcraft Staff. The Campcraft Center is located at the base of the Camp Sandy Beach field. Troops may register for demonstrations on Camp Doc prior to arriving at camp.

All demonstrations are held at the Campcraft Center and last between forty-five and eighty minutes, depending on the demonstration given and the troop's needs. Fill out your Program Request before camp for the best choices.

## Demonstrations

### Fire Building

Have you ever had a problem building a fire after it rains? Do you have a hard time building a good cooking fire? If you answered "yes" to either of these questions, then sign up for this demo and learn all there is to know about firebuilding. We'll cover different methods of fire building and fire starting, including flint and steel, fire by friction, and many others.

### Ropework Plus

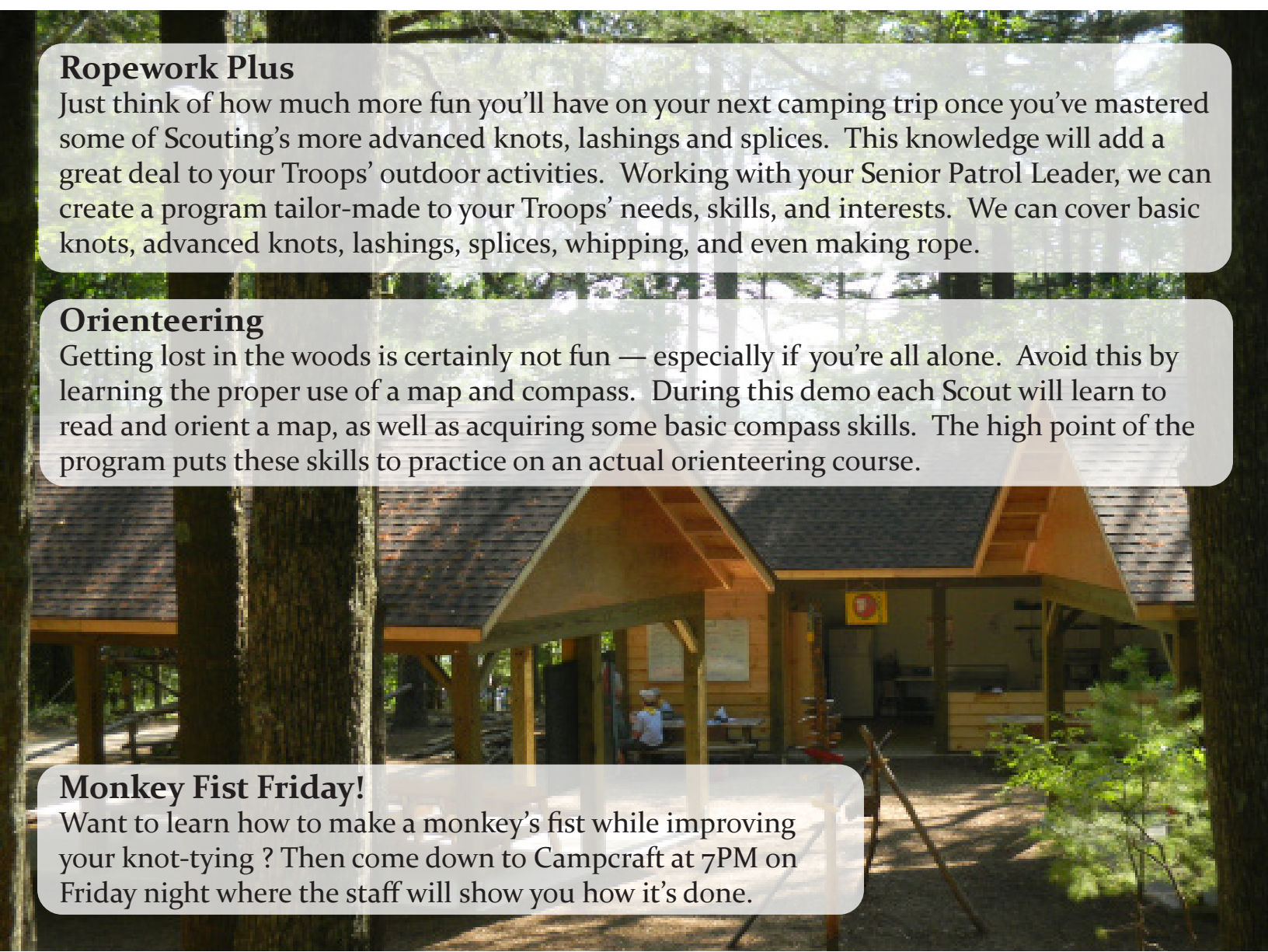
Just think of how much more fun you'll have on your next camping trip once you've mastered some of Scouting's more advanced knots, lashings and splices. This knowledge will add a great deal to your Troops' outdoor activities. Working with your Senior Patrol Leader, we can create a program tailor-made to your Troops' needs, skills, and interests. We can cover basic knots, advanced knots, lashings, splices, whipping, and even making rope.

### Orienteering

Getting lost in the woods is certainly not fun — especially if you're all alone. Avoid this by learning the proper use of a map and compass. During this demo each Scout will learn to read and orient a map, as well as acquiring some basic compass skills. The high point of the program puts these skills to practice on an actual orienteering course.

### Monkey Fist Friday!

Want to learn how to make a monkey's fist while improving your knot-tying? Then come down to Campcraft at 7PM on Friday night where the staff will show you how it's done.





## CAMPCRAFT CENTER CONT.

### Totin' Chip Instructor

For Scouts who already have Totin' Chip. You will be taught how to teach the skills required to properly use and care for a knife, bow saw, hand ax, and three-quarter ax. Part of this instructorship is to successfully teach Totin' Chip to at least two Scouts in your own Troop. Scouts need to have the Totin' Chip cert. for at least a year to become an instructor.

### Firm'n Chit Instructor

Become proficient in all the safety rules of fire. Learn how to start and build different kinds of fire, prepare a safe fire area, and use fire properly.

### Paul Bunyan Award

If you like axemanship this award is for you. You must hold Totin' Chip and show your skill with a three-quarter ax. You must also teach other Scouts how to use an axe safely and complete a conservation project.

### Wilderness Survival Overnighter

On Wednesday of each week (rain date: Thursday), you will apply the wilderness survival skills you have learned over the course of the week to a real-life survival scenario. At 7:15pm, all Wilderness Survival merit badge students will leave from the Campcraft Center and hike to the Tim O'Neil Field under the supervision of the Campcraft staff. There, you will make use of your natural surroundings to build a shelter that has little negative impact on the environment. You will then spend the night in your shelter. Scouts will return to their campsites by 7:30 the following morning.

### Trek on Safely

This session is to help leaders plan and lead backpacking trips correctly and safely. It is offered on Wednesday night, from the 7:00 pm to 8:00 pm session.

### Leave No Trace

Leave No Trace refers to a set of outdoor ethics that teaches those principles. Leave No Trace principles are designed to promote conservation in the outdoors. The organization Leave No Trace exists to educate people about their recreational impact on nature as well as the principles of Leave No Trace to prevent and minimize such impacts.

Leave No Trace is built on Seven Principles: Plan Ahead and Prepare, Travel and Camp on Durable Surfaces, Dispose of Waste Properly, Leave What You Find, Minimize Campfire Impacts, Respect Wildlife, and Be Considerate of Other Visitors. The Seven Principles have been adapted to differ-



# CAMPCRAFT CENTER CONT.

## Merit Badges

### Orienteering

This Merit badge teaches you all aspects of Map and Compass. You will learn about topographical maps, how to read them, what all of the symbols mean and how they can help you when you are out in the woods and need to get somewhere. You will also get the chance to use a few of the many orienteering courses set up around camp.

### Camping

You will learn all of the skills that you will need to tackle those big excursions out in the woods, including the “Leave No Trace” principles and the “Outdoor Code.” You will also learn about injuries and illnesses that can occur while you are camping.

### Pioneering

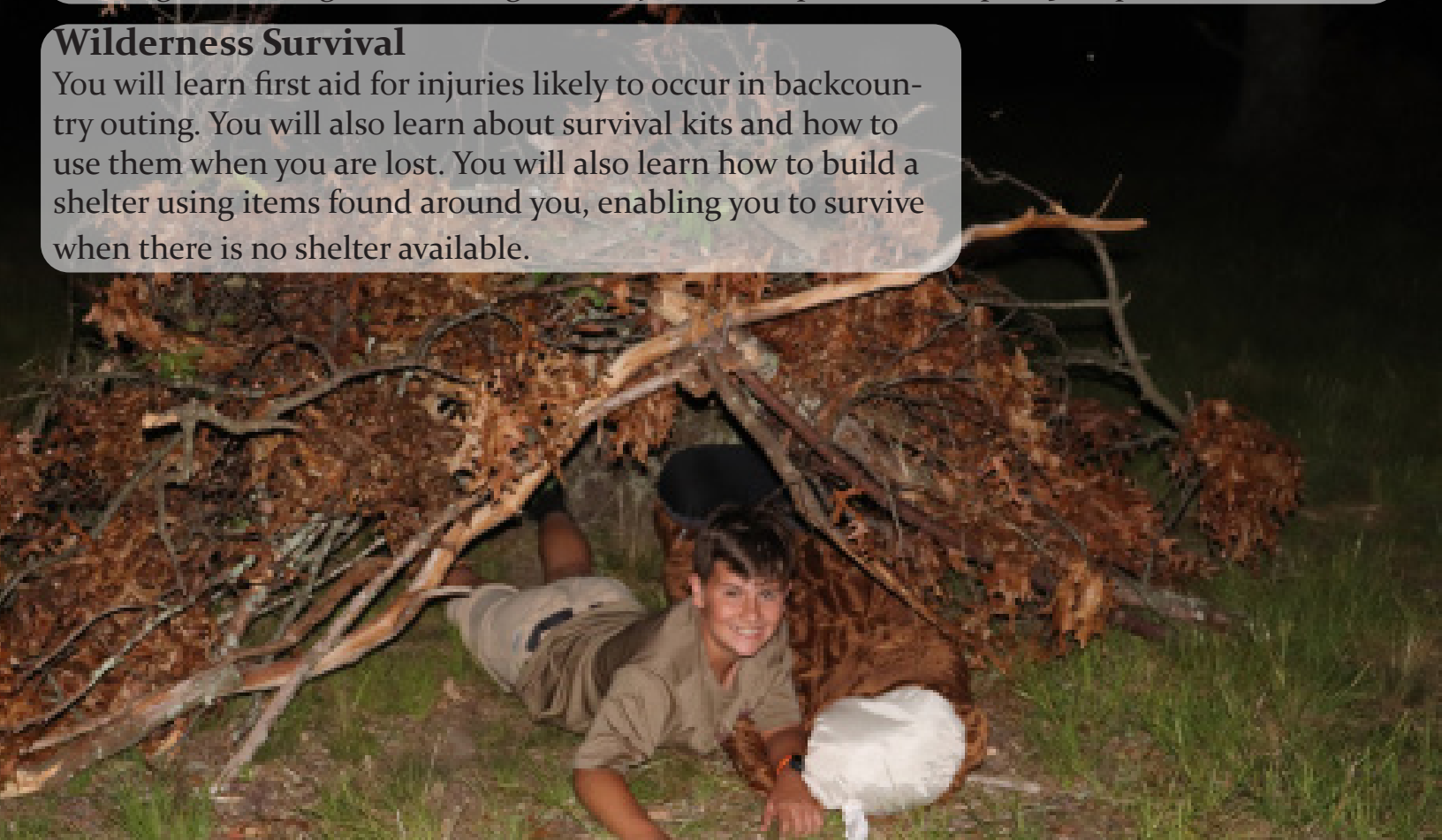
Have you ever wondered how other Scouts build those gateways into their campsites or have you ever tried to splice rope? Pioneering Merit Badge will teach you all of those things and more.

### Cooking

You will learn the skills you will need for food preparation including: menu planning, diet, possible injuries that may arise when preparing food, the proper handling and storage of food products. You will also learn about the MyPlate and possible careers in the food industry. Cooking merit badge will be taught from 9:00 am-12 pm and 2:00 pm- 5:00 pm.

### Wilderness Survival

You will learn first aid for injuries likely to occur in backcountry outing. You will also learn about survival kits and how to use them when you are lost. You will also learn how to build a shelter using items found around you, enabling you to survive when there is no shelter available.





# THE NEW FRONTIER PROGRAM

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
9:00-10:30		Basic First Aid	Cooking & Menu Planning	Wild Plants & Animals	Knots & Lashings	Knots & Lashings
10:30-12:00		Advanced First Aid	Knots & Lashings	Basic First Aid	Cooking & Menu Planning	Flag & Scout Sayings
2:00-3:30	Cooking & Menu Planning	Safe Hiking & Buddy System	Wild Plants & Animals	Advanced First Aid	Map & Compass	
3:30-5:00	Flag & Scout Sayings	Map & Compass	Flag & Scout Sayings	Safe Hiking & Buddy System	Wild Plants & Animals	
7:00-8:00		Totin' Chip & Firem'n Chit	Map & Compass	Totin' Chip & Firem'n Chit	Totin' Chip & Firem'n Chit	

Yawgoog's New Frontier program has two distinct yet complementary aspects. First, New Frontier acts as Yawgoog's primary resource for first-year campers. From a "Get Acquainted" hike around camp proper to a survey of Camp Yawgoog's flora and fauna, those new to camp will benefit from programs offered at New Frontier. Second, the New Frontier program is designed to supplement the camp's merit badge program with rank advancement. Most of the skills needed for Tenderfoot, Second Class, and First Class are taught here. Instruction is available in everything from first aid to orienteering and knot tying to patrol menu planning.

New Frontier offers each Basic Skills Instruction session twice per week (once in the morning and once in the afternoon) so a Scout can easily work advancement into their daily schedule. If a Scout requires extra assistance learning specific skills, or just wants to improve the ones they have, they can opt to attend an Open Workshop held on Wednesday and Friday evenings at 7:00. No sign ups are necessary - all a Scout has to do is show up.

At the New Frontier program we teach the skills needed for completion of requirements needed from Tenderfoot through First Class, but it is still the responsibility of the Troop leadership to test the Scout and sign off on the requirement in the Scout's handbook. At the end of the week Scouts will be given a personal report of what sessions were attended.

The New Frontier program is located in the Campcraft Center located in Sandy Beach. We ask that Scouts arrive on time for the sessions. Scoutmasters, if you are escorting a large number of Scouts, we ask that you be willing to help with signing Scouts in and maintaining order.

All aquatics requirements will be offered at the waterfronts during Benefit Swim, Monday through Friday, from 2:00 to 3:30. Attendance is not required at all sessions. A Scout can pick and choose what sessions to attend.



# REQUIREMENTS TAUGHT AT THE NEW FRONTIER

Based on the Scouts BSA Handbook 14th Edition Requirements

## Flag Etiquette and Scout Sayings

Scout: 1a 1b 1c 1d 1e 1f

Tenderfoot: 7a

Second class: 8b

Requirements that apply these skills: Second class 8a

## Cooking & Menu Planning

Tenderfoot: 2c

Second Class: 2a, 2d

Requirements that apply these skills:

Tenderfoot: 2a, 2b

Second Class: 2e

First Class: 2

## Basic First Aid

Tenderfoot: 4a, 4b, 4c

Second Class: 6a, 6c

Requirements that apply these skills:

Tenderfoot: 4d

## Knots & Lashings

Scout: 4a, 4b

Tenderfoot: 3a, 3b, 3c, 8

Second Class: 2f, 2g

First Class: 3a, 3b, 3c

Requirements that apply these skills:

Tenderfoot: 8

First Class: 3d

## Advanced First Aid

Second Class: 6b 6c 6d

First Class: 7a 7b 7c

## Safe Hiking and the Buddy System

Tenderfoot: 4b 5a 5b 5c

Second Class: 1b 3c

First Class: 5b, 5c, 5d

## Wild Plants & Animals

Tenderfoot: 4b

Second Class: 4

First class: 5a

## Map & Compass

Second Class: 3a, 3c, 3d

First class: 4a

Requirements that apply these skills:

Second class: 3b

## Totin' Chip & Firem'n Chit

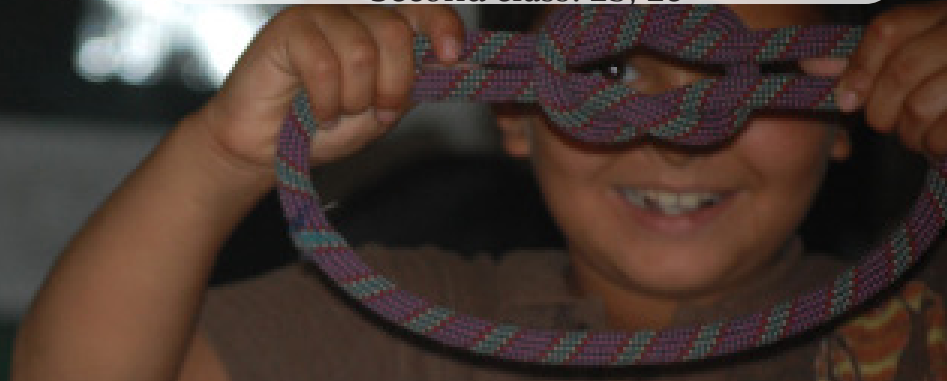
Scout: 5

Tenderfoot: 3d

Second Class: 2a

Requirements that apply these skills:

Second class: 2b, 2c



At the New Frontier Center we offer all Scouts the opportunity to work on all skills required to reach First Class. Scouts need not sign up for the entire week nor a complete time slot. Scouts can pick and choose which sessions to attend. Scouts attend whichever section that most fits their needs. We do not sign off on any rank requirements, we only teach those requirements and then the Scout must demonstrate what they have learned at the Troop level.



# WATERFRONTS

Each of the three camps maintains a fully staffed waterfront for instructional and recreational aquatics activities. Mandatory swim qualifications are conducted on Monday morning. SAFETY is our main concern — followed closely by fun! You should only use the waterfront that is associated with your camp.

After completion of your swim test, you will be issued a Buddy Tag. This Buddy Tag will be used whenever you use your waterfront or Ashaway Sailing center. You may not use anyone else's tag but your own at any waterfront area.

## Activities

### Benefit Swim (2:00-3:30, Mon-Fri)

An instructional period for improving swimming skills which includes swimming-related Scouting requirements, under the guidance of our waterfront staff. Stop by at any of these times and have fun as you improve your skills.

### Free Swim (10:30-12, 3:30-5:00 Daily)

Morning or afternoon swimming “just for the fun of it.” Encourage all to participate.

### Snorkeling BSA (7:00-7:45PM)

Come by starting on Tuesday evening and learn to explore Yawgoog Pond below the waterline. We have all the equipment you need so just come on by.



### Campwide Swim Carnival

Saturday is the day for Swim Carnivals in all camps. Test your skills and have some fun - or cheer on your Troop! The time for the Swim Carnival will be announced during the week, or you can talk to your Program Commissioner.

### Water Sports (7:00-8:00PM)

The 7-8pm Session can be reserved by troops for Water polo, Tug of War, or Water Basketball. Talk to your PC and/or your Waterfront Director to schedule time in the water.



## WATERFRONTS CONT.

### BSA Lifeguard

A rigorous program of swimming, boating, lifesaving and CPR. You will learn all of the Skills necessary and receive a certificate that will allow you to oversee Scouts BSA activities on the water. To enroll in the course a Scout must be at least 15 years of age. This will require a full week of aquatic activities (40 hours) and Scouts must schedule this badge with the Waterfront staff individually. BSA Lifeguard is open to adults as well as Scouts. Make sure you bring adequate sunscreen with you to camp.

### Swimming

There is no better place than Summer Camp to complete all of the requirements for Swimming Merit Badge. Each waterfront offers two sessions, 9:00 AM and 2:00 PM. (Eagle required)

### Life Saving

This a rigorous Merit Badge for any Scout. You will spend both the 9:00 AM session and the 2:00 PM session at your respective waterfront. You must complete Second Class requirements 7a through 7c and First Class requirements 9a through 9d., to take this Merit Badge. See the Merit badge Book for details.

### Rowing

Scouts will learn more than just how to row. They will learn first aid for injuries or illnesses associated with operating watercraft. Included is a session on different types of watercraft and their construction. 9:00AM to 10:30 AM

### Canoeing

After completion of canoeing merit Badge, you will be ready for an expedition of high adventure. This merit badge teaches you all the skills you need including portages, swamped canoes, different types of canoes and construction and how to outfit yourself for that upcoming canoe trip. 9:00AM to 10:30 AM



Stand-up Paddleboarding is available at all three waterfronts. Scouts must be 13 years of age to participate. Kayaks are now at the Ashaway Aquatics Center: Scouts must be 13 years of age to participate.

Adventure Island: Request a date and time slot on the troop profile for Camp Doc. Time slots are 30 minutes. Troops can receive a schedule of the events they have signed up for at the Tuesday Night BBQ the week prior to arriving to camp.





JOIN TODAY

# YAWGOOG ALUMNI ASSOCIATION



The Yawgoog Alumni Association is an organization of Scouters who dedicate their time, treasure and passion to support and improve the Scouting Adventure Land we all hold dear in our hearts. It is through this fellowship that campers, staff, and adult leaders maintain a meaningful connection to the Spirit of Yawgoog.

*Membership dues start at just \$25 per year, and every cent is invested in Yawgoog's bright future.*



@cyalumni



[yawgoog.org/alumni](http://yawgoog.org/alumni)



[YawgoogAlumni@gmail.com](mailto:YawgoogAlumni@gmail.com)