

ATV

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Over the river and through the roads on ATVs you will go! There's no better way to enjoy the many acres of Griswold Scout Reservation than on an All-Terrain Vehicle? Daniel Webster Council is one of only a select group of Councils across the USA to run an ATV Program. This older scout program is a blast for the participants, and we can't wait to see you enjoy it soon!

There are no exceptions to the following conditions...

• Riders must:

- Must be at least age 14+ Submit a permission slip /waiver form – signed by a parent
- Complete online ASI training prior to camp (link will be provided)
- • Pay an additional fee
- • Wear long pants, long-sleeve shirt, and ankle-covering closed-toe footwear

ASI TRAINING & TRAIL RIDE

This program features an ASI rider safety course (complete with certification) which will teach the rider all parts of the ATV, how to care and maintain an ATV and all rules of the road and operational techniques. Riders will be challenged to perform proper riding and control techniques on Camp Bell's one-acre 'terrain neutral' course in order to complete the certification.

Once the ASI rider course is complete, the day culminates with a trail ride – based on time remaining and the overall ability of the group through the many trails, roadways and beautiful sections of the Griswold Scout Reservation.

ATV EXTENDED TRAIL RIDE

Only riders who are already ASI-certified are eligible for participation in this program.

Riders will begin their day preparing their machines and reviewing the parts, basic care and rules of the road. After properly reviewed, a visit to Camp Bell's one-acre 'terrain-neutral' course will retest the rider's aptitude and familiarize him/her with the machine.

Once satisfactorily prepared, the remainder of the day will feature trail riding throughout the expansive and beautiful roads, trails and byways of Griswold Scout Reservation

ATV OUTPOST

For those riders who are ASI-certified, you might consider leaving on an ATV to a remote spot in the back country. After dinner, you will meet at the ATV Barn and depart for some riding until you come to the location you wish to stay overnight in the GSR back-country! Wake up early and return in time for breakfast and program.

FARM

Come to the stables of Camp Bell to become acquainted with some of the skills and challenges it takes to care and manage horses and other farm animals! This experience will challenge Scouts and excite the imagination with the tales of how the horse helped settle the US and has been a significant importance in our history. Chances are, you will make some new four-legged friends along the way too!

ANIMAL SCIENCE

Make some new four-legged friends as you take care of some of the animals that make up the Bell Farm. Scouts will be able to work on the Animal Science Merit Badge as they learn about life on the farm.

HORSEMANSHIP I

Giddy up! It's time to saddle up the horses. Before you go for a ride, you will get hands-on training into what it takes to care for the form of transportation with the most horse-power on reservation. Scouts will also have the opportunity to work on the Horsemanship Merit Badge. There is an additional charge for this program.

HORSEMANSHIP II

Back in the saddle again. Take your riding skills to the next level with hands-on tips from the GSR staff. Scouts who partialled the Horsemanship Merit Badge can finish up their requirements, but you can also spend time going through the Bell neigh-borhood with an extended trail ride! This program is not for "first timers". There is an additional charge for this program.

LOGGING CAMP

Live the life of the Lumberjacks! History comes alive with several hands-on projects that will push your skills and creativity. From making things out of woods to lumberjack-style games to mining to paper making there's a wide array of activities that you won't be able to do in most other places!

BACKWOODS WOODCRAFT

Step back in time to the revolutionary days and create some amazing wooden masterpieces. Learn the techniques of early American woodworking as you design and build a project of your choosing. These projects vary based on the skill and age of your patrol. Some possible projects include rocking chairs, mess kits, mallets, stools, cabinets, and tables. Plus, you can choose to take it with you! Wood Carving Merit Badge is something the most daring can work as an added factor.

EXTREME LUMBERJACK

You will certainly get into the Lumberjack spirit with some logger sports which include the springboard, speed crosscut and lighting a match with an ax! Compete with yourself and other members of your patrol through a series of challenges. Scouts who don't have their Totin' Chip can work on it and the Paul Bunyan Award is also an option!

HATCHET

Relive the stories of Brian Robeson and learn to survive in the wild with only your hatchet! Learn survival techniques, fire-starting and more! This day will test your patience and your skills, alike!

GSR TRAIL RANGER

Learn how trails in the great outdoors are created, maintained, and perform some assistance to a section of the GSR back-country with your new-found knowledge!

PAPER MILL

Learn the ins and outs of the paper making industry and experience the process of papermaking first-hand! Make your own sheet of paper, which you can then take home to wow your friends and family. Scouts can work on the Pulp and Paper Merit Badge too!