

GRISWOLD SCOUT RESERVATION HIDDEN VALLEY SCOUT CAMP



PROGRAM PLANNING GUIDE SUMMER CAMP 2022

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



GRISWOLD SCOUT RESERVATION
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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 26 – July 2	Monday, June 13
Week 2	July 3 – July 9	Monday, June 20
Week 3	July 10 – July 16	Monday, June 27
Week 4	July 17 – July 23	Sunday, July 3
Week 5	July 24 – July 30	Monday, July 11
Week 6	July 31 – August 6	Monday, July 18
Week 7	August 7 – August 13	Monday, July 25
Week 8	August 14 – August 20	Monday, August 1

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

We have revamped the traditional Hidden Valley Scout Camp schedule. We have done this to reduce travel time between badges and wasted time in class. This will leave Friday open for unit activities and campwide activities/competitions.

Rather than three, one-hour merit badge blocks per day; there will be two, two-hour merit badge blocks per day. 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 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.

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	BLOCK 2A	BLOCK 1B	BLOCK 2B
	MON & TUES 9-11AM	WED & THUR 9-11AM	MON & TUES 11:15-1:45PM	WED & THUR 11:15-1:45PM
AQUATICS				
SWIMMING	1A	2A	1B	2B
SWIM INSTRUCTION	1A		1B	
CANOEING	1A & 2A (MON-THUR)		1B & 2B (MON-THUR)	
MOTORBOATING	1A		1B	2B
LIFESAVING	1A & 2A (MON-THUR)		1B & 2B (MON-THUR)	
KAYAKING	1A	2A		2B
KAYAKING BSA			1B	
SNORKILING BSA		2A		
BSA GUARD			1B & 2B (MON-THUR)	
SCOUTCRAFT				
CAMPING	1A	2A		2B
ORIENTEERING			1B	
PIONEERING	1A			2B
WILDERNESS SURVIVAL	1A		1B	
GEOCACHING	1A	2A		
COOKING			1B	2B
SIGNS, SIGNALS & CODES		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				
MAMMAL STUDY	1A		1B	
FORESTRY		2A		2B
GEOLOGY & MINING IN SOCIETY		2A		
NATURE				2B
WEATHER		2A	1B	
FISHING	1A		1B	
ENVIRONEMNTAL SCIENCE	1A & 2A (MON-THUR)		1B & 2B (MON-THUR)	
HANDICRAFT				
BASKETRY	1A		1B	
LEATHERWORKING	1A			2B
WOODCARVING	1A		1B	
ART		2A		
INDIAN LORE			1B	
CHESS		2A		2B
GAME DESIGN		2A		2B
EMERGENCY SKILLS				
EMERGENCY PREPARDENSS		2A		2B
COMMUNICATION	1A		1B	
FIRE SAFETY		2A		2B
CRIME PREVENTION				2B
DISABILITY AWARENESS			1B	
FIRST AID	1A & 2A (MON-THUR)		1B & 2B (MON-THUR)	
PUBLIC SPEAKING		2A		
SEARCH & RESCUE	1A		1B	
STEM				
WELDING	1A		1B	2B
RADIO				2B
SPACE EXPLORATION		2A	1B	
COMPOSITE MATERIALS		2A		
ENGINEERING	1A			
ELECTRICITY & ELECTRONICS			1B	2B
ROBOTICS	1A & 2A (MON-THUR)			
FRONTIER				
FRONTIER! FIRST YEAR PROGRAM	1A & 2A (MON-THUR)		1B & 2B (MON-THUR)	
COPE & ADVENTURE				
CLIMBING	1A & 2A (MON-THUR)			
COPE			1B & 2B (MON-THUR)	
CYCLING			1B & 2B (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 2022 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 2022 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	
Boulder Exploration Hike	Lake or Swamp Walk
Swamp Kayak Trip	Shannon Hike
Mack 'n Back Hike	Tree Identification Hike
Reservation Conservation Project	Astronomy Session (Evenings Only)
SCOUTCRAFT	
Dutch Oven Dessert	Reflector Oven Baked Goods
Pioneering Challenge	Fire Building/Firemen's Chit
Show Me The Ropes (Knots, Splicing, Monkey Fists)	Orienteering Course
HANDICRAFT	
Ice Cube Candle Making	Leather Slide Craft
Catapult & Castle Building	Patrol Flag Project
Chess Tourney	Totem Woodcarving
EMERGENCY SKILLS	
Field Games (Ultimate Frisbee, Volleyball, Football)	Realistic First Aid
Woodland Search & Rescue	Frisbee Golf
SHOOTING SPORTS	
Troop Rifle Shoot	Troop Shotgun Shoot (13+)
Troop Archery Shoot	---X---
AQUATICS	
Assault Boats	Pirate Breakfast (Morning Only)
Canoe Race	Troop Kayak
Kayak Soccer	Dead-Fish Water Polo
Water Jousting	Water Basketball
Watermelon Scramble	Walk on Water
Snorkel Exploration	Aquatic Craze
STEM	
Patrol Welding	Patrol Blacksmithing
COPE/ADVENTURE	
Build Your Own Adventure! (Contact Program Director)	Troop Hike/Peakbagging (Contact Program Director)
Troop/Patrol COPE	Troop/Patrol Climbing

OPEN EVENING PROGRAM

These programs don't require advanced sign-up, just show up!

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:00-8:30PM	Opening Campfire (Council Ring)	Open Swim (Main Waterfront) Open Boating (Sunset Waterfront) Open Shoot (Shooting Sports) Inter-Troop Campfires (Campsites)	Water Carnival (Main Waterfront) Open Shoot (Shooting Sports) OA Crackerbarrel (Carter Lodge)	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)	Closing Campfire (Council Ring)
8:30-9:30PM		Night Shoot (Shooting Sports) Glow Sports (Athletic Field)	Night Climbing (COPE)	Night Climbing (COPE) Older Scout Night (STEAM & Athletic Field)	Stargazing (TBD) Night Shoot (Shooting Sports)	X

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!

New in 2022, our closing campfire will be more camper-based! 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!

Our camp staff will continue to showcase our amazing skits! To showcase your skit, it *must* be approved by the Program Director the Thursday SPL Meeting– at the latest! If it's not quite ready, we'll help develop it!

FRIDAY PROGRAM

Also new in 2022, a full day of fun! No merit badge classes! Begin the morning with 90-minute unit activities, compete with other units in camp wide games, enjoy open program across the camp, and wrap it up with laughs and refectation 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

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	NO UNIT ARRIVAL	VENTURING/EXPLORING DAY	ORDER OF THE ARROW DAY	SPORTS DAY <small>Polar Bear Plunge (6:30AM)</small>	TIE-DYE THURSDAY	CRAZY SOCKS DAY <small>Polar Bear Plunge (6:30AM)</small>	
7:00AM		Reveille (7:00AM)	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)	Continental Breakfast Campsite Checkout (7:00-8:30AM)
8:00AM		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	Closing Ceremony & Camp Dismissal (8:45-9:45)
9:00AM		UNIT LEADERSHIP ONLY (SPLs & SMs)	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)	
10:00AM			Travel Time	Travel Time	Travel Time	Travel Time	Troop/Patrol Activity Block Advancement Catch Up (10:30-12:00PM)
11:00AM		Leader & Staff Lunch (12:00-12:30PM)	MB Block 1B 30 Minute Lunch Included (11:15-1:45PM)	MB Block 1B 30 Minute Lunch Included (11:15-1:45PM)	MB Block 2B 30 Minute Lunch Included (11:15-1:45PM)	MB Block 2B 30 Minute Lunch Included (11:15-1:45PM)	Free Time & Lunch (12:00-1:00PM)
12:00PM			Travel Time	Travel Time	Travel Time	Travel Time	CAMP CLOSED SEE YOU IN 2023!
1:00PM		Staggered Unit Arrival & Staff Orientations (Medical Checks, Swim Checks, Tour) (1:00-3:00PM)	Free Time SPL Meeting - 2PM	Free Time SPL Meeting - 2PM	Free Time SPL Meeting - 2PM	Free Time SPL Meeting - 2PM	
2:00PM		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 (3:00-4:00PM)		
3:00PM		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)		
4:00PM	Unit Time	Free Time	Free Time	Free Time	Free Time		
5:00PM	Flags (5:45PM)	Flags (5:45PM)	Flags (5:45PM)	Flags (5:45PM)	Flags (5:45PM)	Flags (5:45PM)	
6:00PM	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)	Dinner (6:00-7:00PM)	
7:00PM	All Faiths Service (7:15PM)	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)	
8:00PM	Opening Campfire (8:00-8:30PM)	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)	
9:00PM	Unit Leadership Crackerbarrel (SMs & SPLs)	Quiet Time	Quiet Time	Quiet Time	Quiet Time	Quiet Time	
10:00PM	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!

UNIT LEADERSHIP CRACKERBARREL

Brand new in 2022! Following the opening campfire on Sunday, all SPLs and Scoutmasters are invited for our crackerbarrel! Introduce yourself, meet the camp management team, ask questions, or just enjoy some snacks!

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.
Patrols must have a minimum of 5 Scouts, with a maximum of 10.

NEW! NEW! NEW! BUILD YOUR OWN OUTPOST!

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 your 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, ultimately 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.

You’ll never forget this!

Participants need to attend all sessions to complete everything!

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

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 (Sunset Waterfront)

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

DEAD FISH WATER POLO

Essentially lacrosse on water! The dead fish is just a sponge, though!

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 (Chase 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 Below)

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!

ECOLOGY

PATROL / TROOP / CREW ACTIVITIES

LAKE WALK

Nothing's calmer than a nice walk around Lake Eileen. Explore the shoreline trail around Lake Eileen and learn the watershed ecology of Hidden Valley. Walk at your own pace and learn some fun facts along the way!

SWAMP WALK

It's the circle of swamp. Experience the natural cycle of the Ecology Swamp on a shoreline tour through the ecosystem.

SHANNON HIKE

Take a guided nature hike over Mt. Shannon and enjoy a 'bird's eye view' of the Hidden Valley main camp!

MACK 'N BACK

Take an extended hike to the Mack Ridge and back while learning about the beautiful wilderness that makes up GSR.

TREE IDENTIFICATION

What is a Tree Farm? What types of trees grow at Griswold Scout Reservation? What does it take to manage a forest? Find out this and more through this activity that's as fun and easy as counting to One...Two...Tree!

STAR GAZING (Evenings Only - 9:00PM Start)

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.

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.

EMERGENCY SKILLS

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!

WOODLAND RESCUE

Is your patrol ready for a search and rescue mission? Venture out into the backcountry and put your first aid skills to the test as your group becomes honorary Valley First Responders!

FIELD GAMES

It's all fun and games until it's done at camp...Then it becomes the fun of field games! Organize your choice of two-hand touch football, volleyball, or ultimate frisbee and let the games begin! Staff referee included!

DISC GOLF

Compete against your troop on the GSR disc golf course! See if you can get a hole in one. Staff caddy included!

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!

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? There's only one way to find out.

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

Become a master architect and builder as you design and make a bridge out of straw. Find out how much your bridge can support as you support the scientific method.

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.

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!

REFLECTOR OVEN BAKED GOODS

No electricity? No problem! Learn how to turn a cardboard box into an oven and cook some tasty afternoon tastes.

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 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!

MONKEY FIST MAKING

So, you want to learn how to make a monkey fist? Here's your chance! (Monkeys not included).

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

A brand-new afternoon activity for 2022! 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 2022 season. Shot cards must be purchased.

COPE & ADVENTURE

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 age 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, squirt/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 DIRT ROAD
- ACCESS ROAD
AUTHORIZED VEHICLES ONLY
- HIKING TRAILS
- PROGRAM AREA

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

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

CAMP BELL ↓