

CONNJAM

REKINDLING THE ADVENTURE

Program Guide

★ACTIVITIES ★SCHEDULE ★PROGRAM MAP ★FOOD MENU



May 13-15, 2022
Orange Fairgrounds
525 Orange Center Rd., Orange CT
Connecticut Yankee Council BSA — www.connjam.org

Friday, May 13th	
4:00pm to 9:00pm	Unit Check-in Site Set-up
8:00pm to 10:30pm	Evening Show OA Call Out Ceremony Movie—TBA
9:30pm to 10:00pm	Leaders Meeting—Barn
10:30pm	Quiet Time
Saturday, May 14th	
6:30am to 8:15am	Units Camping Breakfast
7:00am to 8:30am	Check-in Saturday Arrivals
8:15am	Gather for Opening
8:30am to 9:00am	Opening Ceremony
9:00am to 4pm	Activities
4:00pm	Activities End
4:15pm to 4:45pm	Religious Service All Faith Service Catholic Mass Jewish Service
4:00pm - 7:30pm	Dinner /Open time
7:00pm	Line Up For Show
7:30pm - 9:30pm	Closing Show/ Fireworks
11pm	Quiet time
Sunday, May 15th	
6:30am	Reveille
7:00am - 9:00am	Breakfast & Clean Up
9:00am - 11:45am	Break Camp
12:00noon	ConnJam Closed

Welcome to ConnJam22

Please use this guide to plan your fun and adventure at ConnJam. Any questions email connjam@ctyankee.org.

SCHEDULE

Program Notes:

- Programs run from 9 am to 4 pm, with the occasional stations closing for staff breaks.
- Stations closing will be announced through the ConnJam app.
- We are also offering 1 hour special programs as scheduled below

POOL Community Center

- Log Roll - 10:00 - 11:30 & 2:00 - 3:30 PM
- Try Scuba (Scouts 14 and older) 9 AM to 11:30 AM & 1 PM to 3:30 pm
- Adult Swim 1 PM to 2 PM

SCIENCE, STEM AND NATURE

- **Mad Science**
 - ➔ Energy in Action Mobile Learning Experience
 - ➔ Fire and Ice! Special Show 1:00 PM to 2:00 PM Arena Stage
- **Meigs Point Nature Center**

COOKING CONTESTS

- Iron Chef 10 to 2 PM at the Gazebo

SHOOTING/AXE THROWING SPORTS

ADVENTURE PROGRAMS — Zipline, Climbing Wall, Inflatable Obstacle Course, OA Velcro Wall, Cub World inflatable's, etc.

SPECIAL PROGRAMS

- Military Displays & Programs—Navy, Marines, National Guard
- Chess Play & Tournament (Community Center Classroom)
 - ➔ Morning casual play and sign up for the afternoon tournament.
 - ➔ 12:00 PM Tournament
- Disability Awareness (Community Center Classroom)
- Cartoonist Station (Community Center Classroom)
- BSA Fishing & Back Yard Bass
- Radio Scouting
- BMRS Railroad Club (Back Barn)
- OA Native American Tipi Village
- OA Dancers
- BMX Bikes
- 3 GaGa Pits
- Trade-O-Ree (Community Center Gym)
- Scouting Museum (Community Center Gym) — Open during lunch
- Ultimate Frisbee
 - ➔ 9:00 AM to 12:00 Noon Open for fun games
 - ➔ 1:00 PM to 4:00 PM OA Tournament Games
- Pinewood Derby Championship (Back Barn)
 - ➔ Registration in the morning and Races in the Afternoon

SHOWS

- Friday: OA Call-Out/Movie
- Saturday:/Band/Flippenout/The Amazing Ivan/Fireworks

FUN AT THE POOL...



Pool Hours — Supervised by the Aquatic Staff of Camp Sequassen

- Log Roll - 10:00 - 11:30 & 2:00 - 3:30 PM
- Try Scuba (Scouts 14 and older) 9 AM to 11:30 AM &

Pool Closures

- 12 Noon to 1 PM — Lunch
- 4 PM — All Programs End

Adult Swim — 1 to 2 pm.

Log Rolling — Two Scouts, each on one end of a free-floating log in the pool, battle to stay on the log by sprinting, as they attempt to cause the opponent to fall off.



Try Scuba by Capt. Steve Coe — Imagine what it's like to slip below the surface and continue breathing while you float weightlessly underwater! The Try Scuba is an introductory scuba program designed to introduce Scouts to scuba diving safely in a pool. Open to Scouts 14 and older. Download the Scuba Program Packet at www.connjam.org. Capt Coe is Certified SCUBA Diving Instructor Trainer and provides Scuba programs at Camp Sequassen Summer Camps.

SCIENCE, STEM AND NATURE ...

Mad Science presents...

- **Energy in Action Mobile Learning Experience** -- Coming to CONNJAM a fun-filled mobile STEM experience! With 9 different interactive stations, kids learn about energy consumption and energy conservation, and the impact this has on the health and sustainability of our planet, and finally make a pledge to become an energy efficient generation.
- **Fire and Ice! Special Show** —This spectacular, interactive science event captivates audiences of all ages! Spectators will be in awe while witnessing dragon breath, a fire cannon, combustion, and other sizzling science experiments all in front of their very eyes. The whole crowd will freeze in excitement when seeing all kinds of dry ice surprises such as a dry ice bubbly "shower" and a cool big dry ice cloud grand finale!
 - 1:00 PM to 2:00 PM Arena Stage



Meigs Point Nature Center..

Meigs Point Nature Center is an exciting and vital environmental learning at Hammonasset Beach State Park. They offer off-site programs and will be bringing exhibits that includes marine mammals of Long Island Sound, fur bearing mammals of CT, live turtles, live snakes, and a trash/recycling exhibit.



BMRS Railroad Club — Model Railroading (For all Scout ages)

BMRS takes its Rails On The Road! Using a portable (or modular) layout, they are able to bring the fun and excitement of model railroading to CONNJAM. Located in the back barn.

SHOOTING/AXE THROWING SPORTS...



Shooting Sports Area (back field behind maintenance garage).
Supervised by BSA Certified Instructors.

Open:

- 9:00 AM to 11:30 AM
- 1 PM to 3:45 PM

Closes:

- 12 Noon to 1:00 PM for Lunch
- 3:45 PM Ends shooting sports.

Cub Scout Programs

- BB Guns
- Archery
- Slingshots

Scouts BSA/Venturers Programs

- **NEW for 2022 Axe Throwing Mobile Trailer** by Hat City Axes; sponsored by Danbury Troop 52. For ages 10 and above. A supervisor monitors for safety and teaches participants where to stand and the best techniques. The lanes are encased in a cage and rubber mats are on the ground of the trailers to catch any bounce-back from the ax. Two people can throw at one time. The trailers meet world ax-throwing standards.
- Paintball Target Shooting



Programs Just For Fun...

ZIPLINING — Mobile zip-lining is an exciting adventure that brings thrills to CONNJAM. Scouts can enjoy two side-by-side zip lines up to 300 ft. long.

- Reserved for Scouts in Troops/Crews/Ships

OA Velcro Wall — Some call this a Sticky Wall while others call it a Velcro Wall. Either way it's an experience you will never forget. Contestants put on a full body Velcro suit then run and jump off an oversized inflatable air pillow and see how high they can stick to the wall. Hilarious Fun!

Rock Climbing Walls — Experience the thrill and feel of climbing a real outdoor rock climb with a 25' tall hard Rock Wall. Open to all ages.

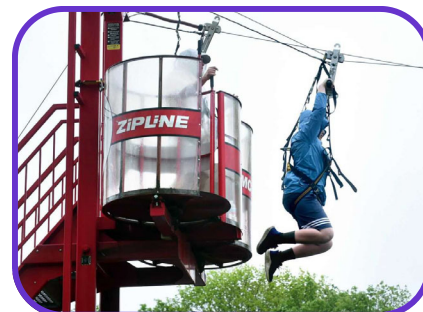
Extra Large Inflatable Obstacle Course — 59 feet of adrenaline fueled scrambling. It's exhausting, yet exhilarating and most definitely FUN.

3-GAGA Pits — Courtesy of Troop 9 Stamford, Troop 14 Norwalk and Troop 19 Norwalk. Two will be in the Troop/Crew camping area and one in Cub World. Gaga Ball is a variant of dodge ball that is played in a gaga "pit". The game combines dodging, striking, running, and jumping, with the objective of being the last person standing.

Monkey (Rope) Bridge — Courtesy of Troop 11 Stamford. Test your skills crossing the Monkey bridge on this classic Scout pioneering project using rope and wood.

In Cub World have fun with...

- Moon Walk Bounce House and **Marvel Avenger Combo** inflatable.



SPECIAL PROGRAMS...

Chess Program... Including Mega Chess (For all Scout ages. Requires game playing experience.)



Inside Community Center Classroom
Enjoy a causal game of chess with a friend in the morning and join in an afternoon Tournament.

New Mega Chess — Units can organize teams of Scouts to play games with the Mega Chess Board and its 3 ft plus Chess pieces.

- Morning casual play/Tournament Signup
- 12 N Tournament Starts



Disabilities Awareness Program (For all Scout ages)

Inside Community Center Classroom

What is disability awareness? Disability awareness is educating people regarding disabilities (visible or hidden). The CONNJAM station will provide activities that simulate a specific disability with a Special Needs Representative to facilitate and provide discussions. Fun activities with the focus to meet the educational need for diversity and inclusion. Representatives of BSA National Special Needs and Disabilities Committee will be attending.

- All day activity

BSA Fishing Programs (For all Scout ages)

(front of Community Center — Street entrance)

Have fun with Back Yard Bass to introduce Scouts to the sport of fishing and learn about resources to help your unit, in developing your fishing program. Fishing is a low-cost outdoor activity for all Scouts. It is safe, fun and rewarding. Fishing is a top-four preferred Outdoor Activity for Scouts. Back Yard Bass makes learning to cast fun! Scouts will have a ball learning and practicing how to cast.

- All day activity



Radio Scouting presents... (For all Scout ages)

RS1: Get On The Air ("GOTA") Radio Stations

#1: Talk to the World Scouts get the experience of having conversations with other radio stations across the USA and Internationally. May even be able to use Satellites to reach out to other amateur radio stations.

#2: Talk Locally Scouts get the opportunity to make contacts and have conversations with amateur radio operators in the local 4 county area of Connecticut. Located at The Picnic Pavilion.

RS2: "Find The Lost Patrol" Mission: Learn about Amateur Radio Direction Finding, then set out to locate a hidden radio transmitter representing the Emergency Beacon of The Lost Patrol. Location behind the "GOTA" station at the Picnic pavilion.

RS3: More than "SOS" Mission: Introduce Morse Code to the Scouts, and have them learn to send their name in Morse Code. Location Barn Porch near midway tents.

- All day activity

SPECIAL PROGRAMS...



Trade-O-Ree & Scouting Heritage Museum

Community Center Gym 9:00 AM to 4 PM

The Southwestern CT Scouting Heritage Museum will be sponsoring a TOR at ConnJam. Experienced patch traders from all over the USA will be there to display rare Scouting historical material and to buy, sell and trade with all who visit. Be sure to bring along your trading material and visit each of the exhibitors who will be happy to talk about your collecting interests and to help you fill in any holes in your collections. The Museum will be displaying featured exhibits from its collection and will be giving free patches or other memorabilia to some of the visitors to the TOR.



Plains Indian Tipi Village – by the Quinapiac Dancers

The OA Dancers are presenting a Tipi Village representing what life might have been like on the Great Plains during the 1860's – 1890's. This will include one or more tipis (lodges) set up in the Sioux style. Visitors will be guided through various displays by the dancers that includes: period clothing, weapons, games, tipi exterior and tipi interior. There will be a black powder firearms demonstration. At 3:00 the team will present a performance of modern pow wow dancing. This display is created and staffed by the Quinapiac Dancers. The group takes great care in maintaining as much historical authenticity as possible. All are members of Connecticut Yankee's Owaneco Lodge, Order of the Arrow.



Ultimate Program

Ultimate is a fun, fast-paced team sport that combines the nonstop movement of soccer with the aerial passing skills of football using a flying disc. The honor system works in ultimate, just like in Scouting. Players are responsible for playing fair, calling their own fouls, and making their own out-of-bounds calls.

- ➔ 9:00 AM to 12:00 Noon Open for fun games. Troop/Crews Teams of 7 Scouts can show up to play other teams. This is a non-staff organized event. Teams should bring an adult to help supervise.
- ➔ 1:00 PM to 4:00 PM OA Tournament Games. Troops that participated in the OA Chill and Grill Tournament will play.



"Iron Scout" Culinary Challenge -- Sponsored by the Hartford Yard Goats at ConnJam, 10 am – 2 pm. Check-in time – 9:30 am by the Gazebo. Three member teams of registered Scouts, or Scouters in any Pack, Troop, Crew, Post or Ship – spaces are limited. Teams will have one hour to prepare three identical plated dishes using the protein, starch, vegetable (and or fruit) and mystery ingredient(s) provided by the "chairman". Plates will be judged on taste, appearance & creativity. Questions or to sign up a team can be directed to "the chairman" at jjvrock@aol.com. Photo— **Judged by famed chef, author and television personality Jacques Pepin** and other prestigious judges on Saturday.



BMX Bikes — BMX, an abbreviation for bicycle motocross are being brought down from Camp Sequassen for a ConnJam Station. Test your skills on the Connjam Course.

Be a Cartoonist: Welcome to the wonderful world of cartooning! Bill Janocha a national cartoonist formerly working for Mort Walker, the creator of Beetle Bailey will present a cartoonist workshop. Learn how to enjoy drawing cartoons for work and play. Open for all ages with a 3 pm special session for Scouts BSA interested in careers for cartoonist.

CONNJAM CUB WORLD

Come with your pack, your den, or just your family. You can stay for the whole weekend, camping in Cub World, or just come for the day on Saturday.

Cub World -- Earn Superpowers at Cub Scout World with Superpowers of the Scout Law.

Scouts can meet some of their favorite Superheroes with costume characters from TERRIFICON - Connecticut's number 1 Comic Book Convention at Mohegan Sun.

Superheroes are known for facing danger even when they are afraid. A Scout, like a superhero, has the courage to stand for what they think is right and to live by the Scout Oath and Law.

ConnJam Cub Scout World will feature **"Superheroes of the Scout Law."** At each of the 12 activity stations, Scouts will earn a superpower based on the Scout Law.

This will be presented as a printed card (like a baseball card) with a superhero representing that power. The drawings are from Scouts.

The Superpower Passport will take you on a journey of adventure as you explore the programs of ConnJam! Return to Cub World at 3:30 PM with your completed Passport, to become a Superhero.

Wear with pride the Superhero Award Button.



ConnJam Superpower Passport

#	Superpower	Activity — Earn your Superpower by	Sign-off
1	Trustworthy: Always answers the call.	Visit the Mad Science Energy in Action Mobile Learning Experience and/or Fire and Ice! Special Show	
2	Loyal: Defends the earth from evil forces.	Visit the Military Displays	
3	Helpful: Rushes to the rescue.	Visit the Radio Scout Programs — GOTA" (Get On The Air) , Morse Code, or Amateur Radio Direction Finding . One or all.	
4	Friendly: Turns evildoers good	Visit the Meigs Point Nature Center Display	
5	Courteous: Protects old and young alike.	Visit the Shooting Sports Program for archery, BB, or sling shots or play the corn hole toss at Cub World.	
6	Kind: Balances his strength with being gentle.	Visit the Disability Awareness Program	
7	Obedient: Enforces right over wrong.	Cartoonist Station — Visit Cartoonist station and draw a comic strip.	
8	Cheerful: Laughs in the face of danger.	Cub World Games — Have fun with Bird Tag, Dad Joke Station, Connect the Four, or Stacking Game. Play one or all	
9	Thrifty: Saves time by moving faster than an arrow.	Visit the Bounce House, Climbing Wall or Giant Obstacle course to earn this superpower.	
10	Brave: Overcomes fear when threatened.	Visit the Fishing BSA Station	
11	Clean: Repels evil influences over mind and body.	Your choice — cross the rope bridge, visit the Native American Village, see what the Trade-O-Ree is all about, visit the Model Railroad station, take part at the log rolling activity, or play chess (game playing experience needed) . Do one or as many as you want.	
12	Reverent: Has the power to believe.	Learn about religious awards and/or participate in the 4:15 pm religious service — Scout Own (all faith), Catholic and Jewish.	

Scout Name: _____

Pack # and Town: _____

Instructions — Leaders/Parents can sign off that the Scout visited the activity. Not all activities may have Trading Card and those can be collected at the Cub World area. Activities can be visited in any order.



CONNJAM CUB TIPS FOR PARENTS



Cub Scout Program Highlights

- Climbing Walls
- Giant Inflatable Course/Bounce House
- Pinewood Derby Championship—Top winners from each district compete.
- Fun with Chess
- Radio Scouting—Amateur Radio
- Log-Rolling Indoor Pool.
- Native American Village.
- Scouting Museum
- Rest and Relaxation Area — Quiet craft area.
- Meet our Heroes with Military, local Police and Fire programs
- Our midway will be packed full of displays from both Scouting and outside organizations.
- See the huge arena show with fireworks!



Parents of Cub Scouts

Have Fun at CONNJAM... Here are some notes and tips!

- **Enjoy the program and leave the cooking to us!** Food service will be provided throughout the weekend starting Friday night. Meals may be purchased at food pavilion. Snacks and candy will be available at the Council Trading Post. Units can also cook on their own.
- **To Camp or not to Camp** – Camping is optional. You can stay for the whole weekend, camping in Cub World, or just come for the day on Saturday. Come and go for sports conflicts as needed.
- Camping at ConnJam is on a large open field and relatively flat. Campsites will be marked and pre-assigned.
- You will NOT be able to pull your car up to your campsite so please be aware that whatever you plan on bringing you must carry or cart it to the camping area. Many families use kids wagons or camp carts to bring items from parking to the camping area.
- Cut down on gear at the campsite. It's always a good idea to bring extra clothing and other gear that could be left in the car and retrieved as needed.
- Recommended for the day... Clothing appropriate for weather -- (you will be outside for the day -- note that the boys/girls will be participating in some athletic events), so consider dressing in layers. Bring a Day Pack to carry items -- Bottled Water and snacks, raingear, sunscreen, insect repellent, etc.
- Bring folding chairs for your family regardless if you are camping or not.
- Take Timeouts! CONNJAM can be a little overwhelming at times for younger Cub Scouts age kids. There is so much to do. Don't feel you have to do all of the activities. Set limits and take some timeouts. We will have a Rest and Relaxation Station (classroom inside Community Center) with quiet time for Scouts to draw.
- Open program time – There will be some open time where parents/leaders need to supervise with your own activities. Accidents and injuries occur when children are left on their own to find "things to do" and/or are not properly supervised. Check your Cub Scout Leaders Manuals for games and outdoor activities and please make sure all children are properly supervised.

CONNJAM Council Pinewood Derby Championship

The top three racers for each rank from the District run Pinewood Derby Race can race at ConnJam. 1st, 2nd, 3rd place for Lions, Tigers, Wolf, Bear and Webelos. Substitutes can be entered if the top three are unable to race. Scouts must be paid and registered with CONNJAM to race.

- 9 am to 12 Noon Registration. Cars will be inspected, weighed and impounded until the race.
- 12 to 2 PM Race

TROOPS, CREWS, SHIPS & POSTS

Come with your troop, crew, ship or post and camp as a unit for the weekend. Enjoy the program and leave the cooking to us! Food service will be provided throughout the weekend.

Highlights:

- Ultimate Frisbee Tournament sponsored by the OA with open times to organize games to play
- Chess Causal play & Tournament
- **Fun at the Pool**
 - BSA SCUBA Program (age 14 and older)
 - Log Rolling
 - Open Swims
- **Shooting Sports**
 - NEW for 2022 Axe Throwing by Hat City Axes
 - Paintball Target Shooting
 - Supervised by BSA Certified Instructors.

PLUS...

- Zip through the air from a dual 28 feet platform at the Zip Line Station.
- BMX Bikes.
- Cast Iron Chef Cooking Contest
- Patch Trade-O-Ree.
- Order of the Arrow activities
- Climbing Walls.
- Two GaGa Ball Pits
- Radio Scouting—Amateur Radio
- A midway packed full of displays from both Scouting and outside organizations along with unit displays & activities.

Plan your own activities! Use the Friday night Leaders Meeting to organize fun tournaments, gaga ball, ultimate (morning), waffle ball or special activity.



OA Activities at CONNJAM

- Friday Night Call-out Ceremony
- Ultimate Frisbee Tournament
- OA Dance Team
- OA Tipi Village



SHOWS & Ceremonies



After settling into your campsite on Friday, join us for movie night and an Order of the Arrow Call-Out Ceremony. Saturday morning starts with an inspiring Opening Ceremony.

Saturday night, be prepared for a high-energy show with top-notch music, magical entertainment, and more... culminating with an awesome fireworks display.

Highlights include:

- Flippenout a team of the top athletes that perform extreme trampoline shows to music. You don't want to miss this amazing show!
- The Amazing Ivan Michaels — Award winning Magician! Offering blending sleight of hand with comedy, mind reading tricks, music, and audience interaction... an unforgettable show experience.

Midway

Our midway will be packed full of displays from both Scouting and outside organizations. Here is a sampling of what is to come. Check the ConnJam app for the latest updates.

- Blast Lyme,
- Ridgefield Health
- Adventure Park
- Boothe Memorial Railway Society
- CYC Camps
- CYC Day Camp
- CYC NOAC Owaneco
- CYC NYLT
- CYC Pomperaug
- CYC Popcorn
- CYC Powder Horn
- CYC Quinnipiac Dancers
- CYC Res Camp
- CYC SEQUASSEN
- CYC Sweet and Spicy
- CYC WAH WAH TAY SEE
- CYC Woodbadge
- Danbury Railway Museum
- Meigs Point Nature Center
- Mirador Booth
- Scuba Connecticut
- Talcott Mountain Science Center
- Terrificon
- Maine High Adventure

Food Pavilion Full Menu

Enjoy the program and leave the cooking to us! Food service will be provided throughout the weekend starting Friday night.

Breakfast (Saturday & Sunday):

- Egg & Cheese Sandwich - \$4.00
- Bacon, Egg & Cheese Sandwich - \$5.00
- Cereal - \$2.00
- Apple - \$1.00

Lunch / Dinner (Dinner Friday, Lunch & Dinner Saturday):

- Hamburger / Cheeseburger - \$5.00
- Veggie Burger - \$6.00
- Hot Dog - \$4.00
- Grilled Cheese - \$3.00
- Meatball Grinder (Saturday Only) - \$6.00
- Pulled Pork Sandwich (Saturday Only) - \$7.00
- French Fries - \$4.00
- Nachos & Cheese - \$4.00
- Potato Chips - \$1.00
- Cookies, Brownie - \$1.00
- Apple - \$1.00

Beverages:

- Soda - \$1.00
- Water - \$1.00
- Coffee, Tea & Hot Chocolate - \$2.00

Trading Post

Snacks and candy will be available at the Council Trading Post.

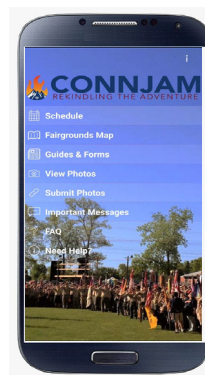
Meet our Heroes... Military

- US Marines Corps with vehicles and special activities.
- Connecticut National Guard — US Army along with game trailer, military vehicles .
- US Navy providing a color guard

A Scout is Reverent

Religious Services 4:15 to 4:45 PM

- All Faith Service (Scout Own) near the Gazebo
 - Catholic Mass Large tent at Cub Camping area
 - Jewish Service Inside the Community Center
- Any change of locations will be announced through the ConnJam App.



Get all the information you need to enjoy CONNJAM with the **CONNJAM APP**.

Watch your email when it is ready to get through the Apple or Android Stores.

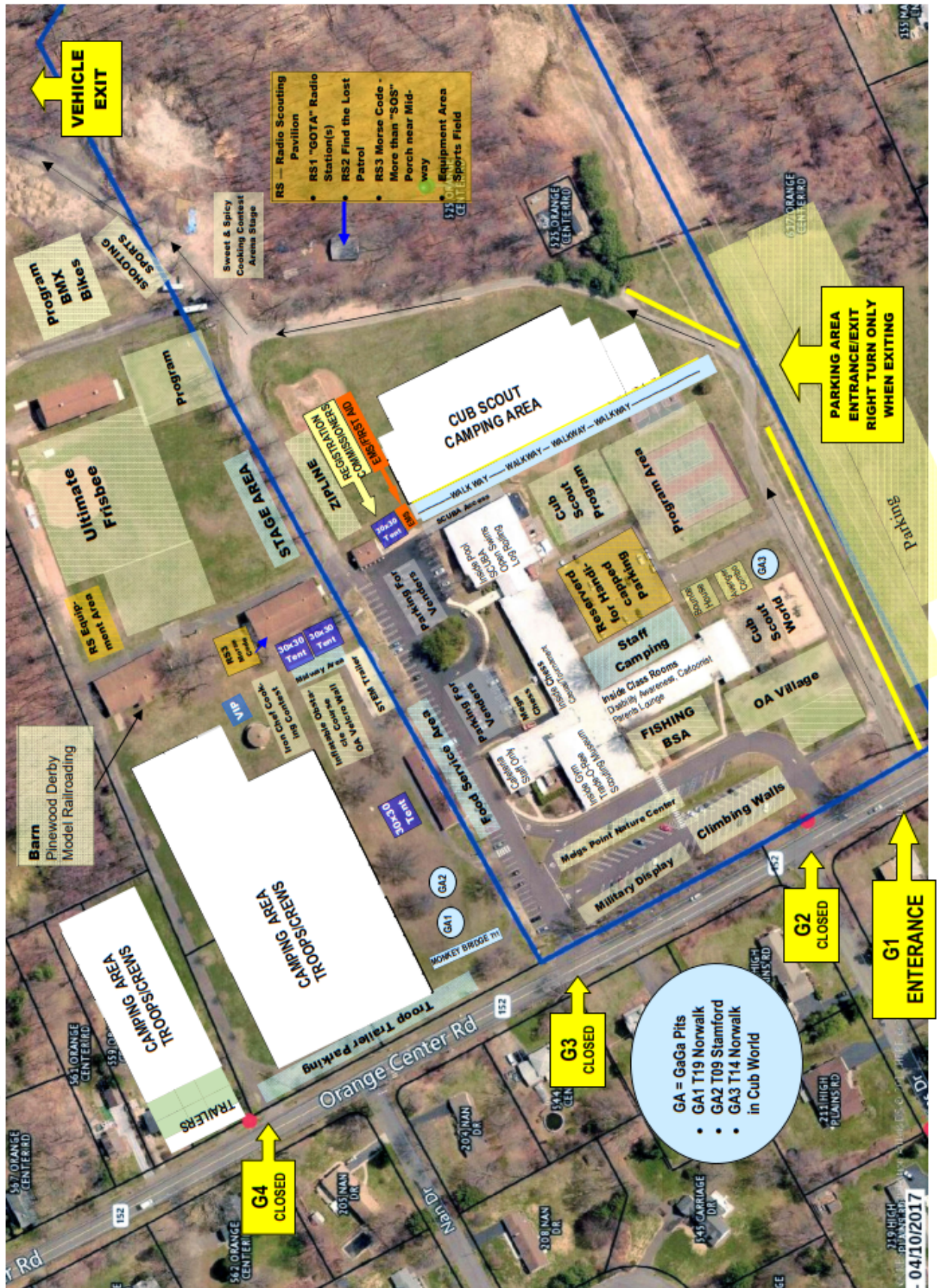
Highlights:

- Schedule, Fairgrounds Map, Guides & Forms, View Photos, Submit Photos, Important messages, FAQ, Need help?

Any changes to the Program Guide will be communicated in the ConnJam app.

Program Map

ConnJam Program Map





Be A CONNJAM Superhero Volunteers Needed

As with any scouting event, the more hands, the easier the load. Units are requested to designate two adult unit members as program volunteers to assist the event staff for a portion of the weekend. Select a morning or afternoon shift or just an hour shift.

We are also setting up all day on Friday and looking for volunteers.

If possible, units should provide contact information for their volunteers in advance to Connie Hemphill at ConnJamAdmin@ctyankee.org.

All volunteers should check in at the ConnJam Administration Tent on Saturday located near the Cub Camping Area.



Questions — Please email connjam@ctyankee.org