

Griswold Scout Reservation

Prerequisite Guide

2025



SCOUTING AMERICA
NEW HAMPSHIRE
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GRISWOLD SCOUT RESERVATION
254 GRISWOLD ROAD
GILMANTON IRON WORKS, NH 03837

Program Considerations

Aquatics	Bathing Suit Standard Clothing Towel Personal Goggles (Optional) Sandals, Beach/Waterfront Areas Only (Optional)
COPE	Long Pants (High Elements)
Ecology	Sturdy Shoes/ Daypack /Water Bottle
Emergency Skills	Sturdy Shoes/ Daypack /Water Bottle
Frontier!	Sturdy Shoes/ Daypack /Water Bottle
Handicraft	Sturdy Shoes/ Daypack /Water Bottle
Scoutcraft	Sturdy Shoes/ Daypack /Water Bottle
Shooting Sports	
STEM	Long Shirt/Pants Required for Welding Digital Camera (Optional) For Photography
Bell Farm	Long Pants & Boots with heels Required Additional Costs (In BlackPug)
ATV	Long sleeve shirt, long pants, boots which cover ankles and have a heel ASI Online Training Course Required Parental Waiver Form Required Must be 14+ or 16+ (different machines) Additional Costs (In BlackPug)
Logging Camp	Long Sleeve Shirt & Pants (Preferred)
Foxfire	Long Sleeve Shirt & Pants Required

Other Considerations

Fishing	Bring Personal Fishing or Fly-Fishing Equipment
Flag Ceremonies	Troop Flag
Iron Man	Comfortable running, swimming and active clothing
OA Day	OA Sash (Optional)
Patch Trading	Scouting Memorabilia / Patches (Optional)
Venturing Day	Venturing Uniform (Optional)
Patrol Cooking	Specialty Cookware (Optional) Specialty Spices (Optional)

Merit Badges – 2025 – Hidden Valley

New Scout: 11-12 Years Old | Middle Scout: 12-14 Years Old | Older Scout: 14-17 Years Old

Title <small>Program Area</small>	Recommendations	Prerequisite(s)
Archery <small>Shooting Sports</small>	Middle/Older Scouts	Do not bring bows or arrows to camp! Some scouts will need extra time to complete shooting requirements
Art <small>Handicraft</small>	All Ages	May bring personal supplies if desired. If off-site visit (Req 6) took place, bring proof
Astronomy <small>Ecology</small>	All Ages	Previous research encouraged Stargazing night will be required (scheduled with class during week)
Basketry <small>Handicraft</small>	All Ages	Supplies provided by GSR
Bugling <small>Handicraft</small>	All Ages	Trumpet/Bugel Experience highly recommended May bring personal instrument
Camping <small>Scoutcraft</small>	Middle/Older Scouts	Bring proof of completion for the following: 4b, 5e, 8d, and 9a-c
Canoeing <small>Chase Waterfront</small>	Preferred for Older Scouts Requires Strength/Dexterity	Must pass Swimmers Test Have completed Swimming MB
Chess <small>Handicraft</small>	All Ages	Personal Chess Set (Optional) Req 3&6 must be done outside of class Will require multiple chess games outside of class
Citizenship in World <small>Frontier!</small>	Middle/Older Scouts	Prior research encouraged

Climbing COPE	Good for Middle Scouts Preferred for Older Scouts	All personal gear must be approved by COPE Director Some requirements may require extra time
Communication Emergency Skills	Middle/Older Scouts	Must allocate hours for 'outside of class' requirements Req 5,7 and 8 should be completed prior to camp Req 1, 3, 4, and 6 are completed outside of class
Cooking Scoutcraft	Middle/Older Scouts	Bring proof of Req 4, 5, and 6d (Some of Req 5 can be done in class)
Disabilities Awareness Handicraft	All Ages	Collaborates with Easter Seals, Camp Sno-Mo
Electricity STEM	Middle/Older Scouts	Supplies provided by GSR
Electronics STEM	Middle/Older Scouts	Supplies provided by GSR
Emergency Preparedness Emergency Skills	Middle/Older Scouts	First Aid MB Required Bring proof of Req 3, 4 and 9C Both family and personal kits are required to be checked by counselor
Engineering STEM	Middle/Older Scouts	Bring proof of Req. 4 to camp
Environmental Science STEM	Middle/Older Scouts	Will require several writing reports. Lots of hiking during badge block.
Fingerprinting Handicraft	All Ages	Some scouts may need extra time
First Aid STEM	Middle/Older Scouts	Bring personal first aid kit (Req 2b(1)) Inspection of troop first aid kit required
Fishing Scoutcraft	Middle/Older Scouts	Personal fishing gear (recommended to give scouts more time to fish) Cook a fish requirement will be completed at camp Scouts may need extra fishing time
Forestry Ecology	All Ages	Lots of Hiking Bring proof of Req. 5 and 8 <i>*Req 8 may be completed at camp at availability of camp forester*</i>
Game Design Handicraft	All Ages	Scouts should review Req 1 prior to camp Bring proof of Req 8 to camp
Geocaching Scoutcraft	Middle/Older Scouts	Req 8 and 9 should be completed prior to camp
Geology Ecology	Middle/Older Scouts	Lots hiking

Kayaking Waterfront	Middle/Older Scouts Requires Strength/Dexterity	Must pass Swimmer's Test Must have completed Swimming MB
Leatherwork Handicraft	All Ages	Supplies provided by GSR
Lifesaving Waterfront	Older Scouts Only (14+)	Must pass Swimmer's test Must have Swimming MB
Mining in Society Ecology	Middle/Older Scouts	Prior research encouraged
Motorboating Waterfront	Older Scouts Only (14+)	Must pass Swimmer's test Must have Swimming MB Extra Cost added in Black Pug
Nuclear Science STEM	Middle/Older Scouts	Prior research encouraged
Oceanography Ecology	Middle/Older Scouts	Prior research encouraged
Orienteering Scoutcraft	Middle/Older Scouts	Compass Required (GSR Has Some Extras) May need extra time to run courses
Photography STEM	Middle/Older Scouts	Bring Digital Camera GSR will have some provided
Pioneering Scoutcraft	Middle/Older Scouts	Scouts should have all rank- related knot requirements completed
Public Speaking Frontier!	All Ages	Come prepared for all requirements
Rifle Shooting Shooting Sports	Middle/Older Scouts	Do not bring rifles or ammo to camp! Previous research encouraged Scouts may need extra time to complete shooting
Robotics STEM	Middle/Older Scouts	Supplies provided by GSR
Search and Rescue Emergency Skills	Middle/Older Scouts	Prior research encouraged
Shotgun Shooting Shooting Sports	Older Scouts Only 13+	Do not bring rifles or ammo to camp! Previous research encouraged Scouts may need extra time to complete shooting
Small-Boat Sailing Waterfront	Middle/Older Scouts	Must have completed Swimmer's Test
Space Exploration STEM	All Ages	Supplies provided by GSR
Swimming Waterfront	All Ages	Must have completed Swimmer's Test
Traffic Safety Emergency Skills	All Ages	Prior research encouraged

Welding STEM	Older Scouts Only 13+	Long-sleeve non-synthetic shirt, long pants, and boots required. Supplies provided by GSR
Wilderness Survival Scoutcraft	Middle/Older Scouts	Requires overnight with minimal supplies See MB Book for more information
Woodcarving Handicraft	Middle/Older Scouts	Supplies provided by GSR
Zoology Nature and Mammal Study Ecology	All Ages	Prior research encouraged Lots of Hiking

Day-Long Program – 2025

New Scout: 11-12 Years Old | Middle Scout: 12-14 Years Old | Older Scout: 14-17 Years Old

*Indicates Merit Badge Available

Title Program Area	Recommendations	Prerequisite(s)
Farm		
Animal Science*	Middle/Older Scouts	Prior research encouraged
Horsemanship 1*	Middle/Older Scouts Involves Balance and Interaction with Live Horses	You must wear long pants and boots with heels to ride. Some requirements may be challenging for first time riders
Horsemanship 2	Middle/Older Scouts Involves Balance and Interaction with Live Horses	Must have horsemanship merit badge
ATV		
ATV	Older Scouts Only 14+	See Program Guide Page 28 for all required information and documents
Foxfire		
Blacksmithing	Middle/Older Scouts	Non-Synthetic Long Sleeve Shirt and Pants Required
Logging Camp		
Backwoods Woodcraft*	Middle/Older Scouts	Long-Sleeve Shirt & Pants (Preferred)
Extreme Lumberjack	Middle/Older Scouts	Long-Sleeve Shirt & Pants (Preferred)
Hatchet*	Middle/Older Scouts	Long-Sleeve Shirt & Pants (Preferred)
Pulp and Paper*	All Ages	Long-Sleeve Shirt & Pants (Preferred)

Contact Information

For questions related to program, advancement, and prerequisites, please
contact:

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