

GRISWOLD SCOUT RESERVATION



PREREQUISITE GUIDE SUMMER CAMP 2022

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



GRISWOLD SCOUT RESERVATION
254 GRISWOLD LANE
GILMANTON IRONWORKS, NH 03837

CAMP BELL CONSIDERATIONS

Aquatics	Bathing Suit Standard Clothing Towel Personal Goggles (Optional) Sandals around beach area, only (Optional)
All-Terrain Vehicles (ATVs)	Long sleeve shirt, long pants and boots which cover ankles and have a heel. Gloves are optional but recommended. Must be 14+ or 16+ to ride (different machines). There is additional registration paperwork & \$30 charge. ASI Training Course <u>must</u> be complete before trail riding
Brownsea	Sturdy Shoes / Daypack / Water
Challenge Valley	Clothes and footwear you do not mind getting very dirty. Change of Clothes Towel
Climbing Barn	Athletic Shoes For Climbing Flexible clothing you can easily move in.
Farm	Long pants & boots which have a heel for equestrian programs. Additional \$30 charge for all equestrian programs.
Foxfire	Long-Sleeve Shirt & Long Pants
Logging Camp	Long-Sleeve Shirt & Long Pants (Preferred) Personal Mess Kit (Preferred)
Mountain Man	Personal Mess Kit (Preferred) Purchase Shot Cards prior to Musket/Hawks/Pigeons.

OTHER CAMP BELL CONSIDERATIONS

Cast Iron Chef Competition	Specialty Food Items (Optional)
Flag Ceremonies	Troop Flag & Patrol Flags
Friday Closing Campfire	2 or 3 Skits & Songs & Accompanying Props
Curlews	Refer to Overnight Outpost Checklist
Order of the Arrow (OA) Day	OA Sash (Optional)
Patrol/Campsite Cooking	Specialty Cookware (Optional) Specialty Spices (Optional)
Travois Race	All equipment will be supplied by Camp Bell.
Venturing Day	Venturing Crew Uniform (Optional)

HIDDEN VALLEY SCOUT CAMP CONSIDERATIONS

Aquatics	Bathing Suit Standard Clothing Towel Personal Goggles (Optional) Sandals around beach area, only (Optional)
COPE	Long Pants (For High Course Only)
Ecology	Sturdy Shoes / Daypack / Water
Emergency Skills	Sturdy Shoes / Daypack / Water
Frontier! First Year Program	Sturdy Shoes / Daypack / Water
Handicraft	Sturdy Shoes / Daypack / Water
Scoutcraft	Sturdy Shoes / Daypack / Water
Shooting Sports	Purchase Shot Cards At Trading Post Before Shotgun Shooting
STEM	HAM Radios Are Acceptable For Radio MB. Long Pants/Shirt Required For Blacksmithing & Welding.

OTHER HIDDEN VALLEY CONSIDERATIONS

Fishing	Bring Personal Fishing or Fly-Fishing Equipment
Flag Ceremonies	Troop Flag & Patrol Flags
Ironman	Comfortable running, swimming, and active clothing.
Order Of The Arrow (OA) Day	OA Sash (Optional)
Patch Trading	Scouting Memorabilia / Patches (Optional)
Venturing Day	Venturing Crew Uniform (Optional)

PROGRAM COSTS (HIDDEN VALLEY & CAMP BELL)

Hidden Valley Motorboating MB	\$10
Hidden Valley/Camp Bell Shotgun Shooting (MB/Non-MB)	\$30
Camp Bell Equestrian Program	\$30
Camp Bell Speedboating	\$30
Camp Bell Speedboats - Half Day (Weeks 6,7,8)	\$20
Camp Bell ATV Program	\$30

These are one-time fees per individual to account for gasoline, ammunition, and other associated costs.
There will be no required purchases of program supplies/kits.

GSR MERIT BADGES – 2022 – ALPHABETICALLY

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

Emblem	Title Program Area	Recommendations & Requirements	Prerequisite(s)
	Animal Science Bell: Farm	Middle/Older Scouts	Previous research is encouraged for all requirements.
	Archery HV: Shooting Sports Bell: Mountain Man	Middle/Older Scouts	Do not bring bow or arrows to camp! Previous research is encouraged for all requirements. Please complete workbook prior to camp (on nhscouting.org).
	Art HV: Handicraft	All Ages	May bring personal supplies, if desired. If off-site visit (Req. 6) took place, bring proof. Sketch pad is recommended.
	Basketry HV: Handicraft	All Ages	All materials will be provided by GSR.
	Camping HV: Scoutcraft Bell: Brownsea	Middle/Older Scouts	Req. 4b should be completed before camp. Bring items for Req. 5e; prepare to be inspected. Req. 8d & 9b must happen outside of class. Bring proof for Req. 9a (and/or 9b).
	Canoeing HV: Sunset Waterfront	Preferred For Older Scouts Requires Strength/Dexterity	Must pass BSA Swimmer's Test. Completed Swimming MB preferred.
	Chess HV: Handicraft	Middle/Older Scouts	May bring personal chess set. Req. 3 & 6 must be done outside of class. Will require many chess games outside of class.
	Climbing HV: COPE Bell: Climbing Barn	Good For Middle Scouts Preferred For Older Scouts	All personal gear must be approved by the staff. Req. 9-11 may require extra non-class time.

	Communication HV: Emergency Skills	Preferred For Older Scouts	Must allocate hours for 'outside of class' requirements. Req. 1, 3, 4, 7, 8 are completed outside of class. Req. 5 & 7 should be done before camp.
	Composite Materials HV: STEM	Middle/Older Scouts	Bring proof of Req. 4a/4b, if done prior to camp.
	Cooking HV: Scoutcraft Bell: Brownsea or... see your Commissioner	Middle/Older Scouts	Bring proof of Req. 4 to camp Req. 6 will require additional time & planning
	Crime Prevention HV: Emergency Skills	Middle/Older Scouts	Bring proof of Req. 4a & 4b, if done prior to camp. Bring proof of Req. 6, if done prior to camp.
	Cycling HV: COPE	For Older Scouts 16+, Only	Lots of mountain biking. Must be a comfortable and competent rider. Personal gear, if brought, must be inspected by staff. Req. 7B:D will not be completed in camp.
	Disabilities Awareness HV: Emergency Skills	All Ages	Collaborates with Easter Seals, Camp Sno-Mo.
	Electricity HV: STEAM	Middle/Older Scouts	All materials will be provided by GSR.
	Electronics HV: STEAM	Middle/Older Scouts	All materials will be provided by GSR.
	Emergency Preparedness HV: Emergency Skills Bell: Brownsea	Preferred Older Scouts	First Aid MB preferred, required for completion. Req. 2c & 6c should be done before camp. Bring items for Req. 8b's Personal Emergency Service Pack & Family Emergency Kit (both are quite extensive). <i>A picture showing all items of these kits might be permissible if necessary items are seen.</i>

	Engineering HV: STEM	Middle/Older Scouts	Req. 4, 6g must be done before camp.
	Environmental Science HV: Ecology	Preferred For Older Scouts	Req 3f (1) should be done before camp. Lots of hiking. Requires several written reports.
	Fingerprinting HV: Handicraft	All Ages	May require additional class time.
	Fire Safety HV: Emergency Skills	Middle/Older Scouts	Req. 6 should be done before camp.
	First Aid HV: Emergency Skills Bell: Brownsea, or Appt. w/Prog. Dir.	Middle/Older Scouts	Must have completed First Aid req's from the Tenderfoot, 2 nd Class & 1 st Class Ranks Bring items for Req. 5's Patrol/Home 1 st Aid Kit (bandages [roller, adhesive, elastic, triangular, etc.], tape, alcohol swabs, gauze, moleskin, gel pads, antibiotic ointment, soap/sanitizer, scissors, tweezers, safety pins, non-latex gloves, goggles, CPR shield and pen/paper) An inspection of the troop's first aid kit is also required.
	Fishing HV: Ecology	Middle/Older Scouts	Bring personal fishing gear. Cook a fish (Req. 10) time will be decided at camp. Will require several hours of fishing outside class.
	Forestry HV: Ecology Bell: Logging Camp	Middle/Older Scouts	Lots of hiking. Req. 5 is not likely at Camp Bell. Research Req. 8 prior to camp.
	Game Design HV: Handicraft	Middle/Older Scouts	Scouts should review Req. 1a before camp.
	Gardening Bell: Farm	All Ages	Req. 2, 4, 5 are difficult to complete in camp. Req. 8 cannot be completed in camp.

	Geocaching HV: Scoutcraft Bell: Brownsea	Middle/Older Scouts	Bring personal GPS unit and compass, if possible. Req. 8 & 9 should be done before camp.
	Geology HV: Ecology	Middle/Older Scouts	Lots of hiking.
	Horsemanship Bell: Farm	Middle/Older Scouts Involves Balance And Interaction With Live Horses	Must wear long pants and boots with heels to ride. Req. 11c & 11d are difficult for first-time riders.
	Indian Lore HV: Handicraft	All Ages	Req. 3 may require additional time outside of program.
	Kayaking HV: Sunset Waterfront Bell: Waterfront	Middle/Older Scouts Requires Strength/ Dexterity	Must pass BSA Swimmer's Test Completed Swimming MB preferred. May be earned concurrently with Kayaking BSA.
	Leatherwork HV: Handicraft Bell: Foxfire	All Ages	All materials will be provided by GSR.
	Lifesaving HV: Main Waterfront Bell: Waterfront	For Older Scouts Only, (14+)	Must pass BSA Swimmer's Test. Must have completed 2 nd Class req's 5a-5d. Must have completed 1 st Class req's 6a, 6b, 6e. Completed Swimming MB preferred.
	Mammal Study HV: Ecology	All Ages	Some hiking.
	Metalwork Bell: Foxfire	Preferred For Older Scouts	Non-synthetic long-sleeve shirt and pants materials are required. Leather-palmed work gloves are recommended. Extra work required outside of program (Req. 5d).

	Mining in Society HV: Ecology	Middle/Older Scouts	Prior research encouraged.
	Motorboating HV: Main Waterfront	For Older Scouts, Only (14+)	Must pass BSA Swimmer's Test. Completed Swimming MB preferred. COST: \$10 FOR MB
	Nature HV: Ecology	Middle/Older Scouts	Lots of hiking.
	Orienteering HV: Scoutcraft Bell: Brownsea	Middle/Older Scouts	Compass required. May need non-class time for running courses (Req. 7, 8).
	Pioneering HV: Scoutcraft Bell: Brownsea	Middle/Older Scouts	Must have completed Tenderfoot req's 3a, 3b, 3c. Must have completed 2 nd Class req's 2f, 2g. Must have completed 1 st Class req's 3a, 3b, 3c, 3d.
	Plant Science Bell: Farm	All Ages	Req. 8 should be reviewed before camp.
	Public Speaking HV: Emergency Skills	Middle/Older Scouts	None.
	Pulp and Paper Bell: Logging Camp	All Scouts	Req. 6 should be reviewed before camp.
	Radio HV: STEM	Middle/Older Scouts	Scouts may bring personal equipment, if desired.

	Rifle Shooting HV: Shooting Sports	Middle/Older Scouts	Do not bring rifle or ammo to camp! Previous research is encouraged for all requirements. May need extra practice/shooting time. Please complete workbook prior to camp (on nhscouting.org).
	Robotics HV: STEAM	Middle/Older Scouts	All materials will be provided by GSR.
	Search and Rescue HV: Scoutcraft Bell: Brownsea	Middle/Older Scouts	May involve work outside of class session. Req. 3c should be reviewed before camp.
	Shotgun Shooting HV: Shooting Sports Bell: Mountain Man	For Older Scouts Only, (13+)	Do not bring rifle or ammo to camp! Previous research is encouraged for all requirements. May need extra practice/shooting time. Please complete workbook prior to camp (on nhscouting.org). COST: \$30 FOR MB AT BOTH HIDDEN VALLEY AND BELL COST: \$30 FOR SPORTING CLAYS COURSE AT BELL
	Signs, Signals and Codes HV: Scoutcraft	Middle/Older Scouts	Req's. 7 & 10 will require work outside of class.
	Space Exploration HV: STEM	Middle/Older Scouts	All materials will be provided by GSR.
	Swimming HV: Waterfront Bell: Waterfront	All Scouts	Must pass BSA Swimmer's Test.
	Water Sports Bell: Waterfront	All Scouts Requires Balance & Strength	Must pass BSA Swimmer's Test. Difficult to complete for first-time skiers.
	Weather HV: Ecology	All Scouts	Lots of hiking.

	Welding HV: STEM	For Older Scouts Only, (13+)	Long-sleeve non-synthetic shirt, long pants, and boots required. A 'cap' or hat for behind the mask recommended. All materials will be provided by GSR.
	Wilderness Survival HV: Scoutcraft Bell: Mountain Man, Waterfront (Castaway)	Middle/Older Scouts	Requires an overnight with minimal supplies. Bring supplies for survival kit. (knife/multi-tool, first aid kit, raingear, water bottle, flashlight, trail food which isn't candy, matches/fire starters, sunscreen, map & compass, duct tape, whistle, thin wire/fishing line, signal mirror, trash bag and ground cloth/safety blanket)
	Wood Carving HV: Handicraft Bell: Logging Camp	Middle/Older Scouts	Must have proof of completed Totin' Chip. Must bring personal knife / multi-tool. Bring wood blanks (or buy at TP) for projects.

OTHER EAGLE-REQUIRED MERIT BADGES

With advanced notice (by at least the 2-week pre-camp meeting), it might be possible to request a special session for other Eagle-required MBs not currently offered in the GSR Guidebooks. Please keep in mind, most other Eagle-required MBs are not truly suited for the camp setting. We will do our best to accommodate **reasonable** requests for those who are prepared.

DISABILITIES

Every attempt to assist persons with disabilities will be afforded by GSR. All rules related to persons with disabilities as given by the National BSA will be adhered to within Daniel Webster Council.

Early dialogue with camp management can help to facilitate and explore available options.

Please contact Drew Rydlewski, Reservation Director at drew.rydlewski@dwccamping.org with questions.

CONTACT INFORMATION

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

Hidden Valley Program: program.valley@dwccamping.org

Camp Bell Program: program.bell@dwccamping.org

VENTURING ADVANCEMENT AT GSR

Please inform the Program Director by the Pre-Camp Meeting if you desire to work on any of the following Venturing Electives.

TITLE	DESCRIPTION
Conservation	Bring materials for Req. 8b: Tabletop display and/or presentation
(Project) COPE	Long pants recommended. Req. 22Ai: requires completion of <u>ALL</u> high and low elements. Req. 22Aii: Can be specially arranged with the Program Director in advance.
Cooking	Req. 3b-f: Possible in Camp
CPR	Additional cost (~ \$25) for American Heart Association certification in Cardiopulmonary Resuscitation
Ecology	Refer to Daypack packing list for what to bring and wear sturdy shoes and prepare for lots of hiking around the Reservation! Req 12c: possible if research is done before arrival to camp. 12d: may need to be complete outside of summer camp.
Emergency Preparedness	Req. 4a: complete at home with family. Bring materials for Req. 4b&c: Family emergency kit & Tabletop display and/or presentation
Equestrian	Long pants and boots with a heel are required to ride horses. Bring materials for Req. 13j: Tabletop display and/or presentation. Involves care of and riding of live horses.
First Aid	Bring materials for Req. 1a: First Aid Kit (or be prepared to buy them all at the Trading Post).
Fishing	Bring (fly) fishing equipment or be prepared to buy at the Trading Post. Bring materials for Req. 7: Tabletop display and/or presentation. Be prepared to demonstrate fishing knots and to teach other elements of fishing.
Introduction to Leadership Skills for Crews (ILSC)	Prepare to have your leadership, problem-solving, communication, delegation and evaluation skills tested to the max as you undertake some of the best leadership training which Venturing has to offer!
Land Navigation	Consider bringing a personal compass and/or GPS unit (or be prepared to borrow and/or buy at the Trading Post). Refer to the Daypack Packing list for typical around-camp items to carry. Wear sturdy footwear and be prepared for plenty of hiking around the woods of the Reservation.
Leave No Trace	Refer to Outpost packing list and consider whether you choose to complete all three backpacking trips (Req. 6b) in your week of summer camp. Bring materials for Req. 6c: Tabletop display and/or presentation for others.
Lifesaving	Plan to complete the BSA Lifeguard course during your week of summer camp (refer to BSA Lifeguard section of this guide). BSA Lifeguard requires several days of classroom and practical examinations as well as successful certification in CPR (offered optionally for ~\$25 in camp). Bring materials for Req. 2: Build a first aid kit and be prepared to teach others about it.
Mountaineering	You must have completed the First Aid Core requirement before starting this elective. Prepare to spend several days working on this elective. Personal harnesses and/or climbing shoes are welcome but not required. Req. 17i: cannot be completed in camp.
Outdoor Living History	Bring materials for Req. 19c&d: outfit from a particular period of history. And a tool from a particular period. Will require involvement in evening programs. Req. 19 g: cannot be completed in camp
Plants and Wildlife	Refer to the Daypack packing list and wear sturdy footwear for hiking throughout the Reservation. Bring materials for presentation. Prepare to teach others. Req. 21b&c: cannot be completed in camp.
Physical Fitness	Req. 20a, c(ii) and f must be completed outside of camp. All other requirements must be arranged with the Program Director.
Shooting Sports	\$30 charge for Shotgun or Sporting Clays. Bring materials for display.
Watercraft	Req. 25b: Complete outside of Camp. Req.25a: Take BSA Safety Afloat in advance. Req.25e(vi): Completion is dependent on the group's ability and available time.
Wilderness Survival	You must have completed cooking, land navigation and first aid core requirements before starting this elective. Bring materials for Req. 7c: Tabletop display and/or presentation. Bring materials for Req. 7j: Build a survival kit. Plan at least two days and two nights for Req. 7k: Survival Outpost (refer to Outpost packing list for details) contact Program Director to arrange this outpost.

OTHER EARNABLE AWARDS

EMBLEM	TITLE	PROGRAM	PREREQUISITE
	50 Miler	By Special Arrangement Only	Will involve conservation/service project work.
	Firem'n Chit	By Special Arrangement Only Great For All Ages	Totin' Chip is recommended before starting this.
	Kayaking BSA	Good For Middle/Older Scouts	Must pass BSA Swimmer's Test.
	Leave No Trace Awareness	By Special Arrangement Only Great For All Ages	Will involve online research & ample walking.
	BSA Lifeguard	For Older Scouts Only (15+)	Must pass BSA Swimmer's Test Must pass both written & practical exams. Will involve extra non-class lifeguarding time.
	Mile Swim	Great For All Ages	Must pass BSA Swimmer's Test. Must participate in ¼ & ½ and mile swims. Requires help of a rower and a spotter for the mile swim.
	Paul Bunyan Woodsman	For Older Scouts Only (14+) Must Receive Permission	Must have proof of completed Totin' Chip. Req. 2 requires training others.
	Snorkeling BSA	Not For New Scouts Good For Middle/Older Scouts	Must pass BSA Swimmer's Test. All personal gear must be approved.
	Totin' Chip	By Special Arrangement Only Great For All Ages	Must supply own pocketknife or multi-tool.