

GRISWOLD SCOUT RESERVATION



“THE LAND MADE FOR SCOUTING”

LEADER & PARENT GUIDE SUMMER CAMP 2026

SCOUTING AMERICA
NEW HAMPSHIRE
1500 BODWELL RD
MANCHESTER, NH 03109



GRISWOLD SCOUT RESERVATION
254 GRISWOLD ROAD
GILMANTON IRONWORKS, NH 03837

Important Dates and Contacts

***For Registrations, Payments, and Billing
(Business Paperwork):***

SANH Activities & Program Director
michael.farr@scouting.org

For Medical Paperwork/Forms, etc.:

gsr.medical@dwccamping.org

For Program Related Questions:

For Facilities and Logistics:

For All Other Questions:

Andy Aldous, Camp Director
andy.aldous@dwccamping.org

Griswold Scout Reservation:

Camp Office (June 15 – Aug. 16)
603-364-2900 (main line)

gsrsupport@nhscouting.org

[NOTE: Phones are not actively answered Saturday 11am until Sunday 1pm. Voicemails are automatically sent to the ticket system]

WEEK OF CAMP	DATES	PRE-CAMP MEETING
WEEK ONE	June 28 - July 4	June 15
WEEK TWO NYLT	July 5 - July 11	June 22
WEEK THREE	July 12 - July 18	June 29
WEEK FOUR	July 19 - July 25	July 6
WEEK FIVE	July 26 - August 1	July 13
WEEK SIX	August 2 - August 8	July 20
WEEK SEVEN	August 9 - August 15	July 27

PRE-CAMP MEETINGS WILL BE HELD ON ZOOM.

ACCESS LINKS CAN BE FOUND ON THE COUNCIL WEBSITE.

Links will not be sent via email.

Check-in begins at 6:50pm.

Adults may handle administrative matters in a separate, simultaneous breakout. The SPL & Adult Pre-Camp Meetings may be simultaneous and **should not** be attended by the same person / people.

PAYMENT DETAILS

All camp payment details can be found at <https://nhscouting.org/gsr/#gsr-details>

	Early Bird Fee Paid By 3/13	Full Fee Paid After 3/13 Before 5/31	Late Fee AFTER 5/31
Youth Resident Camp	\$590	\$610	\$635
Arrow of Light Crossover	\$565	\$585	\$610
Additional Adult Resident Camp	\$295	\$295	\$295
Provisional Youth Camper	\$590	\$610	\$635
National Youth Leadership Training	\$475	\$475	\$500
CIT Program	Free	Free	Free

2026 Program Area Fees

Program	Add-on Costs
Whitewater Experience @ Franklin Whitewater Park	TBD (\$85 in 2025)
Mountain Zipline Tour at Gunstock Mountain	TBD (\$85 in 2025)
ATV Program	\$50
Horsemanship MB	\$50
Single Block Horse Trail Ride	\$25
Shotgun Shooting	\$50
Motorboating	\$10

2026 Discounts

Discount Type	Amount
Sibling Discount* (see description below)	\$50
Multi-Week Discount** (see description below)	\$50

*Sibling Discount: Families with multiple campers attending either Griswold Scout Reservation or Camp Carpenter are eligible for a sibling discount. The first child pays the full camp fee, and a discount will be applied to each additional sibling. Please note: this discount does not apply to Den Chiefs or Day Camp.

Multi-Week Discount: Please see the chart below for the progressive discounts based on the number of weeks attending a SANH camp. **Discounts do not apply to NYLT, Den Chiefs, and Day Camp.

A Scout receives a \$50.00 discount for each additional week they attend camp. The Multi-Week Discount can be combined with the early bird discount if you register before the deadline.

MULTI-WEEK DISCOUNT CHART

One Week	Two Weeks	Three Weeks	Four Weeks	Five Weeks	Six Weeks	Seven Weeks
\$0	\$50	\$100	\$150	\$200	\$250	\$300

ADULT LEADERSHIP

Each chartered unit receives 2 free adults. This is to cover the minimum coverage required by SYT guidelines.

Adult leadership coverage at GSR is defined and charged as follows:

Full Time Leaders: Adults who remain in camp for the entire week of camp; this does include one full week of two or more rotating leaders. **Ex. Leader A arrives with the unit on Sunday and stays until Tuesday 10am, while Leader B arrives Tuesday at 10am and completes the week.**

Additional Leaders: Adults whose attendance is ‘above and beyond’ the required/recommended ratio of adults attending camp with their unit.

TO RESERVE A WEEK AT GSR

Please follow the directions below to reserve your week at GSR.

- The 2026 Online Camp Registration reserves a spot for your unit in camp and a detailed roster of your unit
- Your unit’s campsites will be assigned based on linked status, unit size, and week size.

CAMPSITE SELECTION

GSR will make every reasonable effort to ensure that campsites are assigned appropriately by the following criteria: linked status, unit size, and week size. Units will be notified of their campsites at the Pre-Camp Meeting. GSR reserves the option to relocate units according to the capacity of the campsites/camp and the size of the unit to meet the health and safety of all campers and staff.

REGISTRATION DEADLINES

- March 13, 2026 - \$100 deposit per Scout is due to qualify for the Early Bird Discount.
 - Once payment has been received registration for badges will be available.
 - As you become aware of youth/adult commitments please update your roster accordingly.
 - Should you miss this deadline, for any reason the early bird discount will not be applied.
- May 31, 2026 – Final Payments Due

PAYMENTS AND UNIT PAPERWORK

It is highly recommended that all copies of paperwork and receipts are held on to by the Summer Camp Coordinator, Unit Leader, or in Camp Leader. Online payments through the online registration system.

UNIT ACCOUNTS & PAYMENTS

It is expected that your Unit account will be paid in full by May 31st. This can be accomplished in 2 ways only:

- Make a unit payment in full through the online registration system
- Make individual payments by the parents in full through the online registration system

REFUNDS General Policies

- Required deposits are non-refundable.
- Unless otherwise noted, all cancellations by the participants will incur a 10% administrative charge.
- All cancellation requests must be made four (4) weeks or more prior to the start of each respective program or camping experience.
- In the event the Council must cancel a program or camping experience due to lack of attendance, mechanical failure at the camp, or something within its power, the Council will issue a 100% refund.
- Any fees paid to an outside vendor are subject to their refund policies, which may include forfeiting the fee. In this case, the Council is not responsible for any fees forfeited to an outside vendor.
- If a refund is approved, please allow 30 days past the end of the program or camp for the refund to be processed. Refunds will be paid in the same form of payment as the original purchase unless it is no longer feasible.

No refunds are available for cancellations made less than four weeks prior to the start of each session. Deposits are non-refundable as is money sent to another company for any additional activities.

Campers who do not show up to a session will not receive a refund.

No adjustment to registration costs will be made for campers who are tardy, absent from camp, or are restricted due to disciplinary reasons.

In the event of illness or physical ailment preventing participation in camp, a signed statement from a medical doctor or healthcare practitioner must be provided to Scouting America NH. Only an employee of Scouting America NH may authorize a refund, on a case-by-case basis. If one is granted, the participant will forfeit any deposits paid or in the event of a death in the family prior to the participant attending camp, please speak with the Camp Director, who may authorize a refund on a case-by-case basis. Unfortunately, if a death occurs while at camp, a refund cannot be given due to expenses already incurred.

Scouting America New Hampshire cannot refund payments when sessions are cut short or canceled due to circumstances beyond our control. These may include, but are not limited to, wilderness area closures, forest fires, flooding, or other climate and environmental hazards that would prevent us from providing a safe and meaningful experience for all participants.

[Note: Future reservations, advancement records and leader recognition will be available only after this reconciliation. Units owing money due to damages and or lost camp equipment must make final payment by Saturday before departure. We suggest each Unit bring the necessary means to make necessary payments. Over-payments will be refunded through the Council Service Center.]

CAMPER DEPARTURE & DISMISSAL

In the event of a camper leaving prior to the end of the week, the Unit MUST provide that information before or at the time of Check-In. When possible, please notify the camp 24 hours prior, so various paperwork can be gathered. The Scout, accompanied by an adult leader, will meet the individual at the camp's administration building. For campers to be released or picked up, permission must be indicated on the medical form and signed by the parent. At the time of departure, an in-camp adult leader must be present to verify all records and that all adults involved are approved.

Medical Forms and Information

Please plan to have all medical forms submitted no later than May 31st for all adults and campers attending camp. All forms must be submitted online through CampDoc at <https://app.campdoc.com>

Forms mailed in will not be accepted. DO NOT MAIL HARD COPIES.

As per standard Unit procedures, Unit leadership should maintain hard copies with them during any outing. Scouts registering individually as Provisionals, High Adventure participants, etc., must follow the same procedures as all Units.

New Hampshire law requires that all medications in camp must be in the original pharmacy container with the original pharmacy label. Pharmacy prepared pill packs are strongly encouraged for campers with three or more medications as this reduces the likelihood of a medication error. Pharmacy prepared pill packs meet the “original pharmacy container with original label” requirement. Home prepared pill containers (i.e. daily pill boxes) do NOT meet this requirement. The camp will not accept any medication that is not in its original pharmacy container with the original label.

All medications, both prescription medications and non-prescription medications (Tylenol, ibuprofen, naprosyn, etc.) must be stored with and administered by camp medical staff. Topical non-prescription medications (creams and ointments), epinephrine autoinjectors and asthma inhalers are the only exceptions to this rule. Epinephrine autoinjectors and asthma inhalers must still be labeled with the original pharmacy label but may be possessed and administered by the youth or adult unit leadership. Youth members with an epinephrine auto injector or asthma inhaler must come to camp with a signed authorization, which can be found at: <https://nhscouting.org/wp-content/uploads/2019/07/epi-pen-inhaler-form.pdf>.

Because these requirements are set out in state law and department of health and human services regulations, the camp is unable to provide any exemptions or waivers to these requirements. Adults or youth who arrive with medications that do not meet these requirements will not be permitted to start camp until the medications are brought into compliance with the state requirements.

Scouting America policy states "All medication is the responsibility of either the individual taking the medication or that individual's parent or guardian." and "An adult leader, after obtaining all the necessary information and permission, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but the Scouting America does not mandate or necessarily encourage the leader to do so." Based upon this policy, neither unit leadership nor medical staff will force a youth member to take their medication. Any youth member who cannot be voluntarily medicated in accordance with their medication regimen as listed in CampDoc will have a parent contacted to bring the youth into compliance with their medication regimen. If the parent cannot bring the youth into compliance with their medication regimen they will be required to remove their youth from camp.

“Medication holidays” are not to be conducted at camp. It is not fair to that participant, other participants, or the unit leadership.

Clarification on state regulations regarding administering medication.

If they are on the camp medical staff:

1. Any physician (MD or DO), nurse practitioner (APRN), or nurse (RN or LPN) can administer medication to participants (adult and youth) based upon their license (as long as their license is valid in New Hampshire), with no further training required.
2. Any individual can administer medication to participants (adult and youth) if they have taken the American Academy of Pediatrics (AAP) Medicine Administration in Early Education and Child Care (<https://www.aap.org/Medication-Administration-in-Early-Care-and-Education-Settings-2024>).

GSR considers registered troop leadership volunteer camp staff for this purpose. And we encourage at least one adult to take the above training.

Family Resources

PROVISIONAL CAMPING

Haven't had enough GSR? We don't blame you! Come to camp without your unit! Earn more merit badges, do more programs, and do everything you would do with your unit! Camp and make friends with Scouts from across New England! The fun does not end! If your unit would like to host a provisional camper, please indicate that on your Black Pug registration.

Remember, you don't need to come with your unit to be a Provisional Camper. Many campers are from units who don't attend Griswold Scout Reservation during the summer but wish to attend a camp with a great program and quality staff.

COUNSELOR IN TRAINING

WHAT IS IT LIKE TO BE ON GSR STAFF? NOW YOU CAN FIND OUT!

Want to learn the magic that goes on behind the scenes? Want to learn and advance your leadership skills? 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! CITs must attend Staff Training Week from June 21 to June 27 2026. Then they can participate in as many camp weeks as they would like, the more the better the experience. During this first week, CITs will participate in regular camp staff training as well as participate in some CIT specific activities. In the CIT's remaining weeks, they are assigned to one specific area each week where they will 'practice teaching' and see whether becoming a future staff member is right for them!

Over the age of 16? Consider joining our staff! GSR is always looking for qualified, enthusiastic individuals of all ages to join our staff! No Scouting experience required!

TRADING POST

The Trading Post stocks various GSR souvenirs, including patches, hats, shirts, etc. The Trading Post carries various basic camping gear like flashlights, batteries, and knives. The Trading Post is most well-known for its large assortment of snacks, candy, cold drinks, and ice cream!

We recommend adult leaders help Scouts budget and manage their finances, as budgeting and personal management are values every Scout should learn. The Trading Post will be open on Sunday arrival for parents and family members!

SUMMER CAMP PACKING LIST

PERSONAL GEAR WEEK-LONG

Feel free to make a copy of this document and personalize it to fit your needs

- Extra Shirts (Long Sleeve Needed For Some Programs)
 - Extra Pants (Pants Needed For Some Programs)
 - Extra Shorts Extra Socks
 - Extra Underwear
 - Class-A Scout Uniform (worn for dinner every day)
 - Jacket
 - Sleep Wear
 - Laundry Bag
 - Sneakers (**no open toe shoes!**)
 - Over-the-Ankle Hiking Boots (Needed For Some Programs)
 - Extra Towel
 - Toiletries (Washcloth, Soap, Comb, Shampoo, Toothbrush, Toothpaste, Deodorant, etc)
 - Sleeping Bag
 - Bug Net
 - Pillow
 - Handkerchief
 - Scout Handbook
 - Pocketknife - Must have completed Totin' Chip (No Sheath/Fixed Blade – 2-1/2" blade or less)
 - Watch
 - Extra Batteries
 - Sturdy Day Pack (**no draw-string bags**) bring with you on Sunday packed with:
 - Swimsuit (*see appropriate swimming attire note*)
 - Swim Shirt
 - Swim Towel
 - Water Bottle(s)
 - Flashlight (Check Batteries!)
 - Bug Spray (Non-Aerosol)
 - Sunscreen (Non-Aerosol)
 - Personal First Aid Kit
 - Wallet & Money
 - Rain Gear
- Add to Day Pack on MONDAY:**
- Notebook, Pen, Pencil
 - Materials for your merit badge classes
 - Completed Prerequisite information
- OPTIONAL:**
- Swim Goggles/Swim Ear Plugs
 - Sunglasses
 - Compass
 - Songbook
 - Musical Instrument
 - Nature Books
 - Prayer Book
 - Fishing gear & bait

Sunday Arrival: Upon arrival at camp, we will take our swim tests before we go to the campsite. Pack your swimsuit in the day pack you bring with you on Sunday. **Do not pack your swim gear in your trunk** or you will not be able to take your swim test.

Appropriate Swimming Attire: Swimsuits should be comfortable, functional, and modest. For males, swim trunks or board shorts are appropriate along with a swim shirt. Modest tankinis or one-piece swimsuits for females. Inappropriate swimwear includes swim briefs or swim bottoms short enough to allow exposure and bikinis.

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

CONSIDERATIONS FOR PROGRAM AREAS	
Walking around camp	Sturdy Shoes, Daypack, Water
Aquatics	Bathing Suit (One-Piece Suit for Females, Swim Shirt required for Males), Standard Clothing, Towel, Personal Goggles (Optional)
Blacksmithing/Welding	Long Pants & Long Shirt
Shooting Sports	Shot Cards (Shotgun Only)
Fishing	Fishing Pole & Tackle
Hidden Valley Ironman	Comfortable running, swimming, and active clothing.
OA Day/Venturing Day	OA Sash/Venturing Uniform

LEAVE AT HOME

Cell phones, iPods, laptops, tablets, MP3 players, electronic games, pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, squirt/nerf/airsoft or paintball guns, radios, televisions, walkie-talkies, 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

Packing Tips and Camp Rules Related to Gear

- **Pack your swimsuit and towel in the day pack you bring on Sunday - NOT YOUR TRUNK!!** We will take our swim tests before we go to the campsite. Do not pack your swim gear in your trunk or you will not be able to take your swim test.
- **Be sure your scout packs their own gear** - It will be important that they know where to find what they need themselves. You can help them be organized by placing clothes in zip lock bags labeled for each day.
- **Label Everything** - Label gear, camp trunk/duffle, children, etc. with "**Scout Name - T-##**"
- **Class A Uniforms** will be worn at dinner daily. Casual clothes all other times. Please be sure t-shirts, hats and clothing are Scout appropriate (ie. No Beer logos, unscout-like images or sayings)
- **Appropriate Swimming Attire** - For males, swim trunks or board shorts are appropriate along with a swim shirt. Modest tankinis or one-piece swimsuits for females.
Inappropriate swimwear includes swim briefs or swim bottoms short enough to allow exposure and bikinis.
- **Comfortable shoes (No Open Toe Shoes)** - There will be a lot of walking. A second pair in case one gets wet is highly recommended. Open Toe Shoes such as flip flops, crocs or sandals are **not** permitted for walking around camp.
- **Bug Net** - GSR can get quite buggy and this is critical for a good night's sleep. See below for suggestions.
- **Storing Gear** - We suggest a short trunk or bag that will slide under the cot they will sleep on, so the tent is not too jammed with gear. (see below)
- **Sturdy Day Pack** - Having a sturdy day pack to carry items as you travel around camp is important. Do not use a drawstring bag as these do not survive the rigors of camp.
- **Transporting Gear** - We are only permitted to bring one vehicle out to the campsite with gear before scouts start to arrive at camp. We will set up a meeting place and time to collect gear and deliver it to the site for you. Otherwise, Scouts should be prepared to carry the gear a good distance uphill to the campsite. Parents are not allowed up to the campsites.
- **Trading Post** - Scouts love to swing by throughout the day and we usually let them get a snack or slushie. Scouts are responsible for carrying their own money for the trading post.
- **NO ELECTRONICS** - **No phones**, no gaming devices, etc
- **NO FOOD/ NO SODA** - **FOOD IS PROHIBITED IN CAMPSITE** and attracts unwanted wildlife into tents

Mosquito Netting We'll be staying in open-walled canvas tents without built-in mosquito netting. Scouts will want to bring their own netting in order to sleep comfortably at night.

Pop-up mosquito nets are available from several different vendors ([including Amazon](#)) for about \$55. The cost is a bit more, but you get easy setup and versatile use because it is self-supporting.

Suspended nets can be found from camping stores and at Army surplus stores. Cost ranges between \$15 and \$40 depending on quality. Look for one that has enough length to go completely under the cot to prevent insects from coming up underneath it.



Foot Lockers A plastic tote will allow your scout to keep their gear dry and secure, while making searches for that one special item a bit easier than when they use a backpack. The photo at right is of a typical model [at WalMart](#) for around \$35. There are many similar versions..

It should fit in their tent under the bunk. To easily slide under a cot, it should be no more than 14 inches tall.



MISSING HOME

Studies have shown that as many as 83% of campers between the ages of 8 and 16 will become homesick during some point of their stay at camp. Homesickness can take many forms and includes (but isn't limited to) headaches or sore throats, not eating, or crying. It is important for adult leaders to Be Prepared for the possibility of one of their Scouts becoming homesick. (It is also important to remember the 'homesick parent' syndrome... most often seen with 1st Year campers away from home for the first time. Don't let the parents get clingy!)

The parents and Unit Leader can and should prevent most homesickness problems BEFORE arriving in camp. Camp is an immersion experience designed to build self-reliance...not to be feared or given 'opt-out' strategies.

BEFORE CAMP

- Have parents read – carefully – the section on Missing Home in the Leader Guide.
- First and Second year scouts are the most likely to miss home during the week. Try to include them on at least two or three weekend camping trips before coming to camp. Not only does this provide scouts with the valuable experience of being away from home and camping, but it also allows them to get to know those in their troop better.
- Provide time during meetings for scouts to discuss what camp is like with peers and troop leaders.
- Encourage parents to calmly reassure their Scout, and to discuss camp with them ahead of time. Remind parents not to offer sentiments like “honey, if you don't like camp, you can always call us, and we'll come get you.” Educate all parents (especially) and youth that calling home from camp will not happen.

DURING CAMP

- First and foremost, we are always happy to help with scouts who are missing home, but we will not interfere until a Unit Leader asks us. FEEL FREE TO ASK! There are many trained staff that deal with homesickness from week to week who are glad to help. Be patient!
- Separate missing home campers! Missing Home is contagious! Scouts can feed off each other's misery. For this reason, keeping missing home scouts separate from other missing home scouts is important! At the same time, it is important to make sure that missing home scouts have friends around them who can help keep their minds off being upset.
- Try to discover exactly what is bothering your scout. Children can miss home for various reasons including missing their parents, not liking the food, being picked on, not sleeping well, etc. Once you discover exactly what is bothering your scout you can work to fix it! The solution most often does NOT involve 'giving them what they want.' Consult the camp staff for assistance/advice.
- Slow times can be the toughest for missing home campers. They tend to focus on missing home and this can make it worse. Try to keep your scouts busy or focused on other things throughout the day. Set goals for activities later that day/night or in the subsequent days to come.
- Don't make promises that you can't, won't or shouldn't keep! This will only compound the problem. Don't offer bribes to scouts for staying in camp, this sends the wrong message to children. The real reward should be the pride and confidence of surviving the week. Also please consult the staff BEFORE using the phone for any missing home “emergency!”
- Be sure not to berate or tease Scouts for missing home. These are legitimate emotions and must be respected as such!
- In most cases, Tuesday and Wednesday are the most 'missing home-prone' days at camp for a young Scout. Be sure to keep them active and looking forward to the many activities yet to come.

Unit Leader resources

BEFORE CAMP

- Read Leaders' Guide thoroughly. Be aware of its content. Share and discuss regularly with your Senior Patrol Leader (SPL) or Crew President and supporting adult leaders.
- Familiarize your Troop / Crew with the camp, its current offerings, and policies.
- Meet with your youth. Learn their desires for advancement; empower the SPL / President to solicit program interests (both new & old); guide all to make decisions which meet their age-appropriate needs.
- Assist Summer Camp Coordinator in updating families about summer camp. Communicate all offerings.
- Gather individual program choices from youth and submit them to your Camp Coordinator by the end of March.
- Make certain your Camp Coordinator submits paperwork to camp before March 31. Keep Unit copies.
- Assist with gathering Scout & Adult's medical forms. Submit to Camp Coordinator and make certain these are inputted into the medical form system by **May 31**. Keep (and bring) a copy of the original medical form from your Units' records.
- Assist Camp Coordinator w/ payments online – according to the payment schedule.
- Alert and discuss any food allergies/concerns with the camp's leadership / Food Service by May 31st.
- Review Check In / Check Out Procedures with your youth's parents.
- Finalize each youth's payment to the Unit's camp account by **May 31st**. **Checks will not be accepted, and payment must be done via the registration system.**
- Attend with your SPL / President the Pre-Camp Program Planning Meeting 13 days prior to arrival at camp via Zoom.
- **Attend as many Scouting America New Hampshire Camp Director Chats as possible to stay up to date on all things camp!**

DURING CAMP

- **Please arrive during the scheduled time indicated by the Camp Leadership during your Pre-Camp meeting.** You may bring one vehicle (with trailer) to/from your campsite once from the times of 9am to 11am, if desired. There will not be any staff, facilities, or programs offered during this time. Trailers may remain on site for the week.
- Meet with your assigned tour guide when your unit has completely arrived to confirm roster, collect needed information, **check in all youth and adult medications with our medical team**, and receive your week's wristbands.
- Frequently meet with your Commissioner who is your liaison for any site needs, equipment available and new program opportunities. Allow/invite your Commissioner to assist your Unit throughout the week.
- Consult the Program Director with any program needs or questions.
- Review with your SPL and Unit all the health, safety and sanitation requirements at camp, fireguard plan and chart, troop bulletin board, emergencies in camp, Trading Post and feeding procedures. Consult your Commissioner with any questions.
- See that Scouts/Venturers are getting program advancement, Patrol/Troop/Crew activities, individual time, and camp wide events at age-appropriate levels.
- Empower the SPL/President to enact and utilize a Duty Roster for the week.
- Attend Leader Meetings. Check with your Commissioner for times and locations.
- Close your camp experience by following the Check-Out Procedures Sheet.
- Complete a camp evaluation or survey prior to leaving camp.
- Be sure all medications are picked up for your Unit before departure.
- Be certain at least two adults remain in camp until all Scouts/Venturers have been picked up on Saturday.

Two registered adult leaders 21 years of age or over are required at all Scouting activities, including meetings. There must be a registered female adult leader 21 years of age or over in every unit serving females. A registered female adult leader 21 years of age or over must be present for any activity involving female youth. Notwithstanding the minimum leader requirements, age- and program-appropriate supervision must always be provided. All adults accompanying a Scouting unit who are present at the activity for 72 total hours or more must be registered as leaders.

TELEPHONE & MESSAGES

If we receive an incoming call at our Griswold Communications Center, a message will be placed in your unit's mailbox. In the case of an emergency, the message will be hand delivered. The main camp lines are for emergency or business use, only. Please discourage your Scout's parents from the need for updates. "No news is good news" works best! Please help us preserve the 'total immersion experience' by eliminating the need for contact with family members while in camp.

Emergency Phone Number Griswold Scout Reservation: 603-364-2900

CELL PHONES

With the new day and age, GSR Leadership recognizes the necessity of pre-approved use of cellular devices. We ask that cellular devices are used by youth in approved settings such as appropriate research for merit badges and digital merit badge pamphlets. SYT must still be in effect with cellular devices and remain out and away from bathrooms, changing houses, and shower houses. Any violation of this can result in a conversation with GSR Leadership as well as immediate dismissal from GSR.

Adults may use their cellular devices, however, out of sight out of mind is a great mantra. We appreciate your dedication to the program, taking time off from work, and taking time out of your lives, however, we are in the wilderness of GSR and want to maintain the camp experience for all.

Staff will be on their cellular devices to update daily advancements for your unit. If it is noticed, heard of, or a blatant issue, please follow up with a conversation to their area director or program director. Please do not address the staff member directly, especially in the middle of the session.

WI-FI FOR ADULT LEADERS

Adult Leaders will find Wi-Fi available in various locations around camp. Leaders are responsible for providing their own computer/device to access the Wi-Fi service. Like the cell phone and smoking policies, Wi-Fi usage is not for Scout usage unless approved by the prior mentioned Cellular Device Policy. When possible, please use the internet in a way which will least interfere / distract other activities.

ADULT LEADER ACCOMMODATIONS

Adult leaders are encouraged to do any business work in the Administration Buildings, Coffee Corral, and other work spaces, outlets, and Wi-Fi are available in these spaces. Please keep the space neat, and be respectful to other adult leaders using the space. Anyone in need of electricity for medical devices such as CPAP machines must notify camp leadership in advance so accommodations can be properly met.

MAILBOXES

Units may receive various packages and/or mail throughout the week. Units can pick up any mail or packages at the Gilbert Dining Hall or Administration Building.

PROHIBITED ITEMS

- Alcohol possession (internal or external)
- Firearms, weapons, or un-Scout-like devices
- Fireworks, loud noisemakers, canons, etc.
- Drugs / Medications (if not in CampDoc and properly stored)
- Unauthorized generators
- Unauthorized vehicles of any kind
- **Unauthorized bikes (or bikes w/o safety gear)**
- Firewood not collected or provided at camp
- Chainsaws
- Un-Scout-like logos, slogans, designs, etc.
- Pets
- Open-Toed Footwear
- Obscene & Questionable material/photographs. This includes anything viewed on a personal electronic device

STOVES, LANTERNS & FUELS

Due to the potential danger involving storage of fuels used in camping lanterns/stoves, you must plan with your Commissioner to store fuels in a safe place. Heat-producing lanterns may never be hung in tents. Fuel of any kind must be declared to the commissioners. Both lanterns and stoves must be used under adult supervision. **PLEASE: NO FLAMES IN TENTS. NO EXCEPTIONS.**

WILD ANIMALS AT GSR

Griswold Scout Reservation is a 3,500-acre wilderness area that is the home of many wild animals from chipmunks to fisher cats to black bears. To maintain safety for all, we mandate all campers/leaders observe these guidelines:

- No food in tents at any time
- Please use the 'Greenlee' for storage of food items
- Be careful of smellable such as deodorants and soaps
- Never feed animals or leave food for them
- Any abnormally acting animal should be reported to the Administration Building immediately.
- Keep away from such animals regardless of their size.

FIREWOOD

No firewood may be brought onto GSR property from off site. Please help control invasive species!

HEALTH & SAFETY

Our Commissioner Staff will provide training and supplies for the purposes of keeping your campsite and shared camp facilities (e.g.: shower houses, etc.) clean. Also, each campsite will be monitored daily for health & safety trends and upkeep.

TRASH CANS & PICKUP

HELP KEEP OUR CAMP CLEAN. A trash can is provided by each campsite sign. Please leave it by the road so it can be emptied by the Commissioner Staff. This will also keep animals from coming into your campsite. Trash is picked up after dinner each day. Trash cans are also located throughout camp. Please don't litter!

LATRINES

Every campsite on the reservation has a latrine. Each latrine has multiple, individual locking stalls for toilets, as well as a urinal. Every latrine has a wash basin for washing hands only. A spigot is also attached. It is the unit's responsibility to keep the latrine clean. Various cleaning supplies will be found at your unit's latrine. Please contact your Commissioner with questions or concerns.

SHOWER

South Shower house (Near Campsite Saco)

North Shower house (Near Campsite Buley)

Please be good to our Shower Houses. Always leave things "better than you found it." In addition to each person doing their part, a duty roster will be issued in camp assigning units their turn to clean shower houses and other central facilities (e.g.: Visitor's and Dining Hall bathrooms and Shooting Sports latrine, etc.). A Scout is clean! Do your best!

From dinner dismissal to 10pm, we will have adult leaders stationed at each shower house to ensure SYT is followed. A duty roster will be presented during Sunday for all adults to sign up for a spot. Many hands make light work.

FOOTWEAR

Bare feet are only allowed in your tent, the shower and at one of the waterfronts. Everywhere else: YOU MUST WEAR CLOSED-TOED SHOES! This includes walking from the Main Waterfront across the parking lot to the Visitor's Bathroom!

COUNCIL KNIFE POLICY

Knives may be used around camp, as warranted. Proper ax-yards and Totin' Chip rules should be followed. Proper use and care will be regulated by the unit leadership; however, the camp staff has the right and responsibility to intervene should they witness any unsafe or prohibited actions.

APPROPRIATE SWIMMING ATTIRE

Swimsuits should be comfortable, functional, and modest. For males, swim trunks or board shorts are appropriate. Modest tankinis or one-piece swimsuits for females. Inappropriate swimwear includes swim briefs or swim bottoms short enough to allow exposure and bikinis.

SCOUTS AND ADULT LEADERS WITH DISABILITIES

Any special accommodation request must be made in writing by May 31st to GSR Leadership. GSR will do its best to assist but can make no guarantees.

ARE YOU & YOUR SCOUTS IN SHAPE?

Each day's program demands extensive walking over very, very hilly terrain. You will be required to pack gear to your campsite. Very limited vehicle transportation will be available for certain program activities, however anyone attending camp should be prepared to walk to any and all programs. Any exception to this policy must be discussed and authorized by the Reservation Director in writing by May 31st.

LOST & FOUND

PLEASE LABEL ALL OF YOUR GEAR WITH NAME AND TROOP NUMBER. GSR or SANH is not responsible for lost or stolen items. During the summer, GSR collects clothing items as well as valuable items at the Administration Building. When the summer ends, items are donated or disposed of immediately. Please ensure your Scouts are not missing anything prior to dismissal!

BUDDY SYSTEM

We always use the Buddy System at GSR. This is a great chance to make new friends and stay safe, too! Please encourage all scouts to use this system at all times, especially when traveling to areas such as Chase Waterfront or the STEM pavilion. Mixed gender buddy pairs are NOT permitted. Per Scouting America policy, mixed gender buddies must be triples or larger.

FISHING LICENSES

All bodies of water at GSR are subject to New Hampshire rules and laws regulating fishing. Anyone wishing to fish who is 16 years of age and older is required to possess a NH Fishing License. Licenses are NOT available at camp.

PROMOTIONAL PHOTOS

We are always taking photos and film throughout the summer season for camp promotional purposes. If you or any members of your unit have objections or privacy concerns, please make sure to indicate this on the Medical Forms Consent Page (Part A) and notify the Camp Leadership so we can honor your/their wishes. Also, if your unit is willing to share any pictures it takes, we would love to have a copy of them! We're always looking for pictures that capture our Staff in action...or to add to our promotional materials! Thank you!

BIKES

Helmets must be worn at all times, in accordance with the Guide to Safe Scouting. Some roads are restricted for motor vehicle use. And some trails are designated for pedestrians only. Please check in with camp staff.

Reminder: the "Bell Highway" (Griswold Ln.) is for vehicle use only, not hikers or bicycles (safety first)!

DAMAGE, GRAFFITI & VANDALISM

In case of damage, notify the Camp/Reservation Director immediately. There is to be no defacement or unauthorized alteration of buildings, picnic tables, tents, trees or any other structures and equipment in camp. For example, the replacement cost for just a canvas tent could be as high as \$850. Such vandalism will be charged as needed to the unit(s) involved and must be paid before departure. There should be absolutely no cutting or damage of trees.

COMMISSIONER SERVICE

Every unit has their own commissioner! Get to know them! Your commissioner is your 'host' and link to information at camp. Use them to seek advice, and assistance while at camp. Your commissioner will pay daily visits to your campsite, ensuring health and safety! Feel free to ask them any questions, they are extremely knowledgeable!

CAMPSITE INSPECTIONS

At some time during the morning, a member of the Commissioner Staff will visit and inspect your campsite and record comments on the Daily Campsite Inspection Sheet that you will have posted on your bulletin board. The intent is to aid you in keeping a safe and clean campsite, not to "nit-pick" your standards of "camp-keeping".

QUARTERMASTER STORE & SUPPLIES

The Commissioner Service will provide you a list of items available at the Quartermaster Store. Toilet paper may also be obtained from your Commissioner or the Dining Hall Director. Other cleaning supplies, American Flags, brooms, axes, saws, service project tools, Dutch Ovens, etc. are available from your Commissioner. All unused supplies and loaned equipment must be returned by Friday. Please also see the Unit Packing List for suggested items to bring from home. Find a Commissioner before/after every meal, before/after every adult or SPL meeting or by having the Administration Building call him on his/her radio!

UNIT PHOTOS

GSR will be working with a photographer for our Troop Photos and information will be provided at the Pre Camp meeting.

UNIT & PATROL FLAGS

Don't forget to bring your unit flag to camp! Your Troop/Crew will assemble behind your unit flag daily on the parade field. And don't forget your Patrol Flags! Always use the Patrol Method! Since you brought them, don't forget to bring them back! These can be stored in the troop flag posts located in front of Gilbert Hall.

PARKING & VEHICLES IN CAMP

Carpooling is highly encouraged! All vehicles must remain on main roads and park in designated areas. Do not block or park alongside roadways. **The speed limit on camp roads is 15 mph.** Campers under age 18 are not permitted to drive other youth or adults. **Only authorized vehicles (one per unit) will be permitted to campsites on Sunday arrival, and must be removed from the campsite by dinner. Any personal vehicles staying at camp overnight can be parked in the Ecology parking lot, or elsewhere as designated by camp leadership. During the week, the only road accessible to personal vehicles is Griswold Lane.**

MULTI-CAMP PROGRAMS & TRANSPORT

Unless part of a published and prepared program at the Reservation, campers should remain on the Dining Hall side of the Reservation. **Reminder: the "Bell Highway" (Griswold Ln.) is for vehicle use only, not hikers or bicycles (safety first)!**

HIKING AROUND GSR

GSR has over 3,000 acres in the Belknap Mountain Range, with beautiful hiking trails of varying lengths and difficulty. We encourage units to hike and explore! **However, you MUST file a trip plan at the camp administration building.** This is crucial for accountability.

QUIET HOURS

A Scout is Courteous. **Quiet hours are from 10:00pm – 7:00am.** Taps are at 10:00 pm each evening Reservation-wide. These hours are in effect both in the main camp and in the backcountry. There should be no loud noises or other noisy events to disturb others. **All Scouts should remain in the campsite until Reveille.** All is quiet. Leaders are responsible for their unit's conduct. If your Troop plays Reveille or Taps, it must be sounded at 7am and 10 pm, respectively, with no variance.

CPAP/POWER

In the event an adult leader requires power for a CPAP machine, or something similar, please consult the Camp Leadership prior to your arrival as GSR may be able to assist.

SMOKING

Per New Hampshire State Law and Scouting America National Policy, smoking is reserved for adults aged **21** and older, only. Smoking may never be within sight, smell, or knowledge of an under-18-year-old. This includes e-cigarettes and vaping, as well. Designated smoking areas will be assigned in camp. Smoking may never take place in a building or tent.

EMERGENCIES IN CAMP

The camp staff has undergone extensive training to prepare for any emergency that might arise in camp. The camp has emergency phone numbers posted near all phones; radio communication throughout the reservation; a written agreement with the local rescue squad and the local hospital; fire equipment and first aid materials and a working relationship with the local Police, Fire and Sheriff Departments.

During an emergency, your responsibility is for YOUR Troop / Crew. Let the camp staff handle the emergency.

In the event of a major camp incident during your week, please discourage people from calling the camp. Those directly involved will be cared for and their families will be notified immediately. All Unit Leaders will quickly be informed and can communicate with families.

EMERGENCY SIRENS / SIGNALS

GATHERING ALARM: When you hear a swooping siren, report to:

Parade Field @ Gilbert Hall
Some programs may have special procedures.

NON-GATHERING ALARM: When you hear single repeating tones, **report to the nearest Program Area.** Note: In the event another method of alarm is used to notify you, follow the directions of the Camp Staff.

ALL CLEAR: Three long and distinctive blasts of the siren. Return to regular camp operations.

EARTHQUAKE

First check your surroundings for dangerous situations.

Avoid hazards such as falling debris, fallen utility lines, or cracked water/gas pipes

Proceed immediately to an open area free of hazards; Vacate buildings; Stay away from glass windows/doors.

Following the earthquake, units assemble as directed; take attendance; send leader to staff member with a two-way radio.

FIRE or FLOOD

Mobilize troops to a safe area. Send someone to the Camp Office and report the location of the fire or flood.

In the event of fire, no Units are to fight the fire in any way. In the event of a flood, always keep safe and together.

Res. Director, Camp Director and Rangers will spearhead operations. Evacuation, if required, will be led by local authorities.

ACTIVE SHOOTER OR THREAT TO SAFETY

Notify the Administration Building immediately (use radio or phone, as needed). If in the vicinity of the threat: RUN – HIDE – FIGHT.

Law Enforcement, Reservation Director, Camp Director, and Rangers will spearhead operations. Be patient; the event could last a while.

LOST BATHER OR BOATER

Upon signal, report as called and check attendance. Send a junior leader to a staff member and report attendance. Remain as directed until all clear is given.

LOST PERSON

Report the situation to the Camp Office at once! Res. Director, Camp Director and Rangers will spearhead operations.

PERSONAL ACCIDENT

Give immediate first aid.

Report an accident to the Camp Office.

The Health Officer will administer further first aid and/or make contacts for needed assistance.

SEVERE WEATHER / STORM

Check the daily weather report in the Camp Office, from Commissioners or at meals. Commissioners will alert unit leaders to impending weather conditions and procedures to follow. Whenever a severe storm occurs, everyone in camp should move into the closest secure building: [e.g.: Gilbert Dining Hall, Carter Lodge, Main Lodge, STEM Pavilion, Shower Houses, Latrines]. Avoid wide-open areas (e.g.: parking lots, parade fields, etc.) in an electrical or windy storm and avoid ground contact.

LIMITATIONS DUE TO EXTREME WEATHER

Always notify the Camp Staff if you wish to cancel an activity. We will help create a safe alternative for you. At least let us know where you are. If your Troop does not show up, we are uncertain of your whereabouts and unable to know if you are in need.

AQUATICS: All waterfront activities will be suspended under the direction of the waterfront director, or their designate at the signs of impending thunder and lightning storms. All campers, volunteers and staff will leave the waterfront safely under the direction of the staff. The director will open aquatic program activities when deemed safe.

BOATING, SAILING AND KAYAKING: All boating, sailing and kayaking activities will be suspended under the discretion of the waterfront director or staff leader in charge due to pending lighting storms, unsafe winds and waves. Campers and volunteers will follow the directions of the staff member in charge to bring boats ashore. The program will reopen when the staff leader feels conditions are safe.

COPE AND CLIMBING TOWER: At the direction of the COPE director the climbing tower and high and low elements will be evacuated pending severe electrical and lightning storm. Participants will follow the direction of the staff in charge. The program will reopen when deemed safe by the staff member in charge.

HIKING AND OUTPOST CAMPING: Weather conditions will be checked prior to starting the trip. Seek shelter from high points during electrical and lightning storms. Be aware of dangerous dead trees and branches during high wind alerts when picking campsites.

HORSEBACK RIDING: Follow the direction of the lead staff person during high wind and / or electrical and lightning storms. Dismount horses and follow the directions of the staff for care of the horses. Rides will be suspended by the staff leader if weather conditions will not allow a safe journey. The program will reopen when the staff members – in consultation with administration – determine those conditions are safe.

OTHER HAZARDOUS WEATHER CONDITIONS

Special consideration must be given to atmospheric conditions that may affect campers and staff. You will be alerted to any changes in schedule and program when the following conditions exist:

EXTREME TEMPERATURES OR HIGH HUMIDITY

Strenuous activities will be suspended and extra time at the waterfront will be made available.

SMOG ALERT

Those with breathing difficulties will be advised to subdue their activity levels.

SEVERE WEATHER WARNINGS:

Administration staff will monitor weather warnings. Commissioner staff will advise leaders. Remain out of ‘open areas’ during electrical storms.

POWER LINES DOWN

Keep all people at least 50 feet from the wire. Call or send two runners to the Administration Building to report the incident and location. Do not touch the wires with or without assistance from another object. If injury has resulted, do not move the person until the wire can be safely moved away from the person.

WILDLIFE IN CAMP

Griswold Scout Reservation covers roughly 3,500 acres and offers a wide range of exciting adventures including the opportunity to observe many types of birds, fish, and wildlife. Throughout camp you will see numerous animals especially squirrels, chipmunks, and common birds. Undoubtedly the opportunity to observe a raccoon, turkey, deer, moose, bear, or great blue heron will provide lifetime memories.

Animals often will be an exciting part of your adventures. Seeing them in their natural habitat is always a pleasure, but it is wise to remember that they are the permanent residents of the camp while you are the visitor. Treat them with respect, give them enough space so they will not feel threatened by your presence, and they will seldom present a threat to your safety. When an animal feels frightened, threatened, or trapped, it may fight for its life by attacking, scratching, and biting. In the event you are injured, seek help quickly as a doctor can best determine whether treatments will be necessary.

Avoidance of most wildlife can be summed up in one word: FOOD. If an animal doesn't find abundant food (or anything which, to them, smells curious like food does), it will move on. Most conflicts between people and wildlife are linked to careless handling of food or garbage. Learn to live responsibly with wildlife...in a way which also safeguards those around you now and tomorrow.

Young wildlife sometimes will stray from their parents and appear to be lost or abandoned. In most cases, however, the parents know where the youngster is. Taking in apparently lost or abandoned young usually does more harm than good. Wild animals are best left in the wild. If the animal is sick or injured, notify the camp ranger.

GENERAL WILDLIFE & HABITAT STEWARDSHIP

- Hike on designated trails only
- Keep a clean campsite
- Keep food and items with scent out of your tent
- Never approach or follow wild animals
- Avoid aggressive behavior
 - Walking directly towards an animal
 - Following an animal that has chosen to leave or circling or standing around an animal
- Do not feed wild animals
- Don't mistake a passive animal as a sign of safety
- Never tease or attempt to pick up wildlife
- Leave young animals alone; a protective mother is usually nearby
- Stay away from dead animals
- Notify the Camp Rangers, Camp Directors or Reservation Director of any animals acting strangely

Wild animals and insects can also transmit diseases. If anyone in the unit is bitten by an animal or has a suspicious bug bite. Please go to the nurse as soon as possible.

FOR ADDITIONAL INFORMATION OR ASSISTANCE CONTACT YOUR CAMP DIRECTOR OR RANGER.

HEALTH AND SAFETY

VERIFICATION OF NO-SHOWS

May 31st is the deadline for unit roster submissions. Arrival day in camp will verify this roster. During check-in, if someone does not show up, units must notify the Camp Leadership immediately. The Unit must attempt to reach the missing people immediately. If any missing person has not arrived or has not been heard from by the first meal after arrival time, the unit and the Camp Leadership must meet and make a shared plan for how to determine an action-plan. Accountability is essential for verification of no-shows.

IDENTIFICATION / WRISTBANDS

Your Troop / Crew will provide a camp attendance roster along with other necessary paperwork by May 31. During your check-in, your Unit will need to confirm your roster with your tour guide who will then issue wristbands based on campers present. These are to be worn on the right (i.e.: not left) wrist and must stay on for the entire week. Each person, whether Scout / Venturer or adult, will receive one wristband for the entire week. Please keep the color of the wristband intact or it will become invalid!

Wristbands serve two purposes in camp. The first purpose is safety and security. If you have a wristband on, all know that you belong in camp. If people come to camp and do not have wristbands, we all share in the duty to find out why they are in camp. The second purpose of the wristbands is they serve as a meal ticket for the entire week. Wristbands are checked as Units enter the Dining Hall during meals.

If wristbands break, please get them exchanged for new ones ASAP. Bring the broken wristband with you to the Administration building to exchange for a new one. Remember, all visitors must always check in and out of camp.

OTHER FORMS OF IDENTIFICATION

There are several approved methods of identification at Griswold Scout Reservation. These include:

- Wristband, with the correct color of the week, worn on 'right' wrist
- GSR Staff Uniform and ID
- GSR CIT Uniform and ID
- Easter Seals Staff Uniform (Easter Seal campers have a staff member as ID)
- Vendor with Vendor ID (e.g.: Coca Cola driver at the Trading Post, etc.)
- Special wristband for special occasion (would be announced in camp)
- Visitor ID or Wristband

(Visitor badges are worn on the outermost garment on the front torso (not on the belt or hat).

SIGNING IN & OUT

Any time an individual, youth or adult, leaves the property during the week, they must sign in and out at the camp's administration building.

VISITORS - RIGHTS AND ACCESS

Parents, relatives, and friends are welcome on Sunday from 1:00pm – 4:00pm. **All visitors, other than Sundays, must sign in at the Administration Building.** Visitors are not allowed to stay overnight unless they are currently registered with a Unit, must have valid medical form, and have paid for their attendance.

ELIGIBILITY

GSR resident camp programs are open only to paid, registered campers and registered leaders of approved age brackets invited to any given program. Other guests will need permission of the Camp Director regardless of any potential relation to eligible people attending camp. Conservation Easement guests visiting the property – who are not Scouting America-registered – may be restricted from areas where registered youth, adults and staff are located.

SAFEGUARDING YOUTH

Safeguarding Youth Training is required to be current for all adults present at any Scouting America activity. Written proof is necessary. **GSR holds each unit responsible for only allowing currently certified people to participate in activities.** These policies have been adopted by Scouting 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 'gray area' scenarios (e.g.: SM Conferences, etc.).

NO ONE-TO-ONE CONTACT

No adult may ever contact 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 SYT.

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

YOUTH LEADERSHIP MONITORED BY ADULT LEADERS

Adults will always monitor and guide youth leadership techniques to ensure Scouting America 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 and gear must meet Guide to Safe Scouting parameters and be free of un-Scout like logos, slogans, etc.

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 agree to zero tolerance for abuse in the program and to report suspected cases of abuse.

REPORTING VIOLATIONS OF SAFEGUARDING YOUTH

If you have reason to believe any of the Scouting America's Safeguarding Youth policies, including those described within Scouting's Barriers to Abuse have been violated and that a youth was put at risk you must notify the Scouts First Helpline, make a report, notify the Reservation Director, and notify the local Scout Executive so that he/she may take appropriate action for the safety of our Scouts. Discuss allegations or reports of abuse only with proper authorities, the Scout Executive, and the Scouts First Helpline. This will help prevent rumors, speculation, and misinformation from being disseminated.

Scouts First Helpline – 1-844-SCOUTS1 or 1-844-726-8871

PREVENTING UNAUTHORIZED INTRUDERS

Camp staff and volunteer leaders play a primary role in preventing the intrusion of unauthorized volunteers or guests at camp. The following procedures will be implemented at camp to prevent intrusions of unauthorized visitors from escalating to Safeguarding Youth issues.

- All leaders and campers are instructed to wear the identification wristband (or identification card) supplied to them upon arrival. Camp staff are identified with appropriate staff uniforms.
- Leaders will be instructed to “check in” at their campsites throughout the day. All troops will be encouraged to have a leader remain in the campsite whenever possible.
- All “mobile” staff members (Commissioners, Rangers, etc.) will be trained to watch for unauthorized visitors while traveling throughout camp.
- The buddy system will be emphasized to all Scouts and leaders during welcoming announcements on Sunday night and at the Sunday morning leader meeting. All staff members are instructed to question Scouts who are traveling in camp without a buddy and instruct them to return to wherever an appropriate buddy can be located.
- Camp taps are at 10:00 pm nightly. After taps, camp management will tour the camp looking for anything out of the ordinary.

The following procedures will be shared with staff during staff training, with leaders at Sunday roundtables, and with SPLS:

- All visitors must report to the camp office to sign in and out. The Camp Director monitors this book.
- If an unauthorized visitor is suspected, notify the nearest program area or volunteer leader. All program area directors are aware of the best communication methods available. The program area director should report the suspected intrusion to the camp office. Do not allow the suspected intruder to roam free without supervision / monitoring.
- The Camp Director will proceed to the area with another member of the camp staff to question the suspected intruder.
- If the suspected intruder flees, the Management Staff will determine the best course of action moving forward.
- Program areas should continue as usual unless the Camp Director determines the situation warrants a return of all Scouts and leaders to their campsites. If so, the camp will implement the Lost Camper Emergency procedures.
- The Scout Executive will be notified. An assessment of the situation is made and, if warranted, the local law enforcement agency is notified.

Food and Dining Services

GSR will follow all policies and procedures outlined by the CDC, NH DHHS, and SANH committees.

FOOD ALLERGIES

All food allergies or dietary restrictions must be submitted in CampDoc.

Griswold Scout Reservation and Upper Crust Food Service work collaboratively to provide food service in all Scouting America New Hampshire camps. Many special diets can be assisted or handled by Upper Crust Food service (especially with advanced notice delays will occur if notified upon arrival). Occasionally, the camper may prefer to supply their own food and GSR will store these items for you.

Any member within your unit with a dietary restriction / matter should plan to meet the Chef face-to-face during your Sunday Dining Hall orientation. Notify the Dining Staff of the need for this meeting upon arrival.

We are committed to doing our best for each camper who comes to Griswold Scout Reservation. We are quite familiar with most common food allergies already! We are a NUT FREE kitchen. Every attempt will be made to review the ingredient and menu labels to formulate a plan which ensures proper management of the person’s special needs. Persons with food allergies should introduce themselves during their Dining Hall Orientation on arrival day.

Please remember that all allergies and dietary restrictions must be submitted in CampDoc.

Campsite cooking is an available dining option! Try it out for a meal or more.

At camp, all units have the option of eating in the dining hall or in their campsite. Any unit that wishes to cook in their campsite can be provided with cooking equipment, a stove, and fuel during the week. Any unit cooking in-site may have changes made to their daily schedule to account for cooking times.

We will do our best to accommodate any pack-out meal requests. If your Troop / Crew would like a meal in the backcountry, or a meal at the campsite, simply submit a pack-out meal request form no later than your two-week pre-camp program planning meeting. We may not be able to accommodate your needs after that time.

CAMPSITE COOKING EQUIPMENT (AVAILABLE FROM GSR)		
<p style="text-align: center;">UTENSIL KIT</p> <p>Knives, Ladle, Serving Spoon, Slotted Spoon, Peeler, Tongs, Pot-Tongs, Spatula</p> <p style="text-align: center;">COOK KIT</p> <p>Large Pot/Lid, Medium Pot/Lid, Small Pot/Lid, Teapot/Lid, Baking Pan, Frying Pan, 2 Pan Handles, 4 Plates, 4 Cups,</p>	<p>Cutting Board</p> <p>Water Buffalo</p> <p>Pitcher</p> <p>Sponge</p> <p>2 Hot Mitts</p> <p>Galvanized Bucket</p> <p>3 Wash Buckets</p> <p>Soap, Sanitizing Tablets, Cooking Oil</p>	<p>Griddle</p> <p>Bake Box</p> <p>Propane Tanks</p> <p>Camp Stoves</p> <p>Can Opener</p> <p>Grill Brush</p> <p>Sparker</p>

***THE TROOP MAY
CONSIDER BRINGING:***

Copy of Leaders Guide/Program Guide
Blue Cards (Only for Old Partials)
First Aid Kit
American Flag
Troop Flag on A Pole
Patrol Flags
Lantern, Fuel (No Kerosene)
Advancement Chart
Scout Requirement Book
Extra Advancement Books
Lockable Cash Box
Lockable Medication Box
Matches
Lawn Chairs
Other Special Camping Gear
Rope
Binders
Twine
Axes & Saws (**NOT CHAINSAWS**)
Special Menu Items
Song & Skit Books
Cook Kits
Chef Kits
Griddles
Other Cooking Gear

***THE FOLLOWING IS
AVAILABLE FROM THE
QUARTERMASTER STORE:***

Tarps
Patrol Boxes
Cook Kits
Chef Kits
Griddles
Other Cooking Gear

Axes
Saws

Latrine & Shower Cleaning
Equipment
Toilet Paper
Brooms
Trash Bags

Fun Conversations with the
Commissioners

As a reminder, do not bring any outside firewood. GSR has been fighting various invasive species over the past few years!