

GRISWOLD SCOUT RESERVATION HIDDEN VALLEY SCOUT CAMP



PROGRAM PLANNING GUIDE SUMMER CAMP 2023

DANIEL WEBSTER COUNCIL
BOY SCOUTS OF AMERICA
www.nhscouting.org



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CONTACT INFORMATION

For questions regarding program in any capacity, please contact:

Hidden Valley Program
program.valley@dwccamping.org

For questions regarding logistical or financial matters, please contact:

Reservation Support Services
(June 08 – August 18) 603-364-2900
hv.rss@dwccamping.org

PRE-CAMP MEETINGS & DATES

WEEK	DATES	PRE-CAMP MEETING
Week 1	June 25 – July 1	Monday, June 12
Week 2	July 2 – July 8	Monday, June 19
Week 3	July 9 – July 15	Monday, June 26
Week 4	July 16 – July 22	Sunday, July 2
Week 5	July 23 – July 29	Monday, July 10
Week 6	July 30 – August 5	Monday, July 17
Week 7	August 6 – August 12	Monday, July 24
Week 8	August 13 – August 19	Monday, July 31

Pre-Camp Meetings are a crucial aspect of preparing for your week at Griswold Scout Reservation.

SPLs and Scoutmasters should both attend the Pre-Camp Meeting. SPLs will handle program in one breakout, while Scoutmasters handle policies, procedures, and administrative matters in the other. These are simultaneous and cannot be attended by the same person.

Programs should be selected prior by the unit prior to the meeting.
SPLs should come prepared to schedule unit activities, along with any questions.

**PRE-CAMP MEETINGS WILL BE HELD ON ZOOM.
ACCESS LINKS WILL BE SENT OUT PRIOR TO THE MEETING.**

HIDDEN VALLEY SCOUT CAMP PROGRAM

Hidden Valley Scout Camp's program consists of three elements:

- 1) Individual Advancement
- 2) Unit/Troop Activities
- 3) Campwide Activities/Competitions

INDIVIDUAL ADVANCEMENT

Refer to on Page Merit Badge Schedule on Page 5 & Daily Program Schedule on Page 9

Monday and Tuesday will consist of the same two merit badge blocks, whereas Wednesday and Thursday will consist of two different merit badge blocks. In total, there are four available merit badge blocks. Some merit badges and programs, such as Frontier! and Lifesaving, may take up two blocks. These programs will run Monday through Thursday, either from 9-11AM, or 11:15-1:45PM.

UNIT/TROOP ACTIVITIES

Refer to the Troop/Unit Activities Planning Worksheet on Page 7

Every day, including Friday, there will be two blocks for Unit/Troop activities. These programs are designed to provide fun, enriching, and challenging experiences for Scouts. In advance of the Pre-Camp Meeting, the SPL should survey the unit and/or PLC well in advance to see what activities they are most interested in doing at camp. Detailed descriptions follow in this manual of each program area and their offerings.

As always, we support your unit's program. If you would rather conduct your own program during this time, please do so!

CAMPWIDE ACTIVITIES/COMPETITIONS

Refer to the Open Program Schedule on Page 8

During the evening, Monday through Thursday, many program areas will open for open program! Come with your unit, patrol, or just buddy pair! This is a great opportunity to try new activities, meet new people, and just have fun! Select programs will continue until the evening and end at 9:30PM. On Friday, following lunch, campwide competitions and open program will be conducted all day until dinner! Challenge another unit! Enjoy programs! More to be announced!

MERIT BADGE/PROGRAM	BLOCK 1A MON & TUES 9-11AM	BLOCK 2A WED & THUR 9-11AM	BLOCK 1B MON & TUES 11:15-1:45PM	BLOCK 2B WED & THUR 11:15-1:45PM
AQUATICS				
SWIMMING	1A	2A	1B	2B
SWIM INSTRUCTION			1B	2B
CANOEING	1A & 2A (MON-THUR)			
MOTORBOATING	1A	2A	1B	
LIFESAVING	1A & 2A (MON-THUR)		1B & 2B (MON-THUR)	
KAYAKING	1A		1B	2B
KAYAKING BSA		2A		
SNORKELING BSA	1A			
BSA GUARD			1B & 2B (MON-THUR)	
SCOUTCRAFT				
CAMPING	1A			2B
ORIENTEERING		2A		
PIONEERING			1B	
WILDERNESS SEARCH AND RESCUE EXPERIENCE	1B & 2B (MON-THUR)		1B & 2B (MON-THUR)	
GEOCACHING	1A			
FISHING	1A		1B	
EXPLORATION		2A		2B
SHOOTING SPORTS				
ARCHERY	1A	2A	1B	2B
RIFLE SHOOTING	1A & 2A (MON-THUR)		1B & 2B (MON-THUR)	
SHOTGUN SHOOTING	1A	2A	1B	2B
ECOLOGY				
FORESTRY		2A		2B
GEOLOGY & MINING IN SOCIETY		2A	1B	

ZOOLOGY (MAMMAL STUDY & NATURE)	1A			2B
WEATHER	1A		1B	
ENVIRONMENTAL SCIENCE	1A & 2A (MON-THUR)		1B & 2B (MON-THUR)	
HANDICRAFT				
BASKETRY	1A		1B	
LEATHERWORKING			1B	2B
WOODCARVING	1A		1B	
ART		2A		
POTTERY	1A			
CHESS		2A		2B
GAME DESIGN		2A		2B
FRONTIER				
EMERGENCY PREPAREDNESS			2A	2B
COMMUNICATION			1B	2B
FRONTIER! FIRST YEAR PROGRAM	1A & 2A (MON-THUR)			
FIRST AID			1B & 2B (MON-THUR)	
STEM				
WELDING	1A		1B	2B
RADIO				2B
MOVIEMAKING	1A & 2A (MON-THUR)			
SPACE EXPLORATION			1B	2B
ENGINEERING		2A		
ELECTRICITY & ELECTRONICS			1B	2B
ROBOTICS	1A & 2A (MON-THUR)			
COPE				
CLIMBING			1B & 2B (MON-THUR)	
COPE	1A & 2A (MON-THUR)			

MERIT BADGE

PLANNING/PREPARATION

SELECTING MERIT BADGES

Selecting a merit badge depends on a variety of factors: the Scout's age, abilities, and the unit's year-round program. Each Scout's schedule should be challenging, but attainable. A Scout is at camp to have fun, not to be frustrated with incomplete merit badges. Remember each Scout is different, so each case should be handled individually. Most importantly, it's not how many merit badges are earned; it's how great of a time he had. We highly recommend all new Scouts join the Frontier! Program.

PREREQUISITES

Numerous merit badges require work that must be done outside of camp to complete the merit badge. Please consult the 2023 GSR Prerequisite Guide for further information. To receive credit for work done outside of camp, please bring proof on the first day of class.

MERIT BADGE SUPPLIES

Some merit badges may require additional fees. Please reference the 2023 GSR Prerequisite Guide for more information.

PARTIALS

Any Scout finishing some, but not all, of the requirements for a merit badge will receive a "partial" merit badge. It tells what a Scout has and has not completed. They can work on requirements until their 18th birthday to complete any merit badge either at home with a qualified counselor or next summer at Hidden Valley Scout Camp. A counselor reserves the right to re-test previously passed requirements. Scouts should not have to fully re-take a merit badge if they have partial credit. Consult the Program Director for advice in this matter.

EXTRA HELP

If a Scout is having trouble with any merit badge, we will give the help needed. Arrangements can be made for extra or make-up time with the counselor.

ACCOMMODATIONS

We understand some Scouts may need accommodations. GSR and Hidden Valley Scout Camp will do everything in their power to support these. Please contact the Camp Director and/or Program Director at/or prior to your Pre-Camp Meeting to address this issue.

ADVANCEMENT POLICY

As always, GSR's advancement policy is that a Scout must complete 100% of the requirements before receiving the badge. Some merit badges cannot be completed during camp unless prior work has been done before arriving at camp.

TROOP/PATROL ACTIVITIES

Every day, including Friday, there will be two blocks for unit activities. These programs are designed to provide fun, enriching, and challenging experience for Scouts. In advance of the Pre-Camp Meeting, the SPL should survey the unit and/or PLC well in advance to see what activities they are most interested in doing at camp. Detailed descriptions follow in this manual of each program area and their offerings. We recommend you come prepared with back-up options!

ECOLOGY	
GSR Exploration	Astronomy
Swamp Kayak Trip	Reservation Conservation Project
SCOUTCRAFT	
Dutch Oven Dessert	Pioneering Challenge
Fire Building/Fireman's Chit	Show Me The Ropes (Knots, Splicing, Monkey Fists)
	Orienteering Course
HANDICRAFT	
Ice Cube Candle Making	Leather Slide Craft
Chess Tourney	Patrol Flag Project
Open Handicraft (All of the above)	Totem Woodcarving
SHOOTING SPORTS	
Troop Rifle Shoot	Troop Shotgun Shoot (13+)
Troop Archery Shoot	---X---
AQUATICS	
Assault Boats	Aquatic Craze
Canoe Race	Troop Kayak
Kayak Soccer	Snorkel Exploration
Water Jousting	Water Basketball
Watermelon Scramble	Walk on Water
STEM	
Patrol Welding	Patrol Blacksmithing
COPE	
Troop/Patrol COPE	Troop/Patrol Climbing
FRONTIER	
Build Your Own Adventure! (Contact Program Director)	Troop Hike/Peak Bagging (Contact Program Director)
Field Games (Ultimate Frisbee, Volleyball, Football)	Frisbee Golf

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:0 0-8: 30P M	Opening Campfire (Council Ring)	Open Swim (Main Waterfront) Open Shoot (Shooting Sports) Inter-Troop Campfires (Campsites)	Water Carnival (Main Waterfront) Open Shoot (Shooting Sports) Open Handicraft (Handicraft)	Hidden Valley Ironman! (Main Waterfront) Dutch Oven Deepfry (Scoutcraft) Older Scout Night (STEAM & Athletic Field) Open Shoot (Shooting Sports)	Open Shoot (Shooting Sports) Night Hike (Mt. Shannon) Free Swim (Main Waterfront) Fingerprinting & Crime Prevention (Handicraft)	Closing Campfire (Council Ring)
8:3 0-9: 30P M		Night Shoot (Shooting Sports) Glow Sports (Athletic Field)	Night Climbing (COPE)	Night Climbing (COPE) Older Scout Night (STEAM & Athletic Field)	Night Shoot (Shooting Sports)	X

OPEN EVENING PROGRAM

*These programs don't require advanced sign-up, just show up!
All programs are subject to change at a moment's notice.*

CAMPFIRES

Our opening campfire on Sunday provides you with the knowledge to tackle the week at GSR, with plenty of laughs and skits!

Want to showcase a skit, stunt, or song in front of the entire camp? Now is your chance! We encourage each unit to do a skit during our Friday closing campfire!

Our camp staff will continue to showcase our amazing skits! **To showcase your skit, it *must* be approved by the Program Director at the Thursday SPL Meeting— at the latest!**

If it's not quite ready, we'll help develop it!

FRIDAY PROGRAM

Friday is a full day of fun! No merit badge classes! Begin the morning with 90-minute unit activities, compete with other units in campwide games, enjoy open program across the camp, and wrap it up with laughs and reflection at our Closing Campfire!

Stay tuned throughout the week for news and updates, some events may require advanced signup!

HIDDEN VALLEY SCOUT CAMP PROGRAM SCHEDULE 2022

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
VENTURING/EXPLORING DAY	ORDER OF THE ARROW DAY	SPORTS DAY Futsal Fun - 2 Units (6:30AM)	TIE-DYE THURSDAY	CRAZY SOCKS DAY Futsal Fun - 2 Units (6:30AM)
Reveille (7:00AM)	Reveille (7:00AM)	Reveille (7:00AM)	Reveille (7:00AM)	Reveille (7:00AM)
Flags (7:45AM)	Flags (7:45AM)	Flags (7:45AM)	Flags (7:45AM)	Flags (7:45AM)
Breakfast (8:00 - 8:30AM)	Breakfast (8:00 - 8:30AM)	Breakfast (8:00 - 8:30AM)	Breakfast (8:00 - 8:30AM)	Breakfast (8:00 - 8:30AM)
Travel Time	Travel Time	Travel Time	Travel Time	Travel Time
MB Block 1A (9:00-11:00AM)	MB Block 1A (9:00-11:00AM)	MB Block 2A (9:00-11:00AM)	MB Block 2A (9:00-11:00AM)	Troop/Patrol Activity Block Advancement Catch Up (9:00-10:30AM)
Travel Time	Travel Time	Travel Time	Travel Time	Troop/Patrol Activity Block Advancement Catch Up (10:30-12:00PM)
MB Block 1B 30 Minute Lunch Included (11:15-1:15PM)	MB Block 1B 30 Minute Lunch Included (11:15-1:15PM)	MB Block 2B 30 Minute Lunch Included (11:15-1:15PM)	MB Block 2B 30 Minute Lunch Included (11:15-1:15PM)	Free Time & Lunch (12:00-1:00PM)
Travel Time	Travel Time	Travel Time	Travel Time	
Free Time SPL Meeting - 2PM	Free Time SPL Meeting - 2PM	Free Time SPL Meeting - 2PM	Free Time SPL Meeting - 2PM	Campwide Competitions Open Programs
Troop/Patrol Activity Block (3:00-4:00PM)	Troop/Patrol Activity Block (3:00-4:00PM)	Troop/Patrol Activity Block (3:00-4:00PM)	Troop/Patrol Activity Block (3:00-4:00PM)	
Troop/Patrol Activity Block (4:00-5:00PM)	Troop/Patrol Activity Block (4:00-5:00PM)	Troop/Patrol Activity Block (4:00-5:00PM)	Troop/Patrol Activity Block (4:00-5:00PM)	
Free Time	Free Time	Free Time	Free Time	Free Time
Flags (5:45PM)	Flags (5:45PM)	Flags (5:45PM)	Flags (5:45PM)	Flags (5:45PM)
Dinner (6:00-7:00PM)	Dinner (6:00-7:00PM)	Dinner (6:00-7:00PM)	Dinner (6:00-7:00PM)	Dinner (6:00-7:00PM)
Open Evening Programs (7:00PM - 8:30PM)	Open Evening Programs (7:00PM - 8:30PM)	Open Evening Programs (7:00PM - 8:30PM)	Open Evening Programs (7:00PM - 8:30PM)	SPL Meeting (7:00-7:30PM)
Open Night Programs (8:30-9:30PM)	Open Night Programs (8:30-9:30PM)	Open Night Programs (8:30-9:30PM)	Open Night Programs (8:30-9:30PM)	Closing Campfire (8:00-9:00PM)
Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time
Taps (All Units In Campsite)	Taps (All Units In Campsite)	Taps (All Units In Campsite)	Taps (All Units In Campsite)	Taps (All Units In Campsite)

LEADERSHIP MEETINGS

SPL MEETINGS

Every day, at 2:00PM, SPLs will meet outside of Carter Lodge in Carter Grove. These meetings will take place with the Program Director and various Commissioners. Each SPL should be ready to talk about their experience at Hidden Valley! Bring questions, comments, or concerns. These meetings are crucial to provide updates about various programs, upcoming events, and the like!

CAMP DIRECTOR MEETING

Come down to the Hidden Valley Council Ring (weather permitting), on Tuesday at 2PM to meet with our Key Staff! Learn about check-out procedures and other important information. We'd love to hear your feedback, whether good or bad! *Feedback is a gift!*

Don't be afraid to address any issues with your campsite Commissioner! They act as your liaison and are there for you! They can either assist or direct you to the appropriate staff.

ADULT LEADER OPPORTUNITIES

THE GRISWOLD GUILD

Want to give back to the camp we all love? Let us know! You, with the assistance of the Ranger Staff, can take on various projects around Griswold Scout Reservation. If you have any advanced skills or knowledge, let us know prior to your arrival!

ADULT LEADER SHOTGUN SHOOT

Want to show off how good of a shot you are? Or maybe just learn the basics? Come on down to the Shotgun Range Thursday at 2:00PM! This is a great opportunity to chat with key staff, give kudos, or other input! Shot cards required!

TRAININGS

Please reference the GSR Adult Leader's Guide and future publications for more information about the various adult leader trainings offered.

OUTPOSTS

Open to patrols of all ages! Must register at Pre-Camp Meeting.

Choose a location and then choose a theme!

Talk with the Program Director to find a program that is best for the skills of your patrol!

Example: Crew 1971 would like to do Stargazing at the Mount Shannon Summit!

LOCATION	PROGRAM
<p>Mt. Shannon Summit A Hidden Valley staple! Spend the night on the summit of Mt. Shannon that overlooks the center of Hidden Valley!</p>	<p>Wilderness Survival Can you survive with limited resources? Can you make your own shelter with you patrol? Scavenge for supplies! No tents!</p>
<p>Ancient Scoutcraft Travel across Lake Eileen to a remote, little-known historic site where only those with the brightest flame of Scouting dare to go!</p>	<p>Compass Cuisine We all love camp cooking! Can you find your food, though? Use your critical thinking, navigation, and orienteering skills to find it!</p>
<p>Athletic Field At the edge of Hidden Valley, near the COPE Course. Travel out to a peaceful, serene field and spend the night!</p>	<p>Stargazing A simplistic, yet always enjoyable outpost. Spend a night under the stars and enjoy gazing at the beautiful constellations!</p>
<p>Lake Eileen Cove Hike out to a secretive site on the shore of a Lake Eileen cove! It will truly be a beautiful night in this isolated site.</p>	<p>Search & Rescue/First Aid Can your patrol mobilize and find a missing Scout? When you find them, render basic first aid, transport them, then set up camp!</p>

TREK OUTPOSTS (NO THEME)

Recommended for older/experienced Scouts.

<p>Goat Pasture Hill Venture off and discover one of GSR's most secretive but coziest summits for an amazing night!</p>	<p>Mack Ridge Hike towards Camp Bell, discovering a beautiful ridge overlooking the Belknap Mountain Range.</p>
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**ALL UNITS MUST PROVIDE AN ADULT LEADER (21+) TO PROVIDE ADEQUATE COVERAGE.
OUTPOSTS CAN ONLY BE SCHEDULED ON TUESDAY OR THURSDAY.**

PLEASE BRING WITH YOU FOR OUTPOSTS	
<p>PERSONAL Sleeping Bag Ground Pad 1 Change Of Clothes Scout Essentials Mess Kit Small Backpack</p>	<p>PATROL Tent(s) Tarp/Ground Cloth Cook Kit (With Large & Small Pot) Fry Pan Serving Spoon Scout Spirit!</p>

FRONTIER!

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

The format of the program each day is modeled after an ideal meeting. All Frontier! participants will be grouped with Scouts from other Troops to form patrols and the “Frontier Troop.” Patrols will elect Patrol Leaders each day, make a flag to show unity and spirit, and do all sorts of things together. Fun and learning is the name of the game!

The Frontier Troop will spend each day learning about and experiencing the basic outdoor and Scouting skills. Because of the large volume of material to be covered, it is highly recommended and encouraged that Troops retest and review skills – before and after – which are learned in Frontier.

Frontier! Scouts should always carry a water bottle, raingear, and other supplies needed for that day in a personal daypack. Be Prepared!

On Friday, Frontier! participants will take part in their biggest challenge yet! A 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! Scouts will get to explore Camp Bell!

You’ll never forget this!

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.

To receive a FRONTIER! Certificate, the Scout must complete every requirement listed above (including the hike) and attend all periods. 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

NEW FOR 2023: Eagle Required Merit Badges such as First Aid, Communication, and EPrep will be provided by Frontier staff during afternoon blocks (Monday-Thursday). It is not a part of the Frontier program, but is a badge taught by Frontier staff.

AQUATICS

PATROL / TROOP / CREW ACTIVITIES

AQUATIC CRAZE (Main Waterfront)

Enjoy the inflatables (trampolines, climbing iceberg, etc.) at Main Waterfront and find out what all the buzz is about.

ASSAULT BOATS (Main Waterfront)

A Hidden Valley staple! Can you keep your rowboat afloat longer than your opponent? Guaranteed laughter and fun to be had!

CANOE TRIP

Row, row, row your canoe, gently down sunset-ty...merrily merrily merrily merrily this tour feels like a dream. Take your Troop on a lake tour and enjoy all its beauty.

KAYAK SOCCER

A Scout is clean, but this activity will make you feel like the Kayak version of (Lionel) Messi. Utilize your balance, speed, and creativity to stay afloat as your team moves together with one goal in sight...the soccer goal, of course!

CANOE RACE (Sunset Waterfront)

Racers start your paddles! Who in your patrol can paddle out to the island in the middle of Sunset Lake and back the fastest? There's only one way to find out.

WATER BASKETBALL (Chase Waterfront)

Steph Curry's got ice in his veins when he shoots from three, but you'll have the refreshing feeling of the Chase waterfront. Your patrol can dribble and shoot your way to the top in this classic twist to the sport that'll make team building a slam dunk.

WATER JOUSTING (Main Waterfront)

Buddy pairs demonstrate their strength & balance to see who can stay standing on their joust pad without getting knocked down!

WATERMELON SCRAMBLE (Cgase or Main Waterfront)

Two teams...two sides...one watermelon! Face off in an activity that combines the thrills and teamwork of football and rugby with the refreshing feeling of water...and of course watermelon.

WALK ON WATER (Main Waterfront)

One small step for scout, one giant leap for your troop. See if you can balance your way to the center of Lake Eileen through this challenge that'll put your balance and athleticism to the test.

SNORKEL EXPLORATION (Sunset Waterfront)

Explore the depths and aquatic wildlife of Sunset Lake!

OPEN SWIM (All Waterfronts – At Times Listed)

No advanced signup required. Take a refreshing dip as you spend the time relaxing and having fun with members of your patrol and other scouts! Make sure to bring a buddy!!

ECOLOGY

PATROL / TROOP / CREW ACTIVITIES

GSR EXPLORATION

Want to go to the summit of Mount Shannon and enjoy a 'bird's eye view' of Hidden Valley? Or walk around the Swamp and explore its unique plants and animals? Maybe follow the shoreline loop of Lake Eileen? Perhaps even take an extended hike to the Mack Ridge and back while learning about the beautiful wilderness. You can do any of these with your troop and a staff member with **Plan Your Own Hike!** It's the fun of all the classic Ecology hikes in one Program!

ASTRONOMY

When you wish upon a star...you know you're at camp. Look at the summer constellations and learn about the sky's celestial bodies and the myths which accompany their storied history. It's a tradition as old as time, but there's no better time to do it than when you are at GSR. Patrols who sign up for this can work on the Astronomy Merit Badge or enjoy a nice night looking at the stars. Note: If you are signing up for the badge an afternoon activity slot is required.

CONSERVATION PROJECT

Help maintain Hidden Valley and practice the Outdoor Code! With permission from your troop leaders this could be used toward rank advancement and it's a good way to give back to the "Land Made for Scouting."

SWAMP KAYAK TRIP

Over the swamp and through the swamp on a swamp kayak you can go! Get an inside view of the Ecology Swamp through a guided kayak trip across the murky swamp and beyond. (Did we mention it takes place at the swamp?)

BOULDER EXPLORATION

Climb boulders and explore 10,000-year-old glacial caves while ascending the southwest slope of Mt. Shannon. **Boulder Exploration must have Adult Leaders in attendance**

HANDICRAFT

PATROL / TROOP / CREW ACTIVITIES

ICE CUBE CANDLEMAKING

Grab a paper cup, add a wick, pour some wax, and then add some ice cubes...what do you get? A candle!

LEATHER SLIDE MAKING

Take this opportunity to build a slide for your neckerchief that would make even Baden-Powell proud!

PATROL FLAG MAKING

The Patrol Method is the most important method in all of Scouting. What better way to show your Patrol Spirit, than with a Patrol Flag you can be proud of having made as a team! Show your new flag off at a camp-wide assembly!

TOTEM MAKING

Have you ever wanted to make a three-dimensional 'monogram' for yourself using Scout-approved materials? Now is your chance!

CHESS TOURNEY

A Scout is thrifty, but it's time to put that in check. Can you out-strategize the other members of your Unit? Protect your king and you "*knight*" be in for a surprise!

New for 2023: Open Handicraft!

All of the above activities will be available at Open Handicraft on Tuesday nights! Bring a buddy and come to the Bell Side of Carter Lodge to let your imagination run wild!

Need to work on merit badge requirements or create some art? This evening activity is just for you!

SCOUTCRAFT

PATROL / TROOP / CREW ACTIVITIES

DUTCH OVEN DESSERT

With guided instruction, learn and do every step of the process of preparing and cooking a delectable campfire masterpiece!

FIREBUILDING / FIREM'N CHIT

If your Scouts wish to practice (or even receive an introductory lesson) in fire building – as well as fire lays – this is the place to be!

PIONEERING CHALLENGE

Come on down and practice pioneering fundamentals! The skies are the limit with what your patrol can make. From camp chairs to your own playgrounds. Let your imagination and skill run wild as you make your special creation.

ORIENTEERING COURSE

Try an orienteering course...or make your own! Put your skills and teamwork to the test in this classic sport and try to place yourself into the GSR record books.

LEARN THE ROPES

Learn to make ¼ inch rope using bow string and twine. Who knew it was this easy and fun? Learn all the ways to splice!

STEM

PATROL / TROOP / CREW ACTIVITIES

PATROL WELDING (13+)

It's the best of both worlds. Learn the basics of arc welding and make a cool project along the way!

PATROL BLACKSMITHING

Bring your patrol for this unique experience and learn how to forge some HOT METAL!

SHOOTING SPORTS

PATROL / TROOP / CREW ACTIVITIES

TROOP RIFLE SHOOT

Are you a marksman? To find out you'll need to give it your best shot...literally! Make your way onto the Hidden Valley bulletin board and enjoy some good old fashion shooting fun!

TROOP ARCHERY SHOOT

Ready?...Aim...Fire! Channel your inner Robin Hood as you practice and master your fundamentals with a compound or recurve bow.

TROOP SHOTGUN SHOOT (13+)

Can you get a perfect score? Well, there's only one way to find out. Put your troop's skills to the test to see if you could set GSR records for not only your week of camp, but also the 2023 season. Shot cards must be purchased.

COPE

TROOP COPE/CLIMBING

The Troop COPE/Climbing program is an opportunity for troops to participate in team building and high ropes exercises. Each troop will have the opportunity to meet with a member of the COPE staff to customize their program. Only age-appropriate elements will be open to the troop. Certain elements require scouts to be aged 14 and up.

PERSONAL GEAR PACKING LIST

WEEK-LONG

Extra Shirts (Long Sleeve Needed For Some Programs)	Sleeping Bag
Extra Pants (Pants Needed For Some Programs)	Pillow
Extra Shorts	Personal First Aid Kit
Extra Socks	Flashlight (Check Batteries!)
Extra Underwear	Wallet & Money
Class A BSA Uniform	Pocketknife (No Sheath/Fixed Blade – 2 ^{1/2} " Blade Or Less)
Jacket	Handkerchief
Rain Gear	Notebook, Pen, Pencil
Sleep Wear	Scout Handbook
Over-The-Ankle Hiking Boots (Needed For Some Programs)	Bug Spray (Non-Aerosol)
Swimsuit	Sunscreen (Non-Aerosol)
Extra Towels	Bug Net (No PVC!)
Toiletries	Watch
(Washcloth/Soap/Comb/Shampoo/Toothbrush/Toothpaste/Deodorant)	Water Bottle(s)
Daypack (with Scout Essentials)	

LEAVE AT HOME

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios/walkie-talkies, televisions, electronic games, water/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.

CONSIDERATIONS FOR PROGRAM AREAS	
Aquatics	Bathing Suit (One-Piece Suit For Females) Standard Clothing Towel Personal Goggles (Optional)
Ecology	Sturdy Shoes, Daypack, Water
Frontier!	Sturdy Shoes, Daypack, Water
Scoutcraft	Sturdy Shoes, Daypack, Water
COPE & Adventure	Sturdy Shoes, Daypack, Water
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

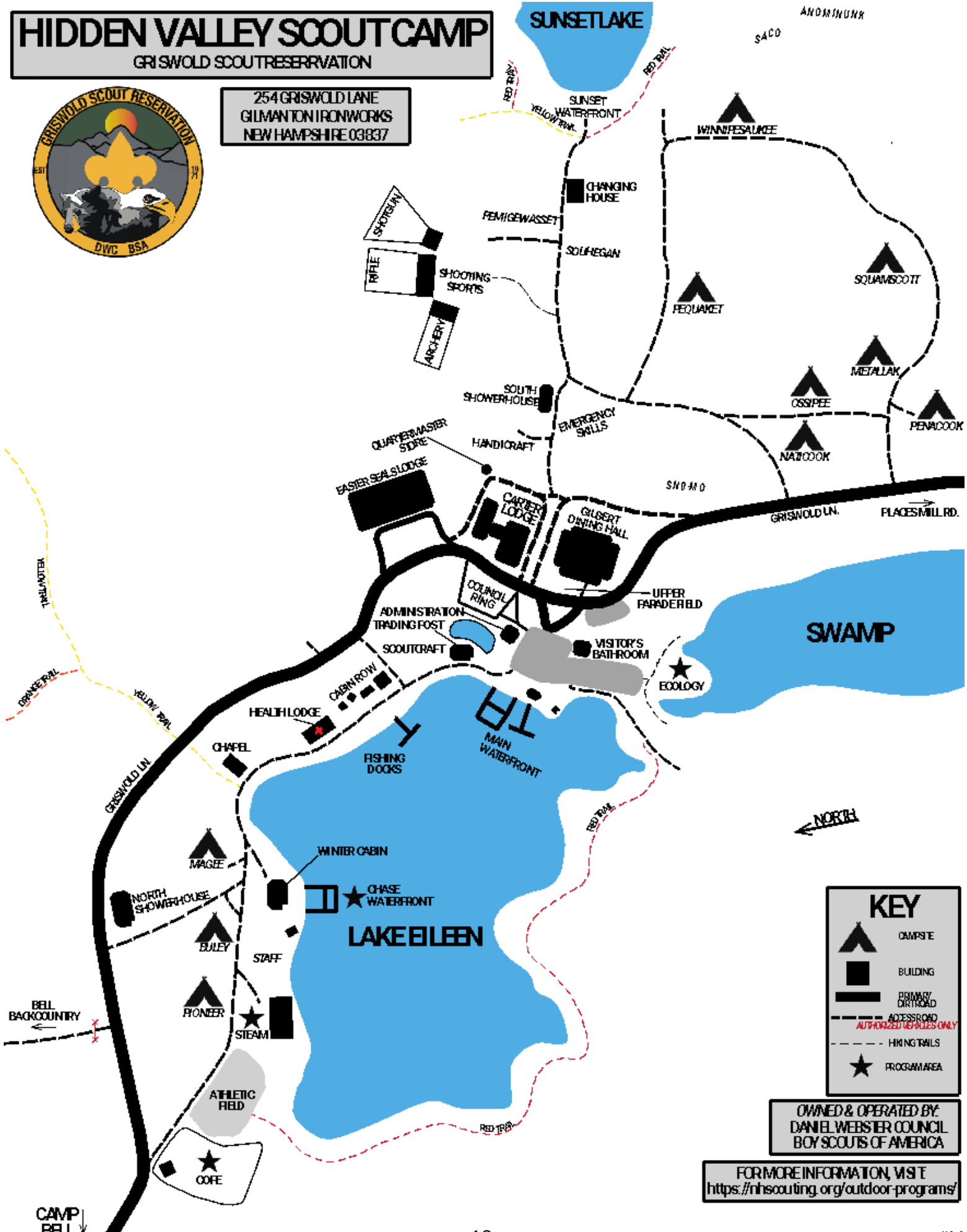
Scouts and Leaders should mark each of their personal items with their name and unit number. Many, many items are lost or misplaced and are never claimed. If items are marked, GSR will try their best to return them to the rightful owner.

HIDDEN VALLEY SCOUT CAMP

GRISWOLD SCOUT RESERVATION



254 GRISWOLD LANE
GILMANTON IRONWORKS
NEW HAMPSHIRE 03837



KEY

- CAMPSITE
- BUILDING
- PRIMARY DRIVE/ROAD
- ACCESS ROAD AUTHORIZED TRIPLES ONLY
- HIKING TRAILS
- PROGRAM AREA

OWNED & OPERATED BY:
DANIEL WEBSTER COUNCIL
BOY SCOUTS OF AMERICA

FOR MORE INFORMATION, VISIT
<https://nhsouting.org/outdoor-programs/>

CAMP BELL