



BOY SCOUTS OF AMERICA®
DANIEL WEBSTER COUNCIL

Program Planning Guide



Hidden Valley Scout Camp

Griswold Scout Reservation Summer 2020

Owned and Operated by:

Daniel Webster Council, Inc.

571 Holt Avenue - Manchester, NH 03109

www.nhscouting.org

Located in the Lakes Region of NH:

Griswold Scout Reservation

254 Griswold Lane

Gilmanton Iron Works, NH 03837



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Program Planning

Each program day is basically separated into three parts. You should approach each part carefully!

Mornings = Individual Programs

Afternoons = Patrol or Troop Activities (or Free Time)

Evenings = Camp wide Activities (for buddy pairs or Patrols)

MORNINGS: INDIVIDUAL ADVANCEMENTS / PROGRAMS

Refer to the Merit Badge Schedule for merit badge offerings. You should give your Scouts plenty of time (and advice) when considering which badges/opportunities BEST meet their needs currently and in the future. Remember to assist Scouts in picking age-appropriate challenges so frustration does not set in. We strongly recommend that New Scouts enroll in the FRONTIER! camper Program.

[NOTE: Scouts who have partial badges in the past do not necessarily need to take the badge again. Please consider making alternate arrangements with the Area Director or Program Director at the start of the week so that Scout can finish his lingering requirements on the 'side' rather than re-register in a badge where he will likely become easily bored or a distraction to others.]



2020 Merit Badge Schedule

MERIT BADGE / PROGRAM	9:00am	10:00am	11:00am	2:00pm	3:00pm	4:00pm
WATERFRONT						
Swimming (or Swim Instruction)						
Rowing						
Canoeing						
Small-Boat Sailing						
Small-Boat Sailing						
Motorboating						
Lifesaving						
Kayaking						
BSA Lifeguard						
Kayaking BSA						
Mile Swim						
Snorkeling BSA						
SCOUTCRAFT						
Camping						
Orienteering						
Pioneering						
Wilderness Survival						
Geocaching						
Cooking						
Fire Safety						
Signs, Signals & Codes						
SHOOTING SPORTS						
Archery / Rifle Shooting / Shotgun						
ECOLOGY						
Mammal Study						
Soil & Water Conservation						
Fish & Wildlife Management						
Forestry						
Geology and Mining in Society (both)						
Nature						
Weather						
Fishing						
Environmental Science						
Environmental Science						



MERIT BADGE / PROGRAM	9:00am	10:00am	11:00am	2:00pm	3:00pm	4:00pm
HANDICRAFT						
Basketry						
Leatherwork						
Woodcarving						
Art						
Chess						
Fingerprinting MB	Offered every evening at 7:00 PM					
Model Design and Building						
Game Design						
EMERGENCY SKILLS						
Emergency Preparedness						
Communications						
First Aid						
First Aid						
Search & Rescue						
Personal Fitness						
Sports + Athletics						
STEAM AREA						
Welding						
Radio						
Space Exploration						
Electricity and Electronics (both)						
Robotics						
Public Speaking						
Plumbing						
Painting						
Automotive Maintenance						
FRONTIER!						
FRONTIER! First Year Program			X	----- Fri. Hike -----		
Music						
Public Speaking						
COPE/Climbing						
Climbing						
COPE						



AFTERNOONS: TROOP / PATROL / CREW ACTIVITIES

Hidden Valley Scout Reservation's program is designed to support and facilitate strong Troop/Patrol/Crew functionalities by offering programs specific to groups each afternoon. These programs are designed to provide fun, enriching, and challenging experience for Scouts.

In advance of the Pre-Camp Program Planning Meeting, the SPL should survey the Patrol Leaders Council 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. The SPL / President should use the Afternoon Activities Worksheet to help prioritize the activities your Scouts would like to select.

We recommend you only fill up to TEN of the fifteen blocks as, experience shows, your Scouts / Venturers will want some free time, a chance to visit open programs, or just spend time as a unit. We hope you leave at least one "unscheduled" block every afternoon for special Unit activities that your PLC plans in camp.

At the Pre-Camp Program Planning Meeting, your SPL / President will sign up (lottery style) for your Unit's afternoon activities. This is a great chance to challenge or collaborate with another Unit at an activity or two. When the Pre-Camp Program Planning Meeting ends, you will have your Unit's afternoon schedule complete and 'ready-to-go!'

Senior Patrol Leaders are encouraged to use the following worksheet with their Patrol Leader's Council:

- Have Patrol Leaders inform their Scouts of all program opportunities available
- All Scouts inform their Patrol Leaders of which activities they most want to do
- The Patrol Leaders Council determines a priority ranking of ten preferred activities for the Troop
- Your Senior Patrol Leader brings the Troop's rankings to the Program Pre-Camp Meeting to choose activities

NOTE: Units who do not attend the Pre-Camp Program Planning Meeting will need to send their SPL / President to the Administration Building on the Sunday your Unit arrives in camp between 1pm-4pm to finalize afternoon activity selections. Do not mail your choices; your SPL / President will schedule them manually on arrival day



Afternoon Activities Worksheet

Ecology	
Boulder Exploration Hike	Lake or Swamp Walk
Swamp Canoe Trip	Shannon Hike
Mack 'n Back Hike	Tree Identification Hike
Conservation Project	Aquatic Exploration
Astronomy Session – Evenings Only	Nocturnal Nature Hike - Evenings Only
Scoutcraft	
Dutch Oven Dessert Competition	Reflector oven baked goods
Dutch Oven deep fry!	Fire Building/Firemen's Chit
Pioneering Challenge	Orienteering Course
Master Ropes Course (Knots, Splicing, Monkey Fists)	Survive the Valley
Handicraft	
Ice cube candle making	Leather Slide craft
Catapult & Castle Building	Patrol Flag Project
Chess Tourney	Totem Woodcarving
Emergency Skills & Sports	
Field Games – Staff Referee included!	Realistic First Aid
Woodland Rescue	Frisbee Golf – Staff Caddy included
Shooting Sports	
Troop Shoot – Archery, Rifle, Shotgun, Airsoft 3-Gun	
Waterfront	
Assault Boats	Pirate Breakfast
Canoe Race	Troop Kayak
Kayak Soccer	Dead-fish water polo
Water Jousting	Water Basketball
Watermelon Scramble	Walk on Water
Troop Sail	Aquatic Craze
Adventure	
Build your own adventure	Troop Hike
Canoe Trips	Troop/Patrol Climbing
Troop/Patrol COPE	

EVENINGS: CAMPWIDE COMPETITIONS AND PROGRAMS

The PLC / Officers will want to have some flexibility with these until you arrive in camp. Hidden Valley's program is designed to support the direction and desires of your youth leadership. Therefore, all evening program is designed in the "drop-in" style which allows Scouts to investigate and experience for however long they prefer. If your unit would prefer to run Patrol/Troop activities during this time, please feel free

Evening Program Schedule

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
7:00 – 8:00	Duty to God Services	Evening Activities	Evening Activities	Evening Activities	Evening Activities	Closing Campfire
8:00 – 9:00	Opening Campfire	Night Climbing	Evening Shoot	Night Climbing	Evening Shoot	



Evening Activities Schedule (M-F)

Monday

- Free Swim (Main Waterfront) & Open Boating (Sunset Waterfront)
- Outposts! (GSR Backcountry) – Hosted by the Adventure Team
 - Patrols venture to every corner of the Reservation with one of four exciting Outposts! Cook dinner on the trail, stay overnight and return before breakfast on Tuesday morning.
 - Sign up with the Adventure Team at the SPL meeting
- Open Shoot: Archery, Rifle, Shotgun (Shooting Sports)
- Inter-Troop Campfires (Campsites)
 - Your SPLs (with help from your Commissioners) should consider fellowship with neighboring Troops!
- STEM Sampler (STEM Pavilion)
 - A variety of STEM opportunities are available for all: Welding, Rockets, Programming, etc.!

Tuesday

- Water Carnival (Main Waterfront)
 - All areas of main waterfront are open for this huge event including jousting, swimming and a *giant* game of assault boats. Can you “sink the staff?”
- Open Shoot: Archery, Rifle, Shotgun (Shooting Sports)
 - Paintball and Airsoft 3-gun will be open for competition
- COPE Games (Lower Parade Field)
 - Teambuilding and fun are the name of the game! Bring your patrol or come as a buddy pair...fun either way!
- Order of the Arrow Cracker-barrel & Ice Cream Social (Carter Lodge)
 - Arrowmen of any Lodge who will participate in Cheerful Service are invited to an evening of fellowship

Wednesday

- Hidden Valley Ironman! (Meet in Upper Parade Field)
 - Does your Patrol have what it takes to rise above the rest? Challenges on land, sea and sky await you!
- First Aid: Go Find It! (Lower Parade Field)
 - A race to see if you can solve the First Aid challenges while also solving riddles to ‘find the problem areas!’
- Older Scout Night (Carter Lodge)
 - Food, fun, fellowship... all just for Scouts aged 14 and above!
- Dutch Oven Cook-off
 - Five ingredients! One Dutch oven! And whatever you can find in the Trading Post! Good Luck!

Thursday

- Open Shoot: Archery, Rifle, Shotgun (priority given to Scouts taking Shooting Sports Merit Badges)
- Free Swim (Main Waterfront)
- Inter-Troop Campfires (Campsites)
 - Your SPLs (with help from your Commissioners) should consider fellowship with neighboring Troops!
- Ultimate Frisbee Tournament (Athletic Field)
 - Test your skills against other Troops, Crews, and even the Staff!
 - **Mobile trading post will be available for spectators!**



Sunday Schedule

- 8:30am – 9:30 am - SMs and SPLs arrive... (no formal check-in...arrival any time after dawn)
- 9:30 am - SM / SPL Leaders Mandatory Meeting (Carter Lodge / Carter Grove)
- Adults review in-camp policies and procedures
 - Receive Buddy Tags
 - Finalize Check-In Process
 - Settle Account
 - Pay Outstanding Program “Up-Charge” Fees
 - SPLs review day-to-day expectations
 - Parade Field Assemblies
 - Duty Rosters
 - Program Reminders & Procedures
- 12:00 noon - SM / SPL & Staff Lunch (Dining Hall)
- 1:00pm – 2:00 pm - Arrival of Units.
- Scouts meet Troop leaders at Troop Flag in Upper Parade Field
- 2:00 pm - Orientation led by staff (Tour Guide obtained at Carter Lodge):
- Includes:
 - Leader check-in with Reservation Support Services
 - Verify rosters, Issue wrist bands, Verify no-shows
 - Medical Re-check
 - Camp Tour (customized to your Unit’s needs)
 - Waterfront Orientation & Swim Checks
 - Shooting Sports & Adventure Orientations
 - Dining Hall Orientation
 - Find out where you sit at meals, waiter info, and procedures
- 5:50 pm - Opening Ceremony (Upper Parade Field – Class “A” Uniform)
- Dinner Immediately Follows (Dining Hall)
- 7:00 pm - All Faiths Service
- 8:00 pm - Opening Campfire (Council Ring)

[NOTE: Be prepared for the above events by carrying any necessary items in a daypack separate from your luggage. Don't forget your water bottle and raingear!]



Merit Badge Paperwork & Planning

SELECTING MERIT BADGES

Selecting a merit badge depends on a variety of factors: the scout's age, abilities, and the Troop'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.

EXTRA HELP

If a scout is having trouble with any merit badge, we will give him the help he needs. Arrangements can be made for make-up time with the counselor. Leaders are encouraged to visit each Scout's Merit Badge Counselor on a regular basis. They will share with the Unit Leaders each boy's progress and attendance record at classes. It is important that any problems with a merit badge are brought to our attention as soon as possible. It is usually impossible to remedy a situation Friday afternoon that began on Tuesday. We want to work with Unit Leaders and Scouts to teach our merit badges successfully. Area Directors will be available after lunch (during Siesta) on Tuesday to meet with Unit Leaders and brief them on any trends or issues in any of the Merit Badge sessions. Leaders can also check daily progress in the online registration system.

100% ADVANCEMENT

Our advancement program will be run on the basis 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.

GSR PRE-REQUISITE GUIDEBOOK

The GSR Pre-Requisite Guidebook will be posted on the Daniel Webster Council website. This comprehensive book will outline – in detail – which advancement opportunities will require advanced work prior to arriving in camp. It is distributed after the first of the new year so the requirements may be honored. Please be sure all your Scouts and leaders are informed of the contents of this important Guide.

PARTIAL Merit Badges

Any scout finishing some but not all the requirements for a merit badge will receive a “partial” merit badge card (blue card). It tells what a Scout has and has not completed. He can work on requirements until his 18th birthday to complete any Merit Badge either at home with a qualified counselor or next summer at Hidden Valley. A counselor reserves the right to re-test previously passed requirements. A Scout should not have to fully re-take a Merit Badge if he has partial credit. Consult a member of the Camp Key Management for advice in this matter.

ADVANCED WORK

We recommend that Scouts read over their Merit Badge Pamphlets before arriving at camp. This will familiarize the Scouts with the requirements and content, making it easier to earn the badge when they get to camp. Many merit badges require prior preparations. Scouts should review requirements to see what work they need or want to begin before arrival. Proof of completion of any requirements done before arrival should be brought with the Scout to his Merit Badge class to be reviewed by the Counselor in order to receive a completion on a Merit Badge at camp or designated through the online registration system by an adult



Leadership Meetings

Senior Patrol Leader Meetings

These meetings take place in Carter Grove (between Carter Lodge and Parade Field) every day at 12noon. Each SPL / President should be ready to speak about his/her Unit's experiences in all programs, badges, activities, etc. Feedback from our SPL's supports the further development and improvement of our camp.

Adult Leader Meetings

1. "Coffee with the Commissioner" – every day 9am-9:30am in Carter Lodge. Informal Q & A and daily updates.
2. "Mandatory Leader Meetings" – Tuesday and Friday at 11:00am in Carter Lodge.
3. "Program Update Meeting" – Tuesday during Siesta in Carter Grove (to learn of advancement issues). "Commissioner Chats" – Anytime! Schedule an appointment or visit Admin and they will radio him/her! Though one adult is required for each of the above, ALL adults are very much welcome to attend!

Scoutmaster Supper

- Tuesday, 5:50pm Line up for dinner flags, as usual, then enjoy dinner inside Carter Lodge at 6pm!
- All Hidden Valley and Bell Leaders assemble for a chance for fellowship, good eats and some discussion.
- Hear of some upcoming events and opportunities around Daniel Webster Council. Offer your input for long-range and
- 'visionary-type' projects or ideas at our camps.
- Hear from and chat with the Council Scout Executive, Jay Garee, and Executive Board members!



Adult Leader Training

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00 – 9:30 AM	Coffee w/ Commissioner	Coffee w/ Commissioner	Coffee w/ Commissioner	Coffee w/ Commissioner	Coffee w/ Commissioner
9:30 – 12:15	IOLS	IOLS	IOLS	IOLS	IOLS
	Wilderness First Aid	Wilderness First Aid	Wilderness First Aid	Wilderness First Aid	Wilderness First Aid
9:30 – 10:45 AM	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Fleetham Room Carter Lodge	Mission, Aims & Methods of the BSA Patrol Method & Youth Retention	Hazardous Weather Training	Roundtable	Safe Swim Defense & Safety Afloat	Advancement Policies & Procedures - Boards of Review & Paperwork
“Bell Side” of Carter Lodge	Leader Specific Training Part 1		Leader Specific Training Part 2	How-to Conduct an Intro. to Leadership Skills for Troop Jr. Ldrs. Course (ILST)	
11:00 – 12:15	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Fleetham Room Carter Lodge	Journey to Excellence: Explaining & Coaching	Mandatory Leader Meeting	Climb on Safely Trek Safely	How-to Conduct an Annual Program Planning Meeting, Manpower & Unit Calendars & Budgets	Mandatory Leader Meeting
“Bell Side” of Carter Lodge			Leader Specific Training Part 3		



Program Area Materials

Frontier!

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

The Frontier! Program meets each day from 10:00 am to 12:15pm Monday through Thursday, and 10am to 5pm Friday (Monday it will meet immediately from breakfast for Frontier Scouts to meet with staff and learn how to get to their first merit badge session!).

The format of the program each day is modeled after an “ideal Troop meeting.” All Frontier campers 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 Patrol unity and spirit, and do all sorts of things together. Fun and learning are the name of the game!

The Frontier Troop will spend each day learning about and experiencing the basic outdoor and Scouting skills that a new Scout needs to know. Because of the large volume of material to be covered, it is highly recommended 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. See the Daypack Packing List for more details. Be Prepared!

Each day in FRONTIER! has a theme:

- **Monday:** Totin’ Chip & Firem’n Chit! Come prepared with your pocketknife!
- **Tuesday:** Knots & Lashings! Learn by using your own practice rope!
- **Wednesday:** First Aid to First Class! Learn how to help your friends in need!
- **Thursday:** Map & Compass! Bring your compass and learn to find your way!
- **Friday:** End of Week Challenge! Ecology, String Burning, Log Sawing and more!
- **Friday afternoon:** Challenge Hike! 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 and through Camp Bell. You’ll never forget this!

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

Scouts will be instructed in the following:

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

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



Aquatics Programs

Three Waterfronts located on two unique bodies of water!

ACTIVITIES at MAIN Waterfront

AQUATIC CRAZE (*Main Waterfront*) - Enjoy exclusive use of the inflatable obstacles (trampolines, climbing iceberg, etc.) at Main Waterfront on Lake Eileen! HUGE fun!

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!

WATER JOUSTING (*Main Waterfront*) Buddy pairs demonstrate their strength & balance to see who can stay standing on their joust pad without getting knocked into the water! (NOTE: This activity is better suited for smaller-sized Units/Patrols.)

PIRATE'S BREAKFAST (*Main Waterfront – or Swamp – your choice!*) A chance to traverse Lake Eileen or the swamp in the misty hours of 6:30am-8:30am and anchor ashore for an outdoor breakfast! This activity is only available on Tuesday or Thursday mornings. Troops will not eat in the Dining Hall on this morning.

WALK ON WATER (*Main Waterfront*) See if you can balance your way to the center of Lake Eileen!

WATERMELON SCRAMBLE (*Chase or Main Waterfront*) Ever played football with a watermelon...in a lake? Two teams...two sides...one watermelon! Winner gets to eat the delicious trophy!

ACTIVITIES at SUNSET Waterfront

CANOE TRIP (*Sunset Waterfront*) Take your Troop on a tour of Sunset Lake!

DEAD FISH WATER POLO - Essentially lacrosse on water! The dead fish are actually just a sponge, though!

KAYAK SOCCER - Combines balance, speed, and creativity to stay afloat yet also score on your opponent's goal!

CANOE RACE (*Sunset Waterfront*) Who can paddle out to the island in the middle of Sunset Lake and back the fastest???

ACTIVITIES at CHASE Waterfront

WATER BASKETBALL (*Chase Waterfront*) It's amazing how the 'compete level' rises when you add a few feet of water to this American classic!

TROOP SAIL & FREE SAILING (*Chase Waterfront*) Troops may reserve Hidden Valley's Hobie-Bravo Catamaran sailboats for a two-hour block (2pm-4pm) any afternoon Monday through Friday.

WATERMELON SCRAMBLE (*Chase or Main Waterfront*) Ever played football with a watermelon...in a lake? Two teams...two sides...one watermelon! Winner gets to eat the delicious trophy!

OPEN Swim

OPEN SWIM is available at all waterfronts. No advanced signup required...Enjoy a swim at:

- Chase Waterfront at 2pm,
- Sunset Waterfront at 3pm and
- Main Waterfront at 4pm.



Ecology

The largest program area on the Reservation...because, we use the entire Reservation!

The Ecology area is located at the far end of the 'back' parking lot – to the far left when facing Main Waterfront.

HIKES AROUND THE RESERVATION

LAKE WALK - Explore the shoreline trail around Lake Eileen and learn the watershed ecology of Hidden Valley.

[NOTE: Other lakes are possible, upon request.]

SWAMP WALK - Experience the natural cycle of the Ecology Swamps on a shoreline tour through the ecosystem.

[NOTE: Sturdy shoes are recommended.]

SHANNON HIKE - **Take** a guided nature hike over Mt. Shannon while also enjoying a 'bird's eye view' of the Hidden Valley main camp with many hills beyond!

MACK 'N BACK - Take an extended hike to the Mack Ridge and back... customize what topics you want the Ecology Staff to cover, or just enjoy the views!

NOCTURNAL NATURE HIKE - Experience the Ecology Swamp at dusk and learn to identify Hidden Valley's nocturnal creatures! (Start time: 8:45pm) [NOTE: Flashlights will not be used much but should be brought for safety's sake.]

LEARN SOMETHING AWESOME!

TREE IDENTIFICATION - What is a Tree Farm? What types of trees grow at Griswold Scout Reservation? What does it take to manage a forest?

STAR GAZING - The Ecology Staff will announce which nights the summer constellations will shine best for a chance to learn about the sky's celestial bodies and the myths which accompany their storied history. Start time: 9:00pm

ADVENTURES IN ECOLOGY

CONSERVATION PROJECT - Help maintain Hidden Valley and practice the Outdoor Code! Choose between one, two or three hours and levels of 'dirtiness! Your unit will be able to select the exact conservation project of your choosing at your pre-camp meeting 13 days before arrival.

SWAMP CANOE TRIP - Get an inside view of the Ecology Swamp through a guided canoe trip across the murky swamp and beyond.

AQUATIC EXPLORATION - Explore the underwater plant and wildlife community while snorkeling the glacial Sunset Lake shallows.

BOULDER EXPLORATION - **Climb** boulders and explore 10,000-year-old glacial caves while ascending the southwest slope of Mt. Shannon.



Emergency Skills

Are you prepared? Can you master these 'everyday' skills? Located next to South Shower house on the ridge behind Gilbert Dining Hall.

PATROL / TROOP / CREW ACTIVITIES

REALISTIC FIRST AID

Learn how to create a life-like emergency using everyday household items. It is an easy, fun way to spice up First Aid instruction and a great idea to bring back and use at regular Troop meetings!

WOODLAND RESCUE

Practice (with the assistance of the Hidden Valley Staff) those all-important Tenderfoot-through-First Class First Aid skills on a realistic "victim." But first, you must find him... treat his wounds... and bring him back safely!

FIELD GAMES

Backed by popular demand the "S" in EMS stands for SPORTS! Camp staff will coordinate and organize your choice of two hand touch football or ultimate frisbee!

Handicraft

How creative are you? Can you make everything with nothing? Handicraft is located under the 'circus tents' on the northern edge of the Conservation Pond.

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? One of the most incredible – and easy – candles you've ever seen! You'll have to try it to believe it!

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

MINIATURE CATAPULT & CASTLE BUILDING - In this activity, Patrols compete against each other to create catapults out of popsicle sticks and build the strongest castle structure they can out of film canisters! Who can destroy the enemy's castle first or win the accuracy contest?

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!

BRIDGE MASTER - Do you like to build stuff? How much weight will your bridge built of straw support?

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

CHESS TOURNEY - Can you out-strategize the other members of your Unit? Can you be thrifty in the manner you approach the competition?



Scoutcraft

Can you put the Outing in Scouting? Do you have the skills every Scout should have? Scoutcraft is located on next to the Trading Post and conservation pond.

COOKING ACTIVITIES

DUTCH OVEN DESSERT COMPETITION - With guided instruction, learn and do every step of the process of preparing and cooking a delectable campfire masterpiece!

DUTCH OVEN DEEP FRY! Can't make it to Dunkin' Donuts? No problem! Learn the secrets and try it yourself with guidance from our Staff! It's easy!

REFLECTOR OVEN BAKED GOODS - Do you think you can turn a cardboard box into an oven which bakes delicious biscuits or scones? Test your luck!

PIONEERING ACTIVITIES

PIONEERING CHALLENGE - Come on down and practice pioneering fundamentals! Our Staff can customize your session to be as basic or advanced as you wish. Challenge yourself to create the most innovative camp tool! A great team-builder and communication enhancer. Specialty knots can also be offered (just let the Staff know in advance for supply preparation).

MASTER ROPES COURSE - Learn to make ¼ inch rope using bow string and twine. Who knew it was this easy and fun? Forget having to whip or fuse the end of your rope...learn to splice the ends like back in the good old days! Crown knots, round splice, eye splice, ...rekindle a lost art and learn effective splicing techniques!

MONKEY FIST MAKING - So, you want to learn how to make a monkey fist? Here's your chance! (will require supplies – buy at Trading Post or bring from home)

ORIENTEERING ACTIVITIES

MAP & COMPASS & GPS SKILLS - Test your knowledge of using a compass, orienting a map, taking a bearing or proving you know your map symbol's! Basic use of a GPS can also be instructed, as desired (with advanced notice).

ORIENTEERING COURSE - Try an orienteering course...or, make your own! This is really a ton of fun...give it a try!

SURVIVAL ACTIVITIES

WILDERNESS SURVIVAL SKILLS - Scouts learn the basics of surviving in the wilderness. This includes basic outdoor survival, fire building, shelter construction & what you need.

SIGNALING - Learn the various methods to communicate with others and, after mastering them, spend some time using alternative forms of sending messages!

SCOUT TRAINING

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! What are the differences between a log cabin, teepee, cooking, lean-to, council, reflector? Find out all about them: HERE! It's also a great way to brush up on how to start a fire in the rain. This presentation can include Firem'n Chit certification.

TOTIN' CHIP - This session teaches safety, care, usage and storage rules for pocketknives and woods tools. A game or two is added to reinforce the lesson.



Adventure Valley

The Adventure area takes all the exciting and challenging outdoor programs available at Hidden Valley and rolls them into one area! We're still working on the details of this area, but this new exciting area will be home to; COPE/Climbing, Outpost experiences, extended hikes, off-site kayaking, and so much more!

C.O.P.E

COPE is located past the STEAM and the athletic field down the road. The program has been cut down to two block and will run from 10 AM to 12PM. This will allow older scouts to participate in a morning 9 AM merit badge and still participate in the COPE program. This condensed format will allow for a faster pace and push scouts to grow and develop as they conquer new challenges and ascend to new heights.

A couple of notes about the COPE program:

- **You must be 14 or older** to participate in the morning COPE program. There are several elements that are a part of this program that are for older scouts only.
- **A trip plan must be on file** in order to start the COPE program be it morning or afternoon activities. Your first stop if you have a COPE program scheduled should be the respective administration building for the camp you are currently residing in. The only exception to this policy is the night COPE program.

[Morning C.O.P.E.](#)

The Morning COPE program is the main program offered by the COPE area. This program is a highly interactive program that takes a group of older scouts and works with them throughout the week to challenge themselves and develop as future leaders. The program is structured in such a way that no two morning COPE programs are quite the same. There is just too much to do for one week!

[Afternoon C.O.P.E.](#)

The afternoon COPE 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 age 14 and up.

[Night C.O.P.E.](#)

The night COPE program is a unique opportunity for scouts to experience something that most wish they could. The COPE tower is first lit up and covered with lights. From there several climbs and two repel lines are set up for scouts to challenge themselves with. At all times there are always dedicated staff running the program.

[Climbing merit badge-](#)

Climbing merit will be offered in the COPE area. This is an opportunity for scouts at Hidden Valley and will introduce many scouts to the world of climbing sports and a new branch of physical fitness.



GRANITE High Adventure

Griswold Scout Reservation lives at the granite heart of the vast Northeast outdoors. Launch your next adventure in the company of the majestic natural regions of the White Mountains, the Belknap Mountain Range, or the river systems of the North Country. Our expeditions are carefully crafted for your older Scouts: challenging, awe inspiring, character building.

All our crews are provided with a highly skilled, trained Trek Leader, trail food, crew gear and transportation to and from trek routes. Personal gear requirements vary and are set out in the GSR Pre-requisites Guidebook.

THREE EXPEDITION PACKAGES TO CHOOSE FROM:

- Belknap Challenge
- White Mountains Trek
- Northern Rivers Trek

BELKNAP CHALLENGE

High Adventure boot-camp! Train up your outdoor skills and gain the solid experience to leave the troop trailer behind. Head into the back country with confidence. Be one with the wild!

- Introduces Scouts to the principles and experiences required for successful backpacking, providing a broad menu of high adventure experiences without all the mileage.
- Participants custom build their own adventure throughout GSR's roughly 3,500 acres of sprawling backcountry and Belknap State Forest land. Belknap Challenge participants spend five days & four nights on the trail (Monday-Friday) – carrying all equipment, food & water. Lodging provided at GSR on night of arrival and prior to departure.
- This training experience is available on a provisional basis, but we highly recommend a minimum of two from any unit. What you discover here is meant to be taken home to make your troop even more awesome.

DATES:
The Belknap Challenge runs weekly, concurrent with the GSR summer camp schedule (arrival Sunday afternoon; departure the following Saturday morning).

REQUIREMENTS:
Participants must be at least 13, First Class, and must pass the BSA swim test if aquatic activity is included in the adventure they build. Current and up to date BSA Medical Form parts A, B and C are required, with physician certification for high adventure activities described in part D. See the GSR Pre-requisites Guidebook for a brief packing list. Further detailed information will be provided in the Granite High Adventure Leaders' Guide.

ADVANCEMENT OPPORTUNITIES:
Merit badges and partials are available in several areas, including but not limited to: Camping, Climbing, Cooking, Backpacking and Kayaking. The Leave No Trace Awareness Award is a standard component of the Belknap Challenge. Merit badge completion is not guaranteed, and availability will vary depending on weather conditions and the route chosen by the group.



WHITE MOUNTAINS TREK

The real deal. A back-country expedition for tomorrow's leaders. Explore the same terrain that world-class trekkers train on and discover how awesome you are.

- Builds older Scouts' backpacking expertise and wilderness skills and gives them confidence to think large and live deep in the untouched places of the outdoors.
- Participants spend six days and five nights on the trail (Mon-Fri) navigating remote and challenging areas of the White Mountain National Forest within the State of New Hampshire (off GSR property). Lodging is provided at GSR the night of arrival and prior to departure.
- White Mountains Trek participants will carry all their camping equipment, food and supplies for the week. Groups will be totally self-sufficient on the trail.
- Add-on experiences can be arranged at additional cost, subject to reservation availability and routes. (See your journey from the air by booking a float plane at the end of your trip, meet a climbing instructor on the trail in the Presidential or rappel down Arethusa Falls!)

DATES:

The White Mountains Trek runs from your arrival on Friday afternoon, to your departure on Saturday morning the following week. Itineraries offer some flexibility but are largely fixed due to the need to reserve services and the best sites well in advance. Three mountain expeditions are available in 2020 (*dates do not include arrival and departure days*):

June 27 – July 3

July 10 – July 17

July 24 – July 31

REQUIREMENTS:

Maximum crew size is 8 (7 participants and one staff member). Minimum is 6 (5 plus staff) and at least one participant must be a BSA registered 21 + adult (in addition to your staff Trek Leader). Provisional participants will be considered for spots not filled by the group making the reservation.

Participants must be at least 14, and First Class. Current and up to date BSA Medical Form parts A, B and C are required, with physician certification for high adventure activities described in part D. See the GSR Pre-requisites Guidebook for a brief packing list. Further detailed information will be provided in the Granite High Adventure Leaders' Guide.

ADVANCEMENT:

Merit badges and partials are available in several areas, including but not limited to: Camping, Climbing, Cooking, Backpacking and Hiking and Wilderness Survival. The Leave No Trace Awareness Award is a standard component of the White Mountains Treks. Merit badge completion is not guaranteed, and availability will vary depending on weather conditions and the route chosen by the group.



NORTHERN RIVERS TREK

The rush and spray of whitewater, the misty stillness of a lake at dawn, the rich surprise of a wildlife encounter, the bigness of the great outdoors and the good company of your crew. You'll tell stories about this trip for years!

- Equips older Scouts with the knowledge and experience required for a successful, extended water voyage in a remote setting.
- Participants will spend 6 days & 5 nights paddling the remote lakes of the Rangeleys or Aziscohos, heading down the Magalloway or Rapid Rivers to the Androscoggin and beyond.
- Our River treks meet mileage requirements for the 50 Miler Award.
- Some whitewater is included in each of our river itineraries, and add-on experiences (such as seeing your route from the air in a float plane) can be arranged at additional cost, subject to reservation availability and weather conditions.
- Northern Rivers Trek participants will transport all their camping equipment, food and supplies for the week. Groups will be totally self-sufficient on the water.

DATES:
The Northern Rivers Trek runs from your arrival on Friday afternoon, to your departure on Saturday morning the following week. Itineraries offer some flexibility but are largely fixed due to the need to reserve services and the best sites well in advance. Three river expeditions are available in 2020 (*dates do not include arrival and departure days*):

July 4 – July 10
July 18 – July 24
August 1 – August 7

REQUIREMENTS:
Maximum crew size is 12 (7 participants and one staff member). Minimum is 8 (5 plus staff) and at least one participant must be a BSA registered 21+ adult (in addition to your staff Trek Leader). Provisional participants will be considered for spots not filled by the group making the reservation.

Participants must be at least 14, and First Class. A BSA swim test will be administered *at GSR* and must be passed. Current and up to date BSA Medical Form parts A, B and C are required, with physician certification for high adventure activities described in part D. See the GSR Pre-requisites Guidebook for a brief packing list. Further detailed information will be provided in the Granite High Adventure Leaders' Guide.

ADVANCEMENT:
Merit badges and partials are available in several areas, including but not limited to: Camping, Canoeing, Kayaking, Cooking, and Wilderness Survival. The Leave No Trace Awareness Award is a standard component of the Northern Rivers Trek. Merit badge completion is not guaranteed, and availability will vary depending on weather conditions and the route chosen by the group. To maximize time spent focusing on activities unique to the wilderness experience, we recommend completing the conservation project requirement for the 50 Miler at home. If completed prior to arrival, this award can be presented upon completion of the trip.



COUNSELOR IN TRAINING (CIT)

What is it like to be on GSR Staff? If you have Scouts or Venturers who will be 14 or 15 this summer, consider sending them to be a part of the GSR CIT program! Have them choose one of the eight two-week camp sessions, however, we do not recommend they serve at the same time your Unit is at camp.

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

Requirements:

Must be a registered Scouts / Venturers aged 14 or 15. Or at least willing to join the program

Order of the Arrow

Tuesday is OA Day at camp. OA members are encouraged to show their lodge spirit by wearing any OA T-shirts throughout the day and displaying their OA sash with their field uniform. Passaconaway Lodge hosts an ice cream social and OA trading post open to all OA members on Tuesday night. There will also be an opportunity for members to take the Brotherhood Challenge. All OA members are encouraged to participate in the service project and ceremonies.

