

Griswold Scout Reservation

2017 Parent, Provisional & APEX Guidebook



GRISWOLD SCOUT RESERVATION

For Boy Scouts ages 11-18
& co-ed Venturers ages 14-21



Hidden Valley Scout Camp

Emergency: 603-364-2900



Prepared. For Life.™

DANIEL WEBSTER COUNCIL

Daniel Webster Council
Boy Scouts of America

603-625-6431

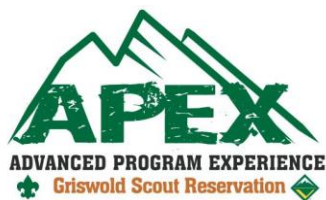
(during business hours only)

www.nhscouting.org



Camp Bell

Emergency: 603-524-0436



Note: In the event of a major camp incident during your child's week at camp, please do not call the camp.

Those directly involved will be cared for and their families will be notified immediately directly by Staff.

All Leaders will quickly be informed and communicate with you via the method your Unit has planned to employ.

From the Director

In 2015, Tufts University, through a grant from the John Templeton Foundation, completed a three-year study designed to determine the worth of Scouting in participating youth versus non-participating youth. (www.tuftscampstudy.com). The results were stunning! In only 2.5 years, *“Scouts were found to show significant positive development in attributes of being cheerful, helpful, kind, obedient, trustworthy and hopeful. Scouts were also significantly more likely to embrace values such as ‘helping others’ or ‘doing the right thing’ than non-Scouts. The study showed that as boys spent more time in Scouting, these positive attributes increased. But, there were no significant increases in these traits among non-Scouts. In fact, non-Scouts reported decreased scores in several of these areas.”* Wow. Why wouldn’t a parent want this for their children? Why wouldn’t we, as a community, want this for our world?

From BSA, statistics also show: **Scouts stay in the program when they *annually* attend summer camp.** A well-designed Unit program builds *toward* the summer camp experience. And, a well-designed summer camp provides as many ways for Scouts to engage at every level of the program. This Guidebook is designed to introduce your family to the 2017 possibilities awaiting you at GSR! There is plenty to find & do for all!

Resident Scout summer camp is the place where all of Scouting’s Aims & Methods come to life:

- where every hour of every day and night is an immersion experience of learning...
- where Troops & Crews realize Scouting is much larger than the ‘island’ of their own local Unit...
- where young adults are carefully stretched beyond their comfort-zones...
- where this ‘*game with a purpose*’ provides strategic challenges all the way to adulthood...
- where an individual can supplement their local Scouting journey when they want to grow faster!

Resident Scout summer camp is more than a resort experience which only lasts while you are there.

It is simple: the more weeks one goes to camp, the more character development occurs! Often, it is the parents who are more ‘homesick’ to have their children away for multiple weeks of summer camp. However, by investing in the myriad ways Scout summer camp builds independence and self-esteem, suddenly, the cost of a handful of summer camp weeks looks far cheaper compared to having your child learn about living on his or her own while making tough decisions in a highly distracted world later in life. Often, it is at those later times when the tuition costs tens of thousands of dollars instead of a few hundred! Take advantage, now, of how immensely camp will help your son or daughter thrive, later down the line!

Griswold Scout Reservation is the largest and most complete Scout Reservation in New England. Our gorgeous 3,700 acres nestled in New Hampshire’s beautiful Lakes Region feature seven mountain summits of our own, four lakes, six-plus swamps and literally thousands of acres of hiking, camping and exploration. We utilize this pristine territory with the most comprehensive mix of age-appropriate activities compared to the other camps throughout this region. GSR is the result of decades of dedication, sacrifice, experience and support on the part of countless volunteers, benefactors and professionals and, by constantly embracing feedback offered by leaders and campers. GSR is far cheaper than other private camps and certainly is not even the most expensive of area Scout camps. **We are, hands-down, the best and most complete ‘bang for the buck’ in our industry throughout the entire Northeast Region.** Whether your child is a Boy Scout between ages 11-18 or a co-ed Venturer from 14-21, we await his / her experiencing all this place has to offer and the ways his / her gifts will add to the tradition! Know a non-Scout friend? Let’s sign them up!

“Come with me and I’ll take you to a ‘land made for Scouting’...”

Mark G. Callahan

Reservation Director

Mark.Callahan@scouting.org

What We Believe...and Practice Daily

MISSION STATEMENT

The Mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Scout Law.

SCOUT LAW

A Scout IS:

Trustworthy, Loyal, Helpful,
Friendly, Courteous, Kind,
Obedient, Cheerful, Thrifty,
Brave, Clean and Reverent.

SCOUT MOTTO

Be Prepared

SCOUT SLOGAN

Do a good turn daily

SCOUT OATH

On my honor, I will do my best to
do my duty to God and my country
and to obey the Scout Law.
To help other people at all times;
to keep myself physically strong,
mentally awake
and morally straight.

AIMS

Character Development

Learning and growing from the ups and downs of daily camp life.

Participating Citizenship

Flag ceremonies, respect for others, learning one's 'place' in it all.

Personal Fitness

Growing physically, mentally, socially, emotionally and spiritually.

BOY SCOUT METHODS

Each is an equal part of the learning.

Ideals

Living w/ unshakeable, timeless values!

Patrol & Troop Method

Learning how to function as a team

Outdoors

Learning difference of needs & wants

Advancement

Recognition for 'deeds done right'

Adult Association

Learning from same & different styles

Personal Growth

Being challenged at every age level

Leadership

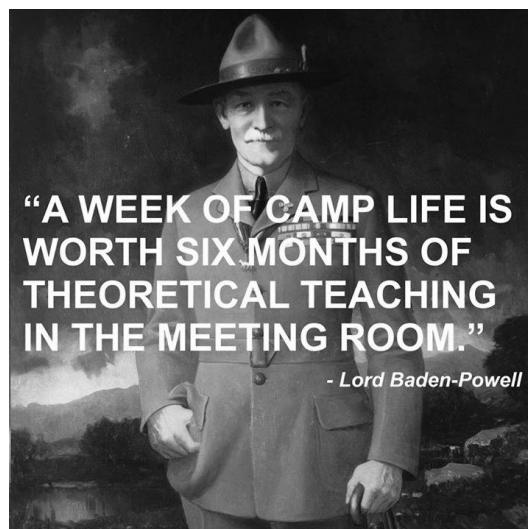
Being responsible 24/7, 365 days a year

Uniform

Walking the walk; not just the talk

OUTDOOR CODE

As an American, I will do my best
to be clean in my outdoor manners,
to be careful with fire,
to be considerate in the outdoors
and to be
conservation-minded.



VENTURING METHODS

Each is an equal part of the learning.

Leadership

Serving for the sake of reaching a goal

Group Activities

Learning by doing & coaching others

Adult Association

Shadowing and learning to mentor

Recognition

Awards for competence and proven skill

Ideals

Living according to sound principles

High Adventure & Sports

*Experiences and team-building through
activities of significance and challenge*

Teaching Others

*Retaining knowledge by knowing it well
enough to give it away to others*

Eligibility

Participation at Griswold Scout Reservation is restricted to individuals who are currently registered with the Boy Scouts of America. All adults must be currently certified in Youth Protection Training in addition to completing/submitting an application for membership.

Boy Scout Eligibility

For boys 11 to 17 years of age or who:

- a) earned Arrow of Light & are 10+ years old;
- b) completed 5th grade and are 10+ years old

Venturing Eligibility

For men and women who:

- a) are 14 to 20 years of age
- b) have completed the 8th grade

If you are not currently registered in the BSA, we can certainly help make that happen!

Registration

TRADITIONAL CAMPING AS A UNIT

Unit Camping at either camp on Griswold Scout Reservation is organized through your local Boy Scout Troop or Venturing Crew leadership. Families should be conscious of the deadlines and protocol which is set locally by your Unit leadership.

INDIVIDUAL PROGRAMS

(can be registered individually or as a Patrol/Crew via the nhscouting.org website)

Provisional Camping, COPE, Valley Voyageur, White Mountain Voyageur, River Voyageur, National Youth Leader Training, any of our twenty Advanced Program Experience (APEX) weeks or the Counselor In Training program... each is a unique way to build character and learn a ton! Provisional is a great way to access other great programs not listed here (e.g.: ATV, Lifeguard, etc.) For questions with any of the above, consult your local Unit Leader or DWC with questions.

MULTI-CAMP PROGRAMS & TRANSPORT

Unless part of a published and prepared, shared program at the Reservation, camper involvements are restricted to within the camp they are registered to attend. Reminder: the “Bell Highway” (Griswold Lane) is for vehicle use only, not hikers (safety first)! Daniel Webster Council will provide transport between the camps, when needed.

2017 Summer Dates

WEEK OF CAMP	DATES
WEEK ONE	June 25 - July 1, 2017
WEEK TWO	July 2 - July 8, 2017
WEEK THREE	July 9 - 15, 2017
WEEK FOUR	July 16 - 22, 2017
WEEK FIVE	July 23 - 29, 2017
WEEK SIX	July 30 - Aug. 5, 2017
WEEK SEVEN	August 6 - 12, 2017
WEEK EIGHT	August 13 - 19, 2017

2017 Summer Fees

GRISWOLD SCOUT RESERVATION 2017 CAMP FEES			DANIEL WEBSTER COUNCIL		OUT-OF- COUNCIL	
Age & Rank (B=Scout, V=Venturer)	Program	Weeks	Deposit paid by March 15	Deposit after March 15	Deposit paid by March 15	Deposit after March 15
HIDDEN VALLEY SCOUT CAMP						
11+ B & V	Chartered Troop or Crew	1 - 8	\$365	\$415	\$390	\$440
11+ B & V	Provisional (Individual)	1 - 8	\$390		\$415	
14+ B & V	Half-Weeks (Unit or Individual)	1 - 8	\$200	\$250	\$225	\$275
CAMP BELL						
11+ B & V	Chartered Troop or Crew	2 - 8	\$390	\$440	\$415	\$465
14+ B & V	Half-Weeks (Unit or Individual)	2 - 8	\$225	\$275	\$250	\$300
COUNSELOR IN TRAINING						
14 or 15 B & V	Offered in four, 2-week sessions	1-2, 3-4 5-6, 7-8	\$390	\$440	\$415	\$465
HIGH ADVENTURE						
14+ B	Valley Voyageur	1, 3, 5, 7	\$390	\$440	\$415	\$465
14+ B	White Mountain Voyageur	2, 4, 6, 8	\$390	\$440	\$415	\$465
14+ B	River Voyageur	5 or 7	\$390	\$440	\$415	\$465
APEX ADVENTURES (Individuals, Buddy-Pairs, Patrols, Troops or Crews)						
14+, B & V	NYLT	1	\$390		\$415	
1 st Cl, B & V	AQUATIC ADVENTURE	1, 5, 8	\$425		\$450	
1 st Cl, B & V	BARNYARD ADVENTURE	1 or 8	\$450		\$475	
14+, B & V	CARAVAN ADVENTURE	1	\$475		\$500	
14+, B & V	CLIMBING ADVENTURE	1 or 8	\$425		\$450	
1 st Cl, B & V	TARGET ADVENTURE 1	1 or 5	\$450		\$475	
1 st Cl, B & V	TIME-TRAVEL ADVENTURE	1	\$475		\$500	
1 st Cl, B & V	EXTRAORDINARY ADVENTURE	2 or 7	\$425		\$450	
1 st Cl, B & V	RELATIONAL ADVENTURE	2 or 7	\$425		\$450	
1 st Cl, B & V	SCUBA ADVENTURE	2 or 6	\$900		\$900	
1 st Cl, B & V	CRAFTY ADVENTURE	3	\$425		\$450	
1 st Cl, B & V	ECOLOGICAL ADVENTURE	3	\$425		\$450	
1 st Cl, B	OA ARROWCORPS	3	\$200		\$225	
1 st Cl, B & V	ENTREPRENEURIAL ADV.	4	\$425		\$450	
1 st Cl, B & V	PERFORMANCE ADVENTURE	4	\$425		\$450	
1 st Cl, B & V	ATHLETICS ADVENTURE	5	\$425		\$450	
1 st Cl, B & V	APPRENTICE ADVENTURE	6	\$450		\$475	
1 st Cl, B & V	STEM ADVENTURE	6	\$700		\$725	
14+, B & V	OUTDOOR ETHICS ADVENTURE	7	\$450		\$475	
1 st Cl, B & V	RESPONDER ADVENTURE	7	\$450		\$475	
New-to-GSR	SCOUTING NEW ENGLAND	6.5 - 7	n/a		\$950	
14+, B & V	SHARPSHOOTER ADVENTURE	8	\$450		\$475	

****NOTE: Deadlines will be earlier than listed above when registering through a local Unit.****

Discounts:

\$25 each for: a) SIBLING; b) DWC MULTI-WEEK; c) MULTI-CAMP at GSR

\$5 off for each APEX event attended within the past twelve months

\$75 off for return to an additional week to participate in any Voyageur Adventure (Valley, White Mountain or River)

Youth Protection Guidelines

Youth Protection Training is required to be current for all adults present at any Scout activity. No exceptions. Youth Protection Training is required to be current for all youth present at any Scout activity. Written proof is necessary. Griswold Scout Reservation holds each Unit responsible for only allowing currently certified people to participate in activities.

The following policies have been adopted by the Boy Scouts of America to provide security for the youth in our program. In addition they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

Two-Deep Leadership

No 18+ adult (regardless of gender) may ever be alone with one youth 18- (regardless of gender) unless 'suitable conditions apply.' A 'checks-and-balances' must exist for 'grey area' scenarios (e.g.: SM Conferences, etc.).

No one-to-one Contact

No adult may ever make contact with a youth unless part of an above-board, monitored program (including digital media). All activities must be explained clearly, properly administered and evaluated for having complied with YPT.

Age Appropriate Programs & Separate Accommodations

All bathing, showering, sleeping and changing must be separate between those over/under 18 and by gender. Youth should only tent with others who are within two years of their own.

Buddy System

Buddies should be within two years of each other and be comfortable with the selection of the buddy.

Privacy

Each member (adult & youth) is entitled to their privacy. No intrusions are allowed without permission.

Inappropriate Use of Cameras, Imaging or Digital Devices Prohibited

Use of these devices is restricted to 'above-board' activities and locations regardless of age or gender.

No Secret Organizations

All BSA activities are mandated to follow Adult Association and Guide to Safe Scouting parameters.

Youth Leadership Monitored by Adult Leaders

Adults will monitor and guide youth leadership techniques at all times to be certain BSA policies are followed.

Proper Discipline

As part of positive character development, all discipline in Scouting must serve as a teachable moment. At no time is discipline administered on the premise that the person will "learn their lesson the hard way."

Proper Clothing & Equipment

Skinny-dipping, flashing and streaking are prohibited.

All clothing must meet Guide to Safe Scouting parameters and be free of un-Scoutlike logos, slogans, etc..

All equipment must satisfy Guide to Safe Scouting parameters and be checked frequently.

No Hazing

Physical initiations and hazing actions are never permitted at any Scout activity.

No Bullying

Verbal, physical or cyber-bullying are prohibited in Scouting.

Each member must have Responsibility

Each youth and adult agrees to zero tolerance for abuse in the program and to report suspected cases of abuse.

*****IF YOU BECOME AWARE OF A POTENTIALLY ABUSIVE SITUATION, NOTIFY THE COUNCIL EXECUTIVE OR RESERVATION DIRECTOR – EXCLUSIVELY – IMMEDIATELY. *****

Please read!!! Homesickness (“revicitis”)

Parents play a significant role in ‘laying the groundwork’ for whether a Scout or Venturer will succeed at camp. Parents need to curb/control their own homesickness to allow the Scout / Venturer to experience the full immersion experience of summer camp without worry or distraction. Parents need to remember one of the core reasons we send our children to camp is so they become more self-reliant and gain personal strength and independence...this cannot be achieved when the parent shows personal anxiety or offers ‘a way out’ instead of encouraging the program to work.

Here are some very important keys to preventing homesickness from becoming a problem for anyone:

- Parents should reinforce how homesickness is perfectly normal and to get more involved if it happens
- Parents should never expect/encourage a call home at any point during the week (resist at all cost!)
- Parents should not plan on visiting as that only makes the Scout want to leave (and distracts other Scouts)
 - Parents should never tell Scouts they can ‘always come home’ if they do not like camp
 - Parents should never use ‘we miss you’ or ‘we wish you were here’ sentiments in letters; consider phrases like: “do your best” or words which encourage the Scout to have fun and help others

Mailing Methods

HIDDEN VALLEY SCOUT CAMP

Via US snail-mail:

Camper’s Name & Unit
Week #
Hidden Valley Scout Camp / GSR
254 Griswold Lane
Gilmanton Iron Works, NH 03837

Via email:

HVscoutEMAIL@gmail.com

CAMP BELL

Via US snail-mail:

Camper’s Name & Unit
Week #
Camp Bell / GSR
254 Griswold Lane
Gilmanton Iron Works, NH 03837

Via email:

BELLscoutEMAIL@gmail.com

NOTES ABOUT EMAILING A CAMPER / LEADER:

- The email’s subject line should state:
Camper’s Name, Troop / Crew #, Week # (and nothing else)
 - Emails are printed once per day and placed into
Unit mailboxes with standard “snail-mail”
- GSR Management will screen all emails before distributing
 - No attachments will be opened nor distributed
- Units leaders will withhold emails if the camper (or other campers) becomes homesick or distracted from the activities in camp
- Family / Friends should limit the volume of emails sent to one Scout (one email per day is recommended maximum)
- Family / Friends should never encourage the camper to contact home nor ask to go home if they are not having fun
- Campers will not be able to respond to emails while in camp

Trading Post & Unit Photos

Both camps feature a Trading Post (camp store) which carries memorabilia, patches, camp t-shirts and sweatshirts, outdoor and toiletry supplies, books, snacks and drinks. Cash, checks or debit / credit cards are accepted or, you can create a DWC Gift Card (which is a debit card at GSR). Also, Unit photos are taken each week and cost \$10 each. Part of the fun is choosing some items which will help you remember your week at camp!!!

Medical Information

MEDICAL FORMS...MANDATORY, no later than May 31st, FOR ALL!!!

NOTE: Chartered Units will need forms collected locally by early May. Check with your Unit Leader.
All Scouts / Venturers registering individually must have their form to GSR no later than May 31st.

Every Scout and every Adult must submit a completed and current **BSA Annual Health & Medical Record** form in order to attend camp; no exceptions. Parts A, B & C must be complete (the high adventure sections are not needed). A doctor's signature (accompanied by a date which is within 12 months – plus the remaining days of that same month) must be present. Electronic signatures are highly discouraged as they are not always accepted when a non-parent or legal guardian presents a youth for treatment at a hospital. The doctor's signature affirms a physical examination has taken place within the past twelve months and all information contained upon the form is both valid and up-to-date.

NOTE: The BSA Annual Health and Medical Record is the only permitted form to be used for Boy Scout resident summer camp.

THERE ARE NO EXCEPTIONS.

www.scouting.org/sitecore/content/Home/HealthandSafety/ahmr.aspx

Please work with your doctor to include all information within the BSA form and avoid using attachments.
Medical forms will not be returned to you at the end of your stay per NH law.

MEDICATIONS

New Hampshire State Law and National Boy Scouts of America policy mandate all medications at a resident camp session lasting more than 72 hours (regardless of how long the individual stays) must be declared (both upon the individual's medical form and upon their arrival in camp). Per NH law, all medications must be given to the nurse upon arrival and secured by the Medical Staff (regardless of the participant's age / position). Emergency medications (or other medications noted only by the nurse at check-in) are exceptions. In the case of an exception (granted only by the nurse), the nurse will make suitable arrangements with the individual on a case-by-case basis. Only legal medications are allowed. Legal medications are medications in their original containers with a doctor name, patient name, administration instructions, dosage and date on the pharmacy label (or accompanied by a doctor's note with this information on his / her stationery). There should be specific times listed for dispensation of each medication, as well (i.e.: please define 'twice daily' etc.). If any changes occur to the information provided on the pharmacy-labeled container (or doctor's note), another updated doctor's note must be included which describes and approves such. Only medications described and included on the medical form will be allowed. Parental 'permissions' do not replace, supplant or alter doctor's written orders on medical forms. A note from the doctor must clarify or clearly indicate when medications are only taken on an 'as needed' basis (i.e.: the nurse, parent or Reservation staff may never change the orders issued from a doctor on a medical form). New medications prescribed after the medical form was completed must be accompanied by a current doctor's note indicating the information above, etc.. The camp provides basic over-the-counter medications. Special over-the-counter medications (i.e.: specific brands) will be permitted only with a note from the doctor authorizing such.

INSURANCE

The Daniel Webster Council insures each of its registered Scouts and Leaders for accidents, sickness or injury that may occur during their stay at camp. NOTE: this insurance coverage is secondary coverage only, meaning that it will only cover those expenses that are not recoverable under any other policy. Out of Council participants **MUST PROVIDE written evidence** of their insurance coverage through their local council or as individual Unit.

EPI-PEN & INHALER PERMISSION FORM

The State of New Hampshire requires resident camp participants under the age of eighteen who carry epi-pens and/or inhalers to submit a permission form. This form should be submitted no later than May 31st.

nhscouting.org camping tab – or – <https://od.lk/f/NjRfMjE2NDg5MF8>

Medical Information (cont.)

KEY CHECKLIST FOR REVIEWING MEDICAL PAPERWORK

- Is there a parent signature with date on the form (this grants participation and permission to treat)?
- Is there a Doctor's signature with date on the form (dated within the past 12 months of your stay)?
- If the Doctor used an electronic signature, did someone from his/her office manually sign to verify it?
- If there have been any changes since the form was completed, have they been properly recorded?
- Did you keep a copy for your records, and send a backup copy to go with the Troop/Crew to camp? [NOTE: The State of NH requires us to retain/keep your medical records for at least ten years.]
- Did you send (and label) a 'new' copy of the form for each program the participant will be involved?
- Does the form indicate the Scout's home Troop/Crew and Council (plus program / week at camp)?
- Is the form written in ink and completely legible (especially after being copied)?
- Does the form list all allergies (especially dietary allergies)?
- If the participant has food allergies, please contact the Food Service or Camp Director after June 10th.

HIGHLY RECOMMENDED: HEALTH INSURANCE CARDS

Please attach / bring a copy of each participant's health insurance card (or maintain a folder which contains such). This will exponentially expedite the process for medical treatment at local hospitals, if necessary. Failure to have this card information will not prohibit participation, but, could significantly delay or interrupt treatment.

HIGHLY RECOMMENDED: MEDICATION DISPENSATION CLARITY

Make certain – in advance – that actual medication and treatment practices from home are exactly what is listed on the medical form signed by the doctor. Parental interpretations, permissions or practices – from home – are not permissible by State Law at camp if those practices are not listed by a doctor on the medical form. To be clear: our medical staff is legally bound to follow what is strictly written by the doctor on the medical form; not what the parent instructs whether in verbal or written form. Failure to match these conditions can cause improper medication dosages and treatments, delays in treatment to all, and frustration or confusion among all involved. Please do your part and make certain these records and practices match in every way!

HIGHLY RECOMMENDED: MEDICATION ADMINISTRATION RECORD

To help speed up Sunday check-in for everybody, please use our MEDICAL ADMINISTRATION RECORD form legibly filled out in ink for each participant who will be administered medications (regardless of age). Please only fill out the top section legibly (the medical staff will complete the rest of it at check-in). This form is given to the health staff during your check-in tour at the same time as the participant's medication(s). Be sure the name on the Medical Administration Record is written exactly as it appears on the Medical Form (no nicknames).

nhscouting.org – go to camping forms section for this form.

HIGHLY RECOMMENDED: ADULT RESPONSIBILITIES WITH HEALTH MATTERS

Units should assign one adult to be extremely familiar with all medical matters within the Unit and to handle all medical questions at check-in. Non-attending parents are not permitted to visit with the nurse on check-in day. Parents of Scouts with unique circumstances should contact the nurse prior to check-in day to resolve matters.

NOTE FOR CAMPERS INVOLVED IN MULTIPLE WEEKS OF PROGRAM:

If a camper is participating in multiple weeks of program on the Reservation, we highly recommend he/she submit a new copy of his/her medical form for each week he/she is attending. Please do not request to have his/her form pulled from earlier week's files as that corrupts the archives and creates unnecessary expenditure of time and energy.

REMINDER: WE CANNOT COPY OR RELEASE FORMS!

New Hampshire State law prohibits the release of medical forms at the conclusion of your programs. As such, the Daniel Webster Council and Griswold Scout Reservation cannot return nor make copies of medical forms for you at the end of your week. Please make – and keep – copies of your forms prior to submitting them to GSR. Thank you!

Medical Information (cont.)

HOW MEDICATIONS ARE CHECKED-IN ON ARRIVAL DAY

If you are arriving with your Unit from home	If you are participating as an Individual
Submit your medical form to camp before May 31 st . By turning your form in early, our medical Staff is able to pre-screen your form and learn what should be arriving with you on arrival day.	Submit your medical form to camp before May 31 st . By turning your form in early, our medical Staff is able to pre-screen your form and learn what should be bringing with you on arrival day.
Bring an extra copy of your med form with you.	Bring an extra copy of your med form with you.
Keep all medications in original pharmacy containers. Only bring enough meds which are needed for the week. Every container should list your full name.	Place all medications in original pharmacy containers. Only bring enough meds which are needed for the week. Every container should list your full name.
Place all meds into a large, clear, zip-loc bag. Be sure the outside of the bag lists your Full Name, Unit Number and Week Number in permanent marker.	Place all meds into a large, clear, zip-loc bag. Be sure the outside of the bag lists your Full Name, Unit Number, Week Number & Program you are participating in.
Place a Medication Administration Record (MAR) form in the bag with your meds.	Place a Medication Administration Record (MAR) form in the bag with your meds.
If you carry an inhaler or an epi-pen, include a 'permission / declaration' form in the bag (any age). NOTE: This form must be signed by a parent for any person under the age of eighteen. (Remember: you should bring two of these items... one which the nurse will let you keep on your person and one which we keep with the GSR Medical Staff).	If you carry an inhaler or an epi-pen, include a 'permission / declaration' form in the bag (any age). NOTE: This form must be signed by a parent for any person under the age of eighteen. (Remember: you should bring two of these items... one which the nurse will let you keep on your person and one which we keep with the GSR Medical Staff).
Place a doctor's note in the bag with any changes from what is listed on your medical form.	Place a doctor's note in the bag with any changes from what is listed on your medical form.
Upon arrival to the camp property, give the entire bag to your Unit leader. DO NOT plan to meet with the GSR medical staff on your own.	Upon arrival to the camp property, give the entire bag to the GSR registration staff. Do not attempt to meet with the GSR medical staff on your own.
One Unit adult gathers all bags from each individual in your Unit – adults included – who have meds. That ONE adult needs to make sure all of the points listed above are correct BEFORE proceeding to the next step or before coming to the GSR Medical Staff.	Once you meet your primary Staff leader for the week, be sure to inform him / her of your medication needs and times. In that conversation, create a timeline and plan for receiving your first required medications.
Once ready, this ONE adult – nobody else – brings all of your Unit's individual medication bags to the medical / registration Staff if during regular arrival time. (If arriving at a different time, ask the Administration Building Staff how to handle this).	<p style="text-align: center;">www.nhscouting.org</p> <p style="text-align: center;">Click on Camping tab to find the forms referenced.</p>

REMEMBER:

Per New Hampshire State Law and Boy Scouts of America National policy...

All medications must be declared & turned in upon arrival to a resident camp regardless of how long the individual will be staying on the property.

This law – and this policy – applies to all adult leaders, camp staff and youth campers, equally.

Medical Information (cont.)

HOW MEDICATIONS ARE DISPENSED WHILE IN CAMP

If you are with your Unit from home	If you are participating as an Individual
All of your medications should have been declared AND turned in to an adult Unit Leader (who then submitted them to the GSR Medical Staff) upon arrival to the camp property. If that is not the case, report with your meds and one of your adult Unit Leaders to the Admin building without delay.	All of your medications should have been declared AND turned in to your GSR Staff Leader (who then submitted them to the GSR Medical Staff) upon arrival to the camp property. If that is not the case, report with your meds and your GSR Staff Leader to the Administration building without delay.
Make certain your Unit Leader, Senior Patrol Leader and / or President know when you need to take your medications. Be Prepared! Look ahead to identify any conflicts between times you need to receive meds and when you have programs or other duties assigned (e.g.: cook, grub-runner, etc.). Make a shared plan with your Unit Leader so no medication times are missed. IT IS THE RESPONSIBILITY OF THE YOUTH AND THE UNIT ADULTS FOR YOUTH TO RECEIVE MEDS AT ALL APPOINTED TIMES.	Make certain your Staff Leader, Senior Patrol Leader / President / Trek / APEX / Provo Leader knows when you need to take your meds. Be Prepared! Look ahead to identify any conflicts between times you need to receive meds and when you have programs or other duties assigned. Make a shared plan with your Staff Leader so no medication times are missed. IT IS THE RESPONSIBILITY OF THE YOUTH AND THEIR STAFF MEMBER FOR YOUTH TO RECEIVE MEDS AT ALL APPOINTED TIMES.
Establish who else from your Unit will be receiving meds at the same times you will need to receive them. Make a shared plan for traveling together to / from the Safety Pavilion on the hill at the times necessary. NEVER TRAVEL TO GET YOUR MEDS WITHOUT A UNIT ADULT ACCOMPANYING YOU. He / she is your 'ticket' to your meds!	Establish who else from your specific program will be receiving meds at the same times you will need to receive them. Make a shared plan for traveling to / from Carter or the Safety Pavilion at times necessary. NEVER TRAVEL TO GET YOUR MEDS WITHOUT YOUR PROGRAM STAFF MEMBER WITH YOU. He / she is your 'ticket' to your meds!
Unless arranged otherwise, meds are distributed from the Carter Lodge porch by the Council Ring at Hidden Valley and at the Safety Pavilion on the hill at Bell. (APEX folks need to know both locations!)	Unless arranged otherwise, meds are distributed from the Carter Lodge porch by the Council Ring at Hidden Valley and at the Safety Pavilion on the hill at Bell. (APEX folks need to know both locations!)
At the times medications are to be received, anyone from your Unit who needs to receive medications should travel with at least one adult from the Unit who is familiar to the medication needs / times of each individual. The adult is there to: a) make certain all who are to receive medications receive them, and b) to verify to the GSR Medical Staff that the recipient is, in fact, the same person as who is listed on the bag.	At the times medications are to be received, anyone from your individual program who needs to receive meds should travel with a Program Staff member who is familiar to the medication needs / times of each individual. The Program Staffer is there to: a) make certain all who are to receive medications receive them, and b) to verify to the GSR Medical Staff that the recipient is the same person listed on the bag.
Upon arrival to Carter Lodge or the Safety Pavilion, the GSR Medical Staff will (like a bank teller would get your money at a bank) retrieve your bag of medications and, in their presence AND in the watchful presence of your Program Staff, watch to make certain the correct person takes all of their appointed medications. Together, the Med. Admin. Record is noted for the visit having taken place.	Upon arrival to Carter Lodge or the Safety Pavilion, the GSR Medical Staff will (like a bank teller would get your money at a bank) retrieve your bag of medications and, in their presence AND in the watchful presence of your Program Staff, watch to make certain the correct person takes all of their appointed medications. Together, the Med. Admin. Record is noted for the visit having taken place.
If an appointed medication dose is missed, the Unit Leader will be notified and the individual found. If a second dose is missed, a parent will be notified ASAP.	If an appointed medication dose is missed, the Program Staff will be notified & the individual found. If a 2 nd dose is missed, a parent will be notified ASAP.

Hidden Valley Daily Schedule – 2017

Hidden Valley Scout Camp - Daily Program Schedule - 2017

	SUNDAY	Daily Schedule	MONDAY	TUESDAY	'WELCOME' WED.	THURSDAY	FRIDAY	SATURDAY
7:00 AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
8:00 AM		Campwide Flags 7:50 Breakfast	OUTDOOR ETHICS Flags Breakfast	OA DAY Flags Breakfast	PERS. FITNESS DAY Flags Breakfast	VENTURING DAY Flags Breakfast	HIGH ADV. DAY Flags Breakfast	Campsite Checkout
9:00 AM	SM / SPL Arrival 8:30-9:30am	Free Time	Free Time	Free Time	Free Time	Free Time	Free Time	Continental B-Fast 7:00-8:30am
10:00 AM	SM / SPL Leader Mtg 9:30-10:30am	Merit Badge Period 1 9:00-10:00						Closing Ceremony 8:45 AM
11:00 AM		(Adult Ldr Block #1-9:30) Merit Badge Period 2 10:00-11:00						Dismissal by 9:30
12:00 PM		(Adult Ldr Block #2-11:00) Merit Badge Period 3 11:00am-12noon						Camp Closed
12:00 PM	Leader lunch 4 per Troop only	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	
1:00 PM	Troop arrivals Meet Staff Guide	SIESTA	LNT Awareness Q&A SIESTA	Order of the Arrow Q&A SIESTA	Rel. Emblems Q&A SIESTA	Venturing Q&A SIESTA	GSR Staff Promo SIESTA	
2:00 PM	Orientations led by Staff	Troop Activities 2:00-3:00pm						
3:00 PM		Troop Activities 3:00-4:00pm					1st Year Hike	
4:00 PM		Troop Activities 4:00pm-5:00pm	3+ Open Shotgun Shoot	3+ Open Shotgun Shoot	3+ Open Shotgun Shoot	3+ Open Shotgun Shoot	3+ Open Shotgun Shoot	
5:00 PM	Troop Mtgs	Free Time	14 Mile Swim Free Time Outposts Departure	Free Time OA: "Meet the Chief" Duty to God Discussion	12 Mile Swim Free Time Den Chief Training	Mile Swim Free Time	1st Year Hike Free Time	
6:00 PM	Flags 5:50 Dinner	Campwide Flags 5:50 Dinner	Flags Dinner	Flags Dinner (SM Supper)	Flags Dinner	Flags Dinner	Flags Dinner	
7:00 PM	Opening Campfire All Faiths Service	Evening Programs Free Time	Free Time Free Swim (Main WF) Open Rifle/Arch/Shotgun STEM Sampler	Free Time Water Carnival Open Rifle/Arch/Shotgun COPE Games	Free Time Fingerprinting MB HV Ironman First Aid: Go Find-It!	Free Time Free Swim (Main WF) Open Rifle/Arch/Shotgun COPE Games & ZipLine	Free Time Adventure Base(s) Q&A	
8:00 PM		Troop Time Troop campfires	Inter-Troop Campfires	Inter-Troop Campfires OA Ice Cream Social	Older Scout Night	Inter-Troop Campfires	Closing Campfire	
9:00 PM	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	
10:00 PM	Taps	Taps	Taps	Taps	Taps	Taps	Taps	

Hidden Valley Scout Camp

First Year Camper Program 2017

TIME	MONDAY*	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00	Merit Badge Block <i>(then meet in Upper Parade Field)</i>	Merit Badge Block	Merit Badge Block	Merit Badge Block	Merit Badge Block
10:00am	Group Presentation Flag Ceremony & Etiquette Totin' Chip (Knife Safety) Patrol Leader Elections EDGE Method	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Leadership Position Changes Scout Motto & Slogan	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Leadership Position Changes Hydration / Heat Stroke, etc.	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Leadership Position Changes Meaning of Scout Symbol	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Leadership Position Changes Safe Hiking Techniques
10:10am	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Buddy System - Purpose & Usage Scout Sign Four Pillars of Advancement	Group Presentation Pioneering Projects on display Commando Ropes Camp Gadgets Square Knot	Group Presentation Five Signs of a Heart Attack Steps of CPR / Rescue Breathing Heimlich Maneuver Hurry Cases Demo First Aid Kit	Group Presentation Directions w/o a Compass How to use a Compass / GPS How to take a Compass Bearing Height / Width of Objects	Challenge Hike Begins Review of Week's Material Retesting of Week's Material Team Games Visit Last HV Program Areas Visit the Top of Mt. Shannon Visit a Secluded Swamp Directions & Map & Compass Trail Lunch Identifying 10 Plants Identifying 10 Animals / Tracks Review of First Aid Log-Sawing Race String-Burning Race Tour of Camp Bell - all Areas "Evolution Game" Basics of Leave No Trace Weather Signs & Hazards
10:25am	Patrol Skills Axe Yard Sharpening / Care of Tools Bow Saw Hatchet / Hand-Axe	Patrol Skills Whipping / Fusing of Rope Timber Hitch Clove Hitch Bowline & Sheet Bend Tautline Hitch / 2 Half-Hitches	Patrol Skills Animals / Ticks / Bites / Snakes Cuts / Nosebleed / Puncture Fishhook / Object in Eye Shock / Heat / Hypothermia	Patrol Skills Map Symbols Orienting a Map How to Pack a Pack Footwear & Trail Clothing	Challenge Hike Returns Oath/Law/O.C./3R's
10:50am	Camp Tour Visit an HVSC Program Area	Camp Tour Visit an HVSC Program Area	Camp Tour Visit an HVSC Program Area	Camp Tour Visit an HVSC Program Area	Challenge Hike Returns Oath/Law/O.C./3R's
11:15am	Gathering Game "Blob Tag" or Patrol Flag Making	Gathering Game "Elbow Tag"	Gathering Game "Sharks & Minnows"	Gathering Game "Groups"	Challenge Hike Returns Oath/Law/O.C./3R's
11:25am	Inter-Patrol Games Perm./Low-Impact Fire Rings Types of Wood Fireman's Chit (Fire Safety) Stove Safety / Usage / Lighting	Inter-Patrol Games Square/Shear/Diagonal Lashings Useful Camp Gadget	Inter-Patrol Games Frostbite / Sunburn Blisters / Burns Bandage & Carries Stretcher Race	Inter-Patrol Games Circle Compass Game Find Your Pace Distance & Direction Games	Challenge Hike Returns Oath/Law/O.C./3R's
11:55am	Closing Ceremony Oath/Law/O.C./3R's/Flags	Closing Ceremony Oath/Law/O.C./3R's/Flags	Closing Ceremony Oath/Law/O.C./3R's/Flags	Closing Ceremony Oath/Law/O.C./3R's/Flags	Challenge Hike Returns Oath/Law/O.C./3R's
12noon-5pm	n/a	n/a	n/a	n/a	Challenge Hike Returns Oath/Law/O.C./3R's

* Monday morning, the First Year Program gathers directly upon dismissal from breakfast. Staff will lead Scouts to their Monday, 9am Merit Badge.

Hidden Valley First Year Program Description – 2017

The First Year Program is designed exclusively for the brand new, “never been to summer camp” Scouts from your Troop.

The First Year Program meets each day from 10:00am to 12noon Monday through Thursday, and 10am to 5pm on Friday (Monday it meets immediately from breakfast). The format of the program each day is modeled after an “ideal Troop meeting.” All First Year campers will be grouped with scouts from other Troops so as to form patrols and a “First Year Troop.” Patrols will elect Patrol Leaders each day, make a flag to show Patrol unity and spirit, and do all sorts of things together. Fun and learning is the name of the game! The First Year Troop will spend each day learning about and experiencing the basic outdoor and Scouting skills that a new Scout needs to know. Because of the large volume of material to be covered, it is highly recommended that Troops retest and review skills – before and after – which are learned in First Year.

First Year Scouts should always carry a water bottle, raingear, and other supplies needed for that day in a personal daypack. See the Daypack Packing List for more details. Be Prepared!

Each day in First Year has a theme:

Monday: Totin’ Chip & Firem’n Chit!

Come prepared with your pocketknife!

Tuesday: Knots & Lashings!

Learn by using your own practice rope!

Wednesday: First Aid to First Class!

Learn how to help your friends in need!

Thursday: Map & Compass!

Bring your compass and learn to find your way!

Friday: End of Week Challenge!

Ecology, String Burning, Log Sawing and more!

Friday afternoon: Challenge Hike!

5-mile hike that incorporates skills learned throughout the week. The hike also includes a trail lunch, a visit to the top of a mountain, a pass through a secluded swamp, and a tour of across the Reservation and through Camp Bell.

You’ll never forget this!

Participants need to attend all sessions to complete everything!

Each patrol will also visit a different Hidden Valley Program Area every day to learn about what they can do in future years at Hidden Valley! The fun never stops! This program is all-encompassing!

Scouts will be instructed in the following:

- **Scout requirements:** 1a, 1b, 1c, 1d, 1e, 1f, 2, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 4b, 5.
- **Tenderfoot requirements:** 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 8.
- **Second Class requirements:** 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a.
- **First Class requirements:** 1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 7a, 7b, 7c, 7d.
- Totin’ Chip, Firem’n Chit, and the Outdoor Code will all be taught, also.

NOTE: At the time this Guide was written, the 2016 Boy Scout Requirements were most current. Any changes will be indicated at your pre-camp meeting.

First Year Scouts are requested to pick one of the highlighted 9am Merit Badges available to them. **PLEASE ONLY CHOOSE ONE OF THESE MB SELECTIONS!** Other badges may be more enticing, but are not suited to the First Year camper. Look for the double asterisks (**) that denote the best badges for your First Year Scouts! (Staff will guide First Year Scouts to their Monday morning badge immediately from dismissal at breakfast).

In order to receive a First Year Certificate, the Scout must complete every requirement listed above (including the hike) and attend all periods. If no certificate is presented, please check with the Area Director on Saturday morning prior to departure to review which requirements were not completed. The unit is responsible for the final passing of the requirements achieved. Though we are confident the Scout will know all material presented, we encourage Troop Leaders to retest their Scouts each night in the campsite – as well as when you return home from summer camp.

Please refer to the First Year Program Grid which shows the schedule for each morning in the First Year Program!

Hidden Valley Merit Badges & Schedule – 2017

MERIT BADGE / PROGRAM	9:00am	10:00am	11:00am	2:00pm	3:00pm	4:00pm	5:00pm	7:00pm
WATERFRONT								
Swimming (or Swim Instruction)	X**	X	X					
Rowing		X	X					
Canoeing		----- X -----						
Small-Boat Sailing	----- X -----							
		----- X -----						
Motorboating		X	X					
Lifesaving		----- X -----						
Kayaking	X	X						
SCOUTCRAFT								
Camping	X	X	X					
Orienteering		X						
Pioneering	X		X					
Wilderness Survival		X	X					
Geocaching	X		X					
Signs, Signals & Codes	X	X						
SHOOTING SPORTS								
Archery / Rifle Shooting / Shotgun	X	X	X					
ECOLOGY								
Mammal Study	X**							
Soil & Water Conservation				X				
Oceanography			X					
Energy		X						
Fish & Wildlife Management			X					
Forestry	X							
Geology and Mining in Society (both)		X						
Nature			X					
Weather	X**							
Environmental Science	----- X -----							
		----- X -----						
HANDICRAFT								
Basketry	X**							
Leatherwork	X**		X					
Woodcarving		X	X					
Art	X**	X						
Fishing	X	X						
Chess	X	X	X					
Fingerprinting MB								Wed only
Pottery and Sculpture (both) *NEW*			X					
Game Design			X					
EMERGENCY SKILLS								
Emergency Preparedness	X		X					
Communications	X	X	X					
First Aid	----- X -----							
		----- X -----						
Search & Rescue	X	X						
Fire Safety				X				
STEM AREA								
Welding	X	X						
Radio		X						
Space Exploration	X		X					
Programming	X							
Electricity and Electronics (both) *NEW*			X					
Robotics		----- X -----						
Digital Technology *NEW*			X					
SPECIAL INTEREST								
First Year Program	Pick**MBs	----- X -----		----- Fri. Hike -----				
SPOKE (see SPOKE page for info)	-----X-----							
Disabilities Awareness MB		X	NOTE: Merit Badge does not meet on Friday AM					
Bugling Cooking Music MBs *NEW*	By special arrangement with the Program Director							
Snorkeling BSA Kayaking BSA			Snorkeling	Kayaking as part of the MB, or by appointment				
Project COPE BSA Lifeguard	----- Project COPE -----			----- BSA Lifeguard -----				

SPOKE Program – at Hidden Valley, only

****Now offered to Older Scouts & Venturers, Aged 13 and above!****

Imagine a bicycle wheel. The 'hub' is staying in main camp with your Troop.

The "SPOKE" experience is when you journey into a unique, age-appropriate activity (and back) on a memorable adventure!

SPOKE runs from 9am-2pm every day (Meet at the Chapel to start the day at 9am)

Some SPOKE programs have maximum and minimum numbers of participants.

In the event maximum or minimum numbers are not met, Staff & Leaders will work together to choose an alternate outcome.

Participants choose between: Five Merit Badges, Five Mini-Adventures, or Five Life Skills!

Older Scouts or Venturers participating in Half-Week Sessions should really consider participating in SPOKE!

Choose only one activity per day:

OFFERINGS	Monday	Tuesday	Wednesday	Thursday	Friday
MERIT BADGES					
Cit. in Nation MB				Yes	
Cit. in World MB					Yes
Movie-Making MB			Yes		
Personal Fitness MB	Yes				
Photography MB		Yes			
MINI-ADVENTURES					
Griswold (Red) Trail Hike (~7.9 mi)			Yes		
Mack & Back Hike (~5 mi)					Yes
Adventure of Scout's Choosing!		Yes			
Mountain Biking (all over)	Yes				
Crystal Lake Kayaking (&MB)				Yes	
LIFE SKILLS					
Résumés, Interviewing & Job Skills Workshop	Yes				
Time & Money Management Workshop					Yes
Ethical Controversies Workshop				Yes	
Personal Advancement Goals Workshop			Yes		
OA Service Projects (various)		Yes			

Refer to the 2017 GSR Pre-Requisite Guidebook (due out in March, 2017) for additional work/supplies needed.

Partial credit on any badge will be given for any portions completed – especially in Mini-Adventures or Life-Skills workshops.

Scouts / Venturers can still participate in this program even if they have completed the advancements listed.

Participants must pass the BSA Swimmer test in order to participate in programs with aquatics.

Refer to the Daypack Packing List for the Hiking and Mountain Biking offerings.

Résumés, Interviewing & Job Skills Workshop

...will assist participants in setting goals for the 'dream job' and can include Public Speaking MB, as desired!

Time & Money Management Workshop

...will assist participants w/ budgeting & investing... and can include Personal Management MB, as desired!

Ethical Controversies Workshop

...will assist participants in understanding challenges facing the world today and seeking justice and truth at all times!

Personal Advancement Goals Workshop

...will assist participants in mapping a path along the Trail to Eagle and the path to the Venturing Summit Award!

[Eagle Workshop addresses choosing & leading Eagle Projects, Board of Review, Courts of Honor, etc.]

OA Service Projects

...will assist participants in offering cheerful service to Griswold Scout Reservation's many physical attributes!

Adventure – Available to both Hidden Valley & Bell

Based out of Hidden Valley

Awesome programs reserved exclusively for Older Scouts / Crews ages 14+

NOTE: Only GSR Staff will accompany Scouts / Crews on Voyageur programs (i.e.: no Unit adults)

NOTE: Co-ed Venturing Crews can only attend VV or WMV if they are self-sufficient as a stand-alone Crew.

VALLEY VOYAGEUR

*****This GSR staple is only offered during Weeks 1, 3, 5, 7 in 2017.*****

Valley Voyageur introduces Older Scouts to the principles required for successful backpacking.

Participants 'choose their own adventure' throughout GSR's roughly 3,500 acres of sprawling backcountry and Belknap State Forest land.

Valley Voyageur participants will spend five days & four nights on the trail (Monday-Friday) – carrying all equipment, food & water.

Valley Voyageur participants must pass the BSA swimmer test.

Refer to the Adventure Packing List for details on what is needed for this trek.

ADVANCEMENT	Climbing Merit Badge*
<i>(Merit Badges and more!)</i>	Partial in Cooking Merit Badge*
	Partial in Hiking Merit Badge*
	Partial in Backpacking Merit Badge*
	Kayaking BSA Award (and maybe MB)
INCLUDED ACTIVITIES	Leave No Trace Awareness Award
<i>(beyond what is involved with advancement listings)</i>	Trail Maintenance
	Recreational Swimming

WHITE MOUNTAIN VOYAGEUR

*****This GSR offering is only offered during Weeks 2, 4, 6, 8 in 2017.*****

White Mountain Voyageur introduces Older Scouts to the principles required for successful backpacking.

Participants will spend five days and four nights on the trail (Mon-Fri) through the

White Mountain National Forest within the State of New Hampshire (off GSR property).

White Mountain Voyageur participants will carry all of their camping equipment, food and water for the week.

Refer to the Adventure Packing List for details on what is needed for this trek.

ADVANCEMENT	Partial in Cooking Merit Badge*
<i>(Merit Badges and more!)</i>	Partial in Hiking Merit Badge*
	Partial in Backpacking Merit Badge*
INCLUDED ACTIVITIES	Leave No Trace Awareness Award
<i>(beyond what is involved with advancement listings)</i>	Trail Maintenance
	Ability to 'conquer' some NH 4,000 footers
	Recreational Swimming

RIVER VOYAGEUR

*****This new GSR offering is only offered during Weeks 5 or 7 in 2017.*****

River Voyageur introduces Older Scouts to the principles required for a successful river / water voyage over several days / nights..

Participants will spend 5-days & 4-nights paddling the Connecticut River on the NH / VT State line w/ all equipment / food / water.

River Voyageur participants must pass BSA Swimmer's Test and have completed the Swimming Merit Badge.

Refer to the Adventure Packing List for details on what is needed for this trek.

ADVANCEMENT	Partial in Cooking Merit Badge*
<i>(Merit Badges and more!)</i>	Partial in Hiking Merit Badge*
	Canoeing or Kayaking Merit Badge*
INCLUDED ACTIVITIES	Leave No Trace Awareness Award
<i>(beyond what is involved with advancement listings)</i>	Trail & Campsite Maintenance
	Ability to earn a 50-Miler award on Water
	Recreational Swimming

Adventure Packing List

Adventure Program Packing List

for Valley Voyageur, White Mountain Voyageur and River Voyageur treks.

Clothing (avoid cotton!)

- 1-2 pairs of shorts (gym shorts work great)
- 1 pair of long pants (non-cotton, no jeans, wind pants/track pants ideal)
- 2-3 non-cotton shirts (Under Armour or polypro wicking shirt ideal)
- 1 warm long sleeve top (fleece jacket or non-cotton material preferred)
- 1 rain jacket
- 3-5 pairs of non-cotton socks (hiking socks preferred)
- 1 pair of 'kick around the campsite' shoes
- 1 pair of water shoes (for water SPOKE, Valley Voyageur and River Voyageur trips)
- 1 winter hat and gloves (in case it gets cold)

Equipment

- 1 hiking backpack* (big enough for personal and crew gear!)
- 1 tent*
- 1 sleeping bag*
- 1 sleeping pad* (optional)
- 1 compass
- Large ziploc bags (2/3 gallon size is ideal) and trash bags (to keep things dry)
- 3 liters of water minimum! (Camelbacks OK, need 2 liters in hard water bottles)
- 1 bottle of sunscreen
- 1 bottle of bug spray
- Toiletries
- Mess kit* (Bowl and spoon at minimum)
- Flashlight/headlamp

Optional

- Knife (BSA appropriate)
- Book
- Playing Cards
- Snacks
- Sunglasses
- Camera
- Watch

* Things that can be provided by the Adventure Program, however, if you have it bring it.

Any items not listed here which are essential for the trek (i.e. stove, cook gear, food, tarps, etc.) will be provided by the Adventure Program. Again, if you have it, we recommend you bring it.

NOTE: White Mountain Voyageur should be prepared for alpine conditions which can be cooler and windier than GSR's normal offerings.

Camp Bell Daily Schedule – 2017

Camp Bell Daily Schedule - 2017

	SUNDAY	DAILY SCHEDULE	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
7:00 AM		Reveille / Food Pickup	Reveille / Food Pickup OUTDOOR ETHICS	Reveille / Food Pickup OA DAY	Reveille / Food Pickup PERS. FIT. DAY	Reveille / Food Pickup VENTURING DAY	Reveille / Food Pickup HIGH ADV. DAY	Reveille Campsite Checkout
		Staff Joins for Breakfast	Staff Arrival 7:30 Breakfast 7:40	Staff Arrival 7:30 Breakfast 7:40	Staff Arrival 7:30 Breakfast 7:40	Staff Arrival 7:30 Breakfast 7:40	Staff Arrival 7:30 Breakfast 7:40	Continental B-Fast 7:00-8:30am
9:00 AM	SM / SPL Arrival 8:30-9:30am	Flags 8:45 Program Begins 9:00	Flags 8:45 Program Begins 9:00	Flags 8:45 Program Begins 9:00	Flags 8:45 Program Begins 9:00	Flags 8:45 Program Begins 9:00	Flags 8:45 Program Begins 9:00	Closing Ceremony 8:45 AM
10:00 AM	SM / SPL Leader Mtg SM / SPL Breakout Meetings							Dismissal by 9:30
11:00 AM								Camp Closed
12:00 PM	Leader lunch 4 per Troop only	Lunch	Lunch at Areas Ldr Lunch @ Pavilion	Lunch at Areas Ldr Lunch @ Pavilion	Lunch at Areas Ldr Lunch @ Pavilion	Lunch at Areas Ldr Lunch @ Pavilion	Lunch at Areas Ldr Lunch @ Pavilion	
1:00 PM	Troop arrivals Meet Staff Guide							
2:00 PM	Orientations led by Staff							
3:00 PM	— — — — V	Program Ends 3:30 Free Time 3:30-4:30 Free Swim Trading Post Open Feed Animals	Program Ends 3:30 Free Time 3:30-4:30 Free Swim Trading Post Open Feed Animals	Program Ends 3:30 Free Time 3:30-4:30 Free Swim Trading Post Open Feed Animals	Program Ends 3:30 Free Time 3:30-4:30 Free Swim Trading Post Open Feed Animals	Open Rappel for those in Climbing MB Program Ends 3:30 Free Time 3:30-4:30 Free Swim Trading Post Open Feed Animals	Program Ends 3:30 Free Time 3:30-4:30 Free Swim Trading Post Open Campsite Cleanup	
4:00 PM	Settle into campsite							
5:00 PM	Food Pickup	Return to Campsites Food Pickup 4:45 SPL Meeting 5:00 Staff Joins for Dinner Dinner	Return to Campsites Food Pickup 4:45 SPL Meeting 5:00 Staff Arrival 5:30 Dinner 5:45	Return to Campsites Food Pickup 4:45 SPL Meeting 5:00 Staff Arrival 5:30 Dinner 5:45	Return to Campsites Food Pickup 4:45 SPL Meeting 5:00 Staff Arrival 5:30 Dinner 5:45	Return to Campsites Food Pickup 4:45 SPL Meeting 5:00 Staff Arrival 5:30 Dinner 5:45	Travails Race 4:30-6:00	
6:00 PM	Dinner						Campwide BBQ 6:00-7:15	
7:00 PM		Flags 6:45 Evening Programs Free Time	Flags 6:45	Flags 6:45	Flags 6:45	Flags 6:45	SPL Meeting 7:15 Flags 7:30	
8:00 PM	Opening Flags All Faiths Opening Campfire	Open Waterfront Free Swim Swim Checks and Night Monkey Troop Time Troop campfires	Native American Pow-Wow OA Ice Cream Social	Human A rodeo and Night Monkey and Older Scout Crackerbarrel	Cast Iron Chef and Spooks, Haints & Legends		Closing Campfire 7:45-8:30	
9:00 PM	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time
10:00 PM	Taps	Taps	Taps	Taps	Taps	Taps	Taps	Taps

Special Information for Individual Programs

All individual programs include Scouts & Venturers from different towns / cities / Units

NOTES for APEX Participants:

In 2017, all APEX WEEKS arrive and depart from Hidden Valley.

- Sunday arrival is always between 1pm-2pm to Carter Lodge at Hidden Valley – for all APEX WEEKS
- Saturday departure after 8:45am Closing Ceremony in the Council Ring at Hidden Valley (about 9:30am)

All 2017 APEX WEEKS will spend time at both Hidden Valley and Camp Bell – participants will relocate mid-week.

Food at Hidden Valley is provided from the Gilbert Dining Hall.

Food at Camp Bell is prepared in the campsites by the APEX participants as supplied from the Bell Commissary.

Half-week sessions are not available with APEX offerings.

NOTES for Hidden Valley Provisional Participants:

Arrival and Departure for Hidden Valley Provo:

- Sunday arrival is always between 1pm-2pm to Carter Lodge at Hidden Valley
- Saturday departure after 8:45am Closing Ceremony in the Council Ring at Hidden Valley (about 9:30am)

Merit Badge & Individual Program registration is completed through the online registration system.

- When you pay online to attend Provo, an email will be generated and sent to the address you registered from
- The email will arrive within 24-48 hours after you paid
- In the email, you will be given a username and password to access the program registration process
- This same username and password will be used after your week in camp to retrieve blue cards and other awards

NOTES for Voyager Participants (when participating as an individual):

Arrival and Departure for Valley Voyager, White Mountain Voyager or River Voyager – as an individual:

- Sunday arrival is always between 1pm-2pm to Carter Lodge at Hidden Valley
- Saturday departure after 8:45am Closing Ceremony in the Council Ring at Hidden Valley (about 9:30am)

Merit Badge & other Award paperwork will be handled manually and distributed prior to departure on Saturday.

NOTES for Counselor-In-Training Participants:

Arrival and Departure for Counselors-In-Training:

- Arrival for the first CIT week is on Sunday between 1pm-2pm to Carter Lodge at Hidden Valley
- Departure from the first CIT week (if they wish to depart) is on Saturday at 11am from HV Administration Bldg.
- Arrival for the second CIT week is on Sunday for the 11am HV Staff meeting at Handicraft at Hidden Valley
- Departure from the second CIT week is at 11am on Saturday at 11am from HV Administration Building.

CITs live in the Hidden Valley Provisional campsite for the entirety of their first week despite participating in both camps. CITs live in the camp they will primarily be assigned to for the entirety of their second week of the program.

Provisional & Counselor-In-Training (CIT)

Sometimes our older Scouts and Venturers need a new challenge to keep them engaged in the program!

An additional week at resident camp advances the participant in the universal Scouting program!

An opportunity to 'test the waters' for a possible future on Camp Staff is invaluable to learn what it's really like!

PROVISIONAL at HIDDEN VALLEY – Scouts aged 11+ & Venturers 14+

WEEK 1 (June 25 – July 1, 2017), or

WEEK 2 (July 2 – 8, 2017), or

WEEK 3 (July 9 – 15, 2017), or

WEEK 4 (July 16 – 22, 2017), or

WEEK 5 (July 23 – 29, 2017), or

WEEK 6 (July 30 – August 5, 2017), or

WEEK 7 (August 6 – 12, 2017), or

WEEK 8 (August 13 – 19, 2017)

Scouts and co-ed Venturers can attend Hidden Valley without their home Troop or Crew any of the eight weeks of every summer! GSR Staff will provide the adult coverage so participants can make new friends and experience more programs just as if their own Unit was in camp. This is a great opportunity for Scouts / Venturers who cannot attend the same week your Unit is coming to camp, or who wish to attend for additional week(s) of the summer! Scouts and Venturers can come back to earn more Badges, complete those pesky Partials, and Older Scouts / Venturers can opt to participate in COPE, SPOKE or one of the Voyageur programs through Provo. All kinds of great options! Provisional has a 'flat-rate' for the entire summer (i.e.: no late fees if you decide to join mid-summer) and all discounts still apply!

NOTE: Provisional is a separate opportunity than any of the Advanced Program Experience (APEX) Weeks even though APEX participants sometimes share the same campsite. APEX programs are registered separately!

COUNSELOR IN TRAINING (CIT) – Scouts / Venturers aged 14 or 15

Offered four times, lasting two weeks... choose the one best for you!

SESSION 1: WEEKS 1-2 (June 25 – July 8, 2017), or

SESSION 2: WEEKS 3-4 (July 9 – 22, 2017), or

SESSION 3: WEEKS 5-6 (July 23 – August 5, 2017), or

SESSION 4: WEEKS 7-8 (August 6 – 19, 2017)

What is it like to be on GSR Staff? If you have Scouts or Venturers who will be 14 or 15 this summer, consider sending them to be a part of the GSR CIT program! Have them choose one of four two-week sessions (Weeks 1-2, Weeks 3-4, Weeks 5-6, Weeks 7-8). However, we do not recommend they serve at the same time your Unit is at camp.

During their first week, participants will experience / assist / observe in ten different program areas across GSR (five at Camp Bell, five at Hidden Valley) as well as receive some training in the evenings after dinner. In the CIT's second week, they are assigned to one specific area where he / she will 'practice teach' and see whether becoming a future Staff member is right for them! (Remember: It's not necessarily a bad thing if the CIT experience is frustrating!)

NOTE: CITs have the option of staying over the weekend between weeks or leaving the Reservation. Either is fine.

For more information about either of these great opportunities, Scoutmasters or Crew Advisors can contact the Daniel Webster Council Camping Department at: camping@nhscouting.org.

Space is first-come, first-served.

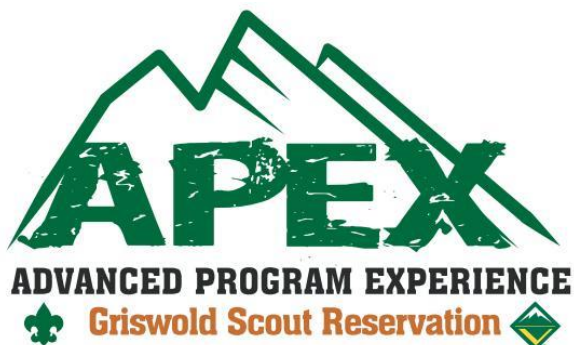
Applicants should register by May 15, 2017, ideally.

Advanced Program Experiences – Summer, 2017

Open to individuals, buddy-pairs, Patrols, Troops and Crews! Flat rates all summer long and all discounts still apply!

An additional, unique week at resident camp advances the participant in the universal Scouting program!

In 2017, each APEX ADVENTURE will provide experiences at Hidden Valley & Camp Bell (and possibly elsewhere!)



NATIONAL YOUTH LEADER TRAINING (NYLT) – for 14+ (Scout or Venturer)

WEEK ONE (June 25 – July 1, 2017)

Kancamagus is a week-long outdoor leadership training experience for one or two of your older youth who you believe might one-day be your Senior Patrol Leader or Assistant and Venturing Crew Officers. Built around the Patrol Method, it is led by a youth staff who have been trained at National Advanced Youth Leader Experience (NAYLE). Space is limited and Unit Leader approval is required. The Venturing curriculum is adapted to address Crew needs.

AQUATIC ADVENTURE – for 1st Class Scouts or Venturers

WEEK ONE (June 25 – July 1, 2017), or

WEEK FIVE (July 23 – 29, 2017), or

WEEK EIGHT (August 13 – 19, 2017)

If your Scouts / Venturers cannot get enough of being in the water, this is the week for them! Participants must pass the BSA Swimmers Test to qualify. Participants will have the opportunity to complete (or experience the skills from) all Aquatics Merit Badges: Swimming, Kayaking, Rowing, Canoeing, Small-Boat Sailing, Motorboating and Lifesaving. Other aquatic opportunities like Mile Swim, Polar Bear Swim, Aquatic Craze and Water Skiing & Tubing will also be part of the fun!

BARNYARD ADVENTURE – for 1st Class Scouts or Venturers

WEEK ONE (June 25 – July 1, 2017), or

WEEK EIGHT (Aug. 13 – 19, 2017)

Start the week completing Farm Mechanics and Animal Science Merit Badges and then transition to experience life on the Bell Farm! Spend each day sampling a different aspect of Farm Life! Enjoy learning about and caring for our ten horses, beef cows, baby goat, pigs, dozens of chickens, ducks, and more! Horsemanship Merit Badge and plenty of rodeo games will keep you busy amidst your very full week of fun and learning!

CARAVAN ADVENTURE – for 14+ Scouts or Venturers

WEEK ONE (June 25 – July 1, 2017)

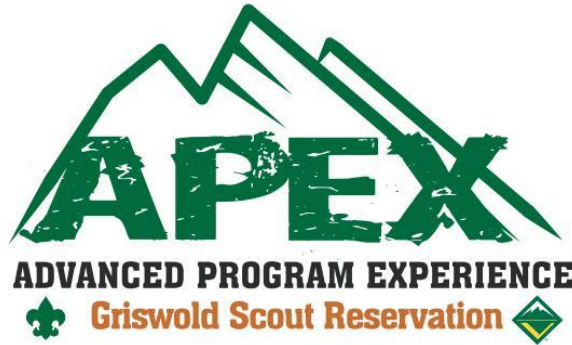
This awesome week will have participants spend every night in a different place around our expansive Reservation. How will they get between those destinations? Horses, ATVs, Mountain Bikes, Kayak or on foot! Their traverse will be met with various challenges which will test other survival and first-aid skills! Participants will be trained in ATV Safety Institute Rider Course and have the opportunity to earn (or utilize skills for) Horsemanship MB, Kayaking MB, partials in Hiking and Backpacking and Cooking. All participants will be Leave No Trace Awareness qualified.

Advanced Program Experiences – Summer, 2017

Open to individuals, buddy-pairs, Patrols, Troops and Crews! Flat rates all summer long and all discounts still apply!

An additional, unique week at resident camp advances the participant in the universal Scouting program!

In 2017, each APEX ADVENTURE will provide experiences at Hidden Valley & Camp Bell (and possibly elsewhere!)



CLIMBING ADVENTURE – *for 13+ Scouts or Venturers*

WEEK ONE (June 25 – July 1, 2017), or

WEEK EIGHT (Aug. 13 – 19, 2017)

Do you love to climb? This aggressive week features bouldering, Low COPE & High COPE elements, indoor rock climbing and tackling some daunting 60' back-country natural rock faces! Climbing Merit Badge (or equivalent skills) will be part of what you can take from your experiences at this APEX! It is an experience you will not soon forget!

TARGET ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK ONE (June 25 – July 1, 2017), or

WEEK FIVE (July 23 – 29, 2017)

Recurve and compound bows... target & field archery as well as Sporting Arrows... .22 Rifle... Tomahawk Throwing... Experience all basic levels of shooting available across the Griswold Scout Reservation as you either start working towards Rifle Shooting and Archery Merit Badges or complete some lurking partials from the past!

TIME TRAVEL ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK ONE (June 25 – July 1, 2017)

As the title suggests, this week will take you as far back as the Native Americans (where we will work on Indian Lore MB) and as far forward as the space program as it ventures into space! Off-site travel by DWC Bus will take you to the Lawrence L. Lee Scouting Museum in Manchester while we work on Scouting Heritage MB and a visit to the McAuliffe-Shepard Discovery Center in Concord while working on Space Exploration! Metalwork and Horsemanship Merit Badges will be prominent in our learning as we discover the role chivalry played in the early development of Scouting worldwide! There is no other program like this one and space is limited!

EXTRAORDINARY ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK TWO (July 2 – July 8, 2017), or

WEEK SEVEN (Aug. 6 – 12, 2017)

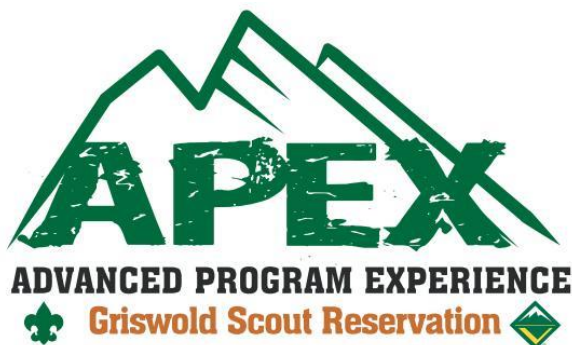
Are you a compassionate person? Do you love to serve and work with other people? During this particular experience, you will meet some of the most extraordinary people on earth! In collaboration with our friends at the Easter Seals of NH Camp Sno-Mo, participants will not only earn the Disabilities Awareness Merit Badge, but will basically serve as a Counselor-In-Training to Sno-Mo providing mentorship and camaraderie with Sno-Mo campers with mental and physical needs during their week at GSR! Participants can earn 30 community service hours through this program. Various guest presenters will challenge participants to understand various disabilities up close and personally as part of this event. Become a better 'servant-leader' through your 'duty to others.'

Advanced Program Experiences – Summer, 2017

Open to individuals, buddy-pairs, Patrols, Troops and Crews! Flat rates all summer long and all discounts still apply!

An additional, unique week at resident camp advances the participant in the universal Scouting program!

In 2017, each APEX ADVENTURE will provide experiences at Hidden Valley & Camp Bell (and possibly elsewhere!)



RELATIONAL ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK TWO (July 2 – 8, 2017), or

WEEK SEVEN (Aug. 6 – 12, 2017)

Are you someone willing to explore the personal, community and environmental aspects which lead to being recognized by the worldwide Scouting movement as you work to become a ‘Messenger of Peace?’ Are you a Chaplain Aide or someone interested in learning more about the Religious Emblems programs available? Are you open to ways you can better tend your faith, respect the beliefs of others, understand other cultures, serve the local GSR community with an off-site, community service trip by DWC Bus, and help transform society through the tenets found in Venturing’s TRUST award? Join this APEX to become the ‘best version of yourself’ and earn American Cultures MB!

SCUBA ADVENTURE – *1st Class Scouts or Venturers*

WEEK TWO (July 2 – 8, 2017), or

WEEK SIX (July 30 – August 5, 2017)

Participants in this program can become certified as a (Jr.) Open Water Diver through PADI, earn the Scuba Diving MB and other aquatic opportunities. Cost includes mask, fins and snorkel to keep! The option to earn BSA Lifeguard is available for 15+. This program requires a more stringent medical form and pre-camp meeting with all participants.

CRAFTY ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK THREE (July 9 – 15, 2017)

Spend: two days with extreme leatherwork where you can craft your own custom GSR belt and utility pouch to keep, two days with extreme woodcarving and candle-making and have a chance to earn (in addition to Leatherwork and Woodcarving MBs) Signs, Signals and Codes Merit Badge, as well. Participants will be able to keep all of the projects they participate in.

ECOLOGICAL ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK THREE (July 9 – 15, 2017)

Imagine an entire week to explore the breadth of ecological beauty at Griswold Scout Reservation! Participants will be given the opportunity to earn (or utilize skills for) Soil & Water Conservation, Weather, Nature, Fish & Wildlife Management and Mammal Study Merit Badges. All participants will be Leave No Trace Awareness qualified.

OA ARROWCORPS – *for 1st Class Scouts who are registered in the OA*

WEEK THREE (July 9 – 15, 2017)

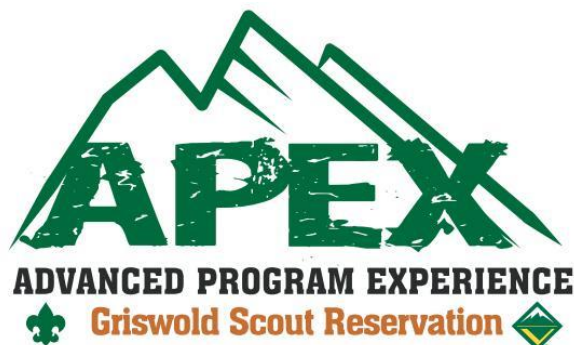
Arrowmen of any Order of the Arrow Lodge are welcome to participate in this ‘half-service, half-program’ experience while also participating in various leadership workshops offered by Scouting’s National Honor Society leadership. Work projects will be lengthy and purposeful while program will be unique and spread across all offerings.

Advanced Program Experiences – Summer, 2017

Open to individuals, buddy-pairs, Patrols, Troops and Crews! Flat rates all summer long and all discounts still apply!

An additional, unique week at resident camp advances the participant in the universal Scouting program!

In 2017, each APEX ADVENTURE will provide experiences at Hidden Valley & Camp Bell (and possibly elsewhere!)



ENTREPRENEURIAL ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK FOUR (July 16 – 22, 2017)

Have you ever dreamed of starting your own business? Have you ever wanted guidance with how to manage your funds? Has the history of labor in the United States ever intrigued you? Join us for this APEX and work toward earning (or utilizing the skills from) Salesmanship MB, Entrepreneurship MB, Personal Management MB and American Labor MB. Who knows, you might just ‘strike it rich’ if you come to this APEX!

PERFORMANCE ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK FOUR (July 16 – 22, 2017)

Scouts and Venturers who want to learn the arts of Theater, Music, Photography and Public Speaking (all Merit Badges we will work toward) while they practice some improvisation skills and travel by DWC Bus to a nearby stage to observe what a production house looks like behind the scenes... this is the week for you! The show must go on!

ATHLETICS ADVENTURE – *for 1st Class Scouts or Venturers*

WEEK FIVE (July 23 – 29, 2017)

Modeled around proper nutrition, behavior and exercise, this program is perfectly lined up to help all athletes who have fall sports to ‘get tuned up’ for the upcoming season! Partial in Sports & Athletics Merit Badges are the underlying framework to our daily activities and competitions both through conventional and unconventional events. We will explore the Venturing Physical Fitness Award, the ScoutSTRONG initiative and incorporate parts of the QUEST award.

APPRENTICE ADVENTURE – *for 1st Class Scouts and Venturers*

WEEK SIX (July 30 – August 5, 2017)

If manual labor and work in the trades sounds exciting, this is the week for you! Work alongside our Reservation Rangers and earn some Scouting advancement at the same time! Learn from members of the GSR Property Committee and others from related fields. Painting MB, American Labors MB, Woodwork MB, Home Repairs MB and Plumbing MB will be the framework we aim to achieve!

STEM ADVENTURE (Science-Technology-Engineering-Math) – *for 1st Class + & Venturers*

WEEK SIX (July 30 – August 5, 2017)

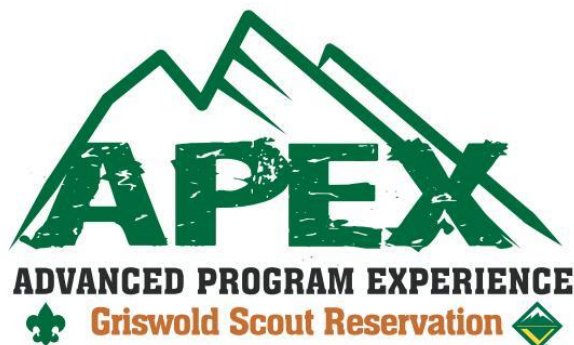
In addition to choosing any three STEM Area Merit Badges (Robotics, Welding, Space Exploration, Radio and Electricity), participants will also experience Electronics MB as part of this program! We’ll take some time to explore the various NOVA awards as well as meet some adults from the various STEM occupations. Participants will get to keep their VEX robot at the end of the week.

Advanced Program Experiences – Summer, 2017

Open to individuals, buddy-pairs, Patrols, Troops and Crews! Flat rates all summer long and all discounts still apply!

An additional, unique week at resident camp advances the participant in the universal Scouting program!

In 2017, each APEX ADVENTURE will provide experiences at Hidden Valley & Camp Bell (and possibly elsewhere!)



OUTDOOR ETHICS ADVENTURE – *for aged 14+ Scouts and Venturers*

WEEK SEVEN (August 6 – 12, 2017)

In partnership with the Leave No Trace Center for Outdoor Ethics, participants will receive the internationally known Leave No Trace Trainer qualification – only 32,000 in the world have achieved such – which enables them to train Leave No Trace Awareness courses for the rest of their lives. Additionally, participants will receive the BSA Outdoor Ethics Awareness Award and partial credit toward the BSA Outdoor Ethics Action Award. Merit Badges available for completion will include Weather, Forestry and Wilderness Survival in tandem with the Venturing Ranger Elective featuring a two-night minimalist outpost. Learn to live responsibly in the outdoors!

RESPONDER ADVENTURE – *for 1st Class Scouts and Venturers*

WEEK SEVEN (August 6 – 12, 2017)

Boy Scouts, Explorers and Venturers, alike, are challenged to work toward the BSA Emergency Preparedness Award while also navigating their way through the following Merit Badges (or equivalent skills): Emergency Preparedness, Crime Prevention, Search & Rescue, Fire Safety and Fingerprinting. All participants will receive Wilderness First Aid Training from SOLO® (an internationally recognized certification valid for two years) as well as American Heart Association CPR and First Aid certifications. Professionals from the emergency response fields will be on-hand throughout the week to answer questions and demonstrate use of equipment and skills from their trade.

SCOUTING NEW ENGLAND – *for non-GSR attending 1st Class Scouts & Venturers*

WEEK SEVEN (August 6 – 12, 2017)

Are you someone who wants to experience Colonial New England and the grandeur of New Hampshire? This one-of-a-kind adventure starts with a trip to Boston, MA for a Duck Tour and a hike on the Freedom Trail (where we earn the BSA Freedom Trail Award). We next visit The Birthplace of American Liberty (site of the Battle of Lexington) before heading north to work on Scouting Heritage Merit Badge at the Lawrence L. Lee Scouting Museum at Camp Carpenter, home of Cub World “Where Scouting Begins.” We next tour the beautiful New Hampshire seacoast with a walking tour of Portsmouth, splash around at the Water Country amusement park before heading for a week of unmatched Scouting programs at New England’s largest Scout Reservation: Griswold Scout Reservation, “The Land Made for Scouting” (home of Hidden Valley & Camp Bell). Our experience concludes with a lunch visit to Kellerhaus homemade Ice Cream & Candies overlooking Lake Winnepesaukee as we travel north to experience the Hartmann Model Railroad Museum in North Conway before ascending the tallest mountain in the northeast of the U.S.A., Mt. Washington, by way of the first-ever Cog Railway. Weather and Railroading Merit Badges will be included.

SHARPSHOOTER ADVENTURE – *for aged 14+ Scouts and Venturers*

WEEK EIGHT (August 13 – 19, 2017)

Recurve and compound bows... Target & Field archery as well as Sporting Arrows... .22 Rifle and .22 Pistol... .50 caliber Black Powder Musket... Tomahawk Throwing... 12 gauge Trap Shooting and almost a dozen Sporting Clays stations scattered throughout the woods! Experience all shooting ranges across the Griswold Scout Reservation! Rifle Shooting, Shotgun Shooting and Archery Merit Badges and more!

The “Basics” of What to Bring to either Camp

PERSONAL GEAR:

- ____ Extra Shirts (long-sleeve for some programs)
- ____ Extra Pants (needed for various programs)
- ____ Extra Shorts
- ____ Extra Socks
- ____ Extra Underwear
- ____ Jacket
- ____ Rain Gear
- ____ Sleep wear
- ____ Sneakers
- ____ Hiking Boots (for some non-hiking programs)
- ____ Swim Suit
- ____ Extra Towels
- ____ Toilet Items (washcloth, soap, comb, shampoo, toothbrush, toothpaste, deodorant, toilet paper.)
- ____ Sleeping Bag *or* Blankets
- ____ Pillow
- ____ Personal First Aid Kit
- ____ Flashlight, Batteries
- ____ Wallet, Money
- ____ Pocket Knife (2 1/2 " blade or less)
- ____ Handkerchief
- ____ Notebook, Pen or Pencil
- ____ Scout Handbook
- ____ Merit Badge Books
- ____ Materials for your merit badge classes
- ____ Non-Aerosol Bug Repellent
- ____ Bug Net
- ____ Laundry Bag
- ____ Watch
- ____ Water Bottle
- ____ Sun Screen Lotion
- ____ Scout Uniform

____ **Day Pack, very handy to carry things throughout the day**

OPTIONAL PERSONAL GEAR:

- ____ Compass
- ____ GPS
- ____ Camera
- ____ Sunglasses
- ____ Songbook
- ____ Musical Instrument
- ____ Nature Books
- ____ Sports Equipment
- ____ Bible, Prayer Book
- ____ Fishing Gear, Bait
- ____ Stationary & Stamps
- ____ DWC Gift Card for the Trading Post

LEAVE AT HOME: A Scout is not a fool!

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios, iPods, laptops, tablets, MP3 players, cell phones, televisions, walkie-talkies, electronic games, squirt/nerf/airsoft or paintball guns, dice, unscout-like literature, alcoholic beverages and illegal drugs or similar items (or people under the effects of them). Valuable items should certainly be left at home.

LABEL GEAR:

Scouts and Leaders should mark each of their personal items with their name and unit number. Many, many items are lost or misplaced and are never claimed. If items are marked we will try our best to return them to the rightful owner.

****MEDICAL FORM****

Units must submit copies of all Medical Forms no later than May 31st. (which means collecting them locally well before that date). Leaders should also have a copy of all medical forms from your Unit with them when they arrive (as a backup). This will help avoid any problems that may arise. Remember: you should submit a new copy of your medical form for each different program week you attend at Griswold Scout Reservation!

What you carry the most: Your Daypack

All Scouts / Adults should always carry a daypack containing:

Rain Cover for your daypack!
Filled Water Bottle
Raingear
Personal First Aid Kit
Program gear / clothing needed for the day
Sunscreen
Pocketknife or Multi-Tool
Bug Spray (optional)
Notepad/pen
Flashlight
Watch
Money (optional, for Trading Post / Vending Machine)
Compass (optional)

Remember:

Wear closed-toed shoes at all times!
Barefeet are only allowed:
In your tent, In the shower, or at the Waterfront.

All GSR Program Areas & Buildings contain:

First Aid Kit
Water
Radio or Telephone Communication for Help

Overnight Outposts (including Bell Curlews and Patrol & Troop Outposts)

For Night Outposts...BRING WITH YOU...

Personal Gear:

Sleeping Bag
Flashlight
Pocket Knife / Multi-Tool
Ground Pad
One Change of Clothes
Extra Socks
Rain Jacket / Windbreaker
Bug Repellent
Bowl, Spoon & Fork
Water Bottle (2 liters min.)
Small Pack to carry the above (plus share of patrol gear/food)
Essential Toiletries

Patrol Gear:

Tent(s) for Patrol (must carry)
Tarp / Ground Cloth
Cook Kit w/ Large Pot & Small Pot
Fry Pan
Serving Spoon
Matches / Lighter
Toilet Paper

If tents are allowed on your outpost

Some volunteer Adult Leadership will be needed for these programs.
Adults who are willing to assist must also be registered at the Pre-Camp Planning Meeting.

Camp Bell

Considerations for Program Areas

Aquatics	Bathing Suit (one-piece suit for females) Standard clothing, as well Towel for drying off Personal Goggles (optional)
All-Terrain Vehicles (ATVs)	Long pants, ankle-covering boots, long-sleeve shirt
Brownsea	Refer to Daypack checklist
Challenge Valley	Clothes & footwear you do not mind getting very dirty Change of clothes Towel
Climbing Barn	Appropriate shoes / clothing for climbing
Equestrian	Long pants Footwear / Boots with a 'heel' is preferred
Foxfire	Long-sleeve shirt & long pants (blacksmithing)
Logging Camp	Long-sleeve shirt & long pants preferred Personal Mess Kit preferred
Mountain Man	Personal Mess Kit preferred Purchase Sporting Clays / Shotgun tickets at Trading Post
Native American	Materials for costuming or instrument making (optional) Study Shoes / Daypack / Water for plenty of walking

Other Camp Bell Considerations

Cast Iron Chef Competition	Specialty Food Items (optional)
Flag Ceremonies	Troop Flag & Patrol Flags
Friday Closing Campfire	2 or 3 Skits & Songs & accompanying props
Order of the Arrow (OA) Day	OA Sash (optional)
Patrol / Campsite Cooking	Specialty Cookware (optional) Specialty Spices (optional)
Curlews (new Scouts)	Refer to Overnight Outpost checklist
Travois Race	All equipment will be supplied by Camp Bell
Venturing Day	Venture Crew Uniform (optional)

Hidden Valley

Considerations for Program Areas

Aquatics	Bathing Suit (one-piece suit for females) Standard clothing, as well Towel for drying off Personal Goggles (optional)
COPE	Long pants (for high course only)
Ecology	Sturdy Shoes / Daypack / Water for plenty of walking
Emergency Skills	Refer to daypack checklist
First Year Program	Sturdy Shoes / Daypack / Water for plenty of walking
Handicraft	May need to purchase a kit or supplies at the Trading Post T-Shirts for Tye-Dying (also available at Trading Post)
Merit Badges	Pre-Requisite Materials / Proof for Merit Badges
Scoutcraft	Refer to daypack checklist
Shooting Sports	Purchase Shotgun Tickets at Trading Post before shooting
STEM	Some kits needed for purchase through the Trading Post.

Other Hidden Valley Considerations

Fishing around camp	Personal Fishing Equipment
Flag Ceremonies	Troop Flag & Patrol Flags
HV Ironman	Comfortable running, swimming and active clothes
Order of the Arrow (OA) Day	OA Sash (optional)
Moviemaking	Camera...coordinate w/Unit Leader for safe storage
Patch Trading	Scouting Memorabilia / Patches (optional)
Photography	Camera...coordinate w/Unit Leader for safe storage
Trail to Eagle	Project proposal / write-ups, drafts, etc. (optional)
Venturing Day	Venture Crew Uniform (optional)

NOTE: You do not need to fill out Blue Cards if participating in Provisional at Hidden Valley.
The online registration system will generate Blue Cards for Provisional participants.

This is what a Blue Card SHOULD look like on the day a Scout begins a Merit Badge!

- 1) All sections must be legible and completed in ink.
- 2) Always use the Scout's first and last name on all sections.
- 3) Always use the full Merit Badge name on all sections.
- 4) The Unit Leader only signs the card ONCE – on the front – prior to starting the badge!
- 5) Blue Cards are due at the first meeting of the Merit Badge session.
- 6) The counselor will complete the rest of the 'missing' information.
- 7) All three sections should remain attached.

(Summer) Directions to Griswold Scout Reservation

Please represent Scouting well by driving courteously around our neighbors!

GSR is located in central New Hampshire just northeast of the State Capital of Concord, directly between the NH Motor Speedway in Loudon and Lake Winnepesaukee's southern point in Alton Bay.

NOTES:

1. Please distribute these directions to all of your families and encourage them to use them.
2. Please respect the following traffic-flow patterns as agreed upon with our town neighbors and leaders..
3. Don't trust GPS on remote roads! Many GPS providers often send cars onto un-maintained roads near camp.
4. Please encourage carpooling: parking is limited & Scouts should minimize impact on the environment.
5. Summer access to Camp Bell is through Hidden Valley as listed below. No exceptions.

HOW TO GET TO GILMANTON IRON WORKS, NEW HAMPSHIRE:

From the North, on I-93: Take Exit #20 from I-93 (Tilton exit – refuel gas in Tilton).
(about 30 mins. away) Follow Rt. 140 East through Belmont to Gilmanton I.W. (east of Rt. 107).

From the North, from Laconia: Take Rt. 107 South from Laconia to Gilmanton (refuel gas in Laconia).
(about 30 mins. away) Turn left onto Rt. 140 East in Gilmanton for 6.3 miles to Gilmanton I.W.

From the South, from Concord: Take Rt. 106 North from Concord toward Loudon (refuel gas in Concord).
(about 45 mins. away) From Rt. 106, turn right onto Rt. 129 North in Loudon. Follow to the end.
From Rt. 129 North, turn left onto Rt. 107 North in Gilmanton.
Take first right onto Stage Road. Follow to the end (becomes Elm Street).
Turn left from Elm St. onto Rt. 140 West for .3 miles in Gilmanton I.W.

From the South, on I-93 & West: Take Exit #15E from I-93 (I-393 exit in Concord – refuel gas in Concord).
(about 45 mins. away) Take Exit #3 off I-393 onto Rt. 106 North toward Loudon (left off ramp).
Follow directions 'From the south, from Concord' listed above.

From the NH Seacoast & East: Take Rt. 16 – or Rt. 28 – to Rt. 11 North at the Alton Traffic Circle.
(about 20 mins away in Alton) From the Alton Traffic Circle take Rt. 11 North to Rt. 140 West in Alton.
(refuel gas in Alton) Follow Rt. 140 West from Alton 5.6 miles to Gilmanton Iron Works.

HOW TO GET FROM GILMANTON IRON WORKS INTO GRISWOLD SCOUT RESERVATION:

During Summer Weeks 1, 3, 5 or 7 (about 15 minutes away) from Rt. 140 (or September to June, off-season):

[NOTE: Crystal Lake Rd. is .3 miles west of intersection at Elm St. & Rt. 140 – Iron Works Market]
Turn onto Crystal Lake Road and immediately bear left to stay on Crystal Lake Rd – speed limit 25mph.
Follow Crystal Lake Road – 25mph max. (lake will be on right) – 3 miles until crossing the causeway.
After causeway, take second right onto Places Mill Road (will turn to dirt road in 200 feet).
From Places Mill Road, turn left onto Griswold Lane at Griswold Scout Reservation entrance sign.

During Summer Weeks 2, 4, 6 or 8 (about 15 minutes away) from Rt. 140:

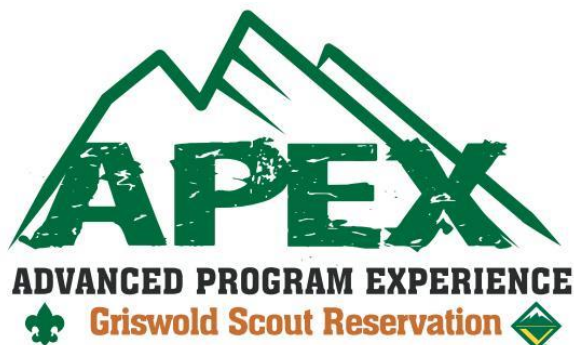
[NOTE: Crystal Lake Rd. is .3 miles west of intersection at Elm St. & Rt. 140 – Iron Works Market]
Turn onto Crystal Lake Road and immediately bear right onto Mountain Road – speed limit 25mph.
Follow Mountain Rd – 25mph max. – for 1.2 miles to a stop sign. Turn left and travel 2.4 miles more.
While still traveling on Mountain Road after the stop sign, Mountain Rd will become Avery Hill Road.
From Avery Hill Road, turn left onto Places Mill Road. (will turn into a dirt road in .8 miles)
From Places Mill Road, turn right onto Griswold Lane at GSR entrance sign at .9 miles.

From Main Entrance, 15mph max. on Griswold Lane: 1.2 miles to Hidden Valley; 3 miles to Camp Bell.

Can't Wait Until Summer? Check These Options Out:

Available to individual Scouts or Venturers... buddy-pairs, Patrols, Troops or Crews!

Email: apex@nhscouting.org.



APEX at GSR: 4th Saturdays of Months w/no School Vacation Week

Friday Fellowship (optional) the 4th Friday night of every month

FF includes: Casual campfire, dinner, friends and a bunk in a cabin

Saturday Program runs 8:45am – 5pm

Open activities include working on Rank Advancement and MB Partials

Various program areas are opened based on the theme of the month

Day-long activities & advancements are announced around the theme

APEX BREAKS: Multi-Day Programs during School Vacation Weeks

Multiple days of fun based on a certain theme... with advancements, too!

- a. **October 21-22, 2016 APEX at GSR: HEIGHTS!**
COPE, Climbing, Bouldering, Hiking, Backpacking, Bird Study, Aviation
- b. **November 25-26, 2016. APEX at GSR: WILD WEST!**
Archery, Rifle, Shotgun, Pistol, Tomahawks, Pioneering, Cooking, Native American Pow-Wow
- c. **December 27-30, 2016. APEX at GSR: HOBBIES & GAMES! (vacation week)**
Skating, Snow-Tubing, Snow-Shoe making / using / keeping, Extreme Leatherwork, Video Games
- d. **January 27-28, 2017. APEX at GSR: WINTER DERBY!**
The winter version of Hidden Valley Ironman! Shooting Sports, tons of zany winter competitions!
- e. **February 26-March 1, 2017. APEX at GSR: SNOW-SPORTS 1 (school vacation week)**
- f. **February 28-March 3, 2017. APEX at GSR: SNOW-SPORTS 2 (school vacation week)**
Choose which half of the week you want – or – stay for both for a reduced rate!
Skating, Skiing / Boarding, Snow-Tubing, Snow-Shoe making / using / keeping, Games, Sledding
- g. **March 12-15, 2017. APEX at GSR: COLLEGIATE BREAK 1 (college break)**
- h. **March 14-17, 2017. APEX at GSR: COLLEGIATE BREAK 2 (college break)**
Choose which half of the week you want – or – stay for both for a reduced rate!
CPR & Wilderness First Aid certifications, Skiing / Boarding / Tubing, Career-Building, Friends
- i. **March 24-25, 2017. APEX at GSR: LAW & ORDER!**
Law, Crime Prevention, Public Speaking, Safety, Industry Emergency Responders and more!
- j. **April 23-26, 2017. APEX at GSR: SUS-STEM-ABILITY! (vacation week)**
- k. **April 25-28, 2017. APEX at GSR: SCREENS & SURVEYORS! (vacation)**
Digital Technology, Surveying, Animation, Graphic Arts, Sustainability, Programming
- l. **May 26-27, 2017. APEX at GSR: SURVIVOR!**
Outdoor 'escape the room' type adventures... winners receive discounts to summer camp!

GSR Service Days – Help Keep Our Camps Beautiful!



A Scout is Helpful... and 'leaves things better than he found it!'

Each month throughout the year features a GSR Service Day.

Service Days run from: 8:30am – 5pm

People of all ages are invited to attend to help keep our camps beautiful.

Projects for all ages and abilities are available.

Folks with advanced skills are asked to contact us for special projects.

This is a great chance to introduce new people to GSR.

This is a great way to give back to this very special place!

Come as individuals, family, friends, Staff, alumni or a whole Troop / Crew!

Dates and Registration Links for GSR Service Days

November 19, 2016 - <http://www.signupgenius.com/go/10c0a4daaa828a3fa7-gsrservice6>

December 10, 2016 - <http://www.signupgenius.com/go/10c0a4daaa828a3fa7-gsrservice7>

January 21, 2017 - <http://www.signupgenius.com/go/10c0a4daaa828a3fa7-gsrservice8>

February 18, 2017 - <http://www.signupgenius.com/go/10c0a4daaa828a3fa7-gsrservice9>

March 18, 2017 - <http://www.signupgenius.com/go/10c0a4daaa828a3fa7-gsrservice10>

April 15, 2017 - <http://www.signupgenius.com/go/10c0a4daaa828a3fa7-gsrservice11>

May 20, 2017 - <http://www.signupgenius.com/go/10c0a4daaa828a3fa7-gsrservice12>

June 3, 2017 - <http://www.signupgenius.com/go/10c0a4daaa828a3fa7-gsrservice13>