

GRISWOLD SCOUT RESERVATION **CAMP BELL**



PROGRAM PLANNING GUIDE

SUMMER CAMP 2022

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



GRISWOLD SCOUT RESERVATION
254 GRISWOLD LANE
GILMANTON IRONWORKS, NH 03837

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CONTACT INFORMATION

For questions regarding program in any capacity, please contact:

Camp Bell Program

program.bell@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 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

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.

**PRE-CAMP MEETINGS WILL BE HELD ON ZOOM.
ACCESS LINKS WILL BE SENT OUT PRIOR TO THE MEETING.**

CAMP BELL PROGRAM

Camp Bell Program is a patrol, day-long program that encompasses Lord Baden Powell's quote of:
"The patrol method is not one method in which Scouting can be carried on. It's the only method!"

DAY LONG, PATROL/CREW PROGRAMS (9:00AM - 3:00PM)

Our day-long patrol sized programs (6 to 8 members are ideal) run from 9AM to 3:00 PM at the chosen activity area for the day. Your Camp Bell staff member will meet with you after morning flags to take your patrol/crew to your program for the day! Lunch will be at the program area. Camp Bell programs have the ability of adapting each experience to the age, ability, and desire of each patrol. If you have any ideas, contact the Program Director!

FREE TIME (3:00PM - 4:30PM)

Free time is free time! Scouts have the option of enjoying a free swim at the waterfront, a visit to the trading post, or the opportunity to stop by the Bell Farm and help work in the stables! Always be sure to travel with a buddy and to inform your SPL and/or Scoutmaster where you will be going.

EVENING ACTIVITIES (7:00PM - 9:00PM)

A variety of evening opportunities await you at Camp Bell! The staff will inform you at morning and evening flags of the upcoming possibilities. Evening programs do not require advanced signups (except for outposts)!

PROGRAM PLANNING WORKSHEET

Programs will be selected using an online form. Patrols will make the request between mid-April and mid-May and a schedule will be dispersed sometime in early June. Here's a recommended way to prepare:

- Give Patrol Leader the Program Planning Guide.
- Have all Scouts look over the guide together and choose their program.
- Choose 8 program choices from 1-8 in order of most desired.
- Have the Patrol Leader or SPL work with the troop/crew camp leader coordinator to submit the choices through the online form.
- Once programs are received, review the schedule, and request any changes through the Program Director at/before the pre-camp meeting.

REMINDER!

Camp Bell is designed to fortify the Patrol Method. The ideal size of a patrol is 8 Scouts. Some programs can only maintain a certain number of scouts (I.e., limited number of horses, room on the speedboats, etc.) so it is recommended to keep it as close to 8 as possible.

PROGRAM PLANNING WORKSHEET

All-TERRAIN VEHICLES (ATVs) 14+ and 16+

- ASI Training Course & Trail Ride - \$
- Extended Trail Ride - MUST BE ASI CERTIFIED \$
- ATV Outpost - + (Tuesday or Thursday) \$

BROWNSEA

- Curlews (New Scout Patrol Starter) - NS, + (Tuesday)
- Encampment
- First Aid in the Wild
- Bell's Kitchen
- Land Navigation
- Wilderness Engineering
- Search and Rescue (13+)

CHALLENGE VALLEY

- Extreme Obstacle Course - NS
- Peak Bagging
- Ultimate Patrol Challenge

CLIMBING

- Monkey Around - NS
- Climbing Academy
- Advanced Climbing

LOGGING CAMP

- Backwoods Woodcraft
- Extreme Lumberjack
- Paper Mill
- Colonial Woodcraft
- Hatchet
- GSR Trail Ranger

MOUNTAIN MAN

- Lewis & Clark Expedition - + (Monday or Thursday)
- Mountain Man VS Wild - + (Monday or Wednesday)
- Mountain Man (w/ Mush or Bag Lunch) - NS
- Leave No Trace
- Musket, Hawks, and Pigeons (Shotgun MB Option) \$

WATERFRONT

- Castaway + (Tuesday or Thursday)
- Kayaking & Snorkeling
- Sailing Adventure
- Swimming & Swim Instruction - NS
- Waterskiing & Tubing - \$
- Lifesaving

UNIT-LED OPPORTUNITIES

- Day Hike To Overnight Outpost
- Overnight Outpost To Conversation Project
- Peak Bagging- Choose Your Program Theme!
- Multi-Day Outpost (Talk to Program Director!)

FOXFIRE

- Blacksmithing & Knife Making
- Advanced Blacksmithing

FARM

- Animal Science
- Horsemanship I - \$
- Horsemanship II - \$
- Extended Trail Ride - \$

KEY

+ = Activity with an outpost included and eligible night program is offered.

\$ = Additional fee(s) associated.

NS = While the programs are open and adaptable to any age, new Scout patrols should focus their first experience at Camp Bell on programs marked with "NS".

ARRIVAL TO CAMP BELL

SUNDAY

1:00PM Unit Arrival (Staggered Check-in)

All luggage should be placed in front of your unit's campsite sign in front of the Main Lodge for Commissioners to deliver to your campsite! (Note Smaller and fragile items such as backpacks, instruments, fishing gear and other loose items must be carried up to the campsite)

New! Unit arrival is being done through staggered arrival. Unit arrival time will be given prior to camp at the Pre-Camp Meeting!

1:00PM-4:00PM Unit Camp Orientation

- Leader Check-in with Reservation Support Services
- Verify roster, head count, issue wristbands, final account settlement, etc.
- Medical Recheck
- Settle Into Campsites
- Demonstration of Campsite Cooking Procedures, Latrine Cleaning Procedures

4:30PM Food Pick-Up (Upper Parade Field Safety Pavilion)

Dinner Prep & Cooking

6:30PM-7:00PM All Faiths Service (Upper Parade Field)

7:00PM Opening Flag Ceremony (Lower Parade Field)

8:00PM Opening Campfire (Council Ring)

*Be prepared for the above events by carrying your Scout essentials in a daypack separate from your luggage.
Don't forget raingear and a water bottle!*

EVENING PROGRAM

These programs don't require advanced sign-up, just show up! All programs are subject to change and more programs may be added prior to camp.

MONDAY

Water Carnival (Bell Waterfront)

Come down to Manning Lake for a chance to Swim, play some water polo and water basketball! If you have not yet completed your swim check, no problem! We can administer on the spot!

Night Monkey (Climbing Barn)

Join in some climbing games, traverse the indoor bouldering walls, or simply climb as much as you can!

TUESDAY

A Spooky Walk Through History

Gather for an interactive nighttime walk filled with storytelling, fellowship, and fun with a spooky story walk!

Order of the Arrow Ice Cream Social (Depart from Admin)

Arrowmen of any Lodge who participate in Cheerful Service are invited to an evening of fellowship.

WEDNESDAY

Night Monkey (Climbing Barn)

Join in some climbing games, traverse the indoor bouldering walls, or simply climbs as much as you can!

Older Scout Night

Scouts and Venturers aged 14+ enjoy some fun, food and fellowship while learning about opportunities for their age bracket within New Hampshire and the World

THURSDAY

Cast Iron Chef Competition (Upper Parade Field/Safety Pavilion)

Demonstrate your Patrol's prowess in the campsite kitchen by preparing a full meal utilizing any form of cast-iron implements. Bring your final products for tasting and judging to see who will win the coveted 'Golden Spatula'! Talk with Commissioner if you wish to be involved in the potluck aspect of this!

Open Smithy (Foxfire)

Didn't quite perfect that knife at Introduction to Blacksmithing? Come finish or start a new project! Foxfire opens for an evening of fun and hot metal. Make sure to bring long pants and long sleeves!

FRIDAY

Travois Race (Upper Parade Field)

Carry a member of your Patrol upon the Travois you lash! Race to multiple stations to complete your Scouting skills and experience to the max!

Closing Campfire (Council Ring)

Bring your best patrol skit or song to the campfire that'll wrap up the week!

ALL-TERRAIN VEHICLES (ATV)

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

All-Terrain Vehicle Safety Institute® (ASI) is a not-for-profit division of the Specialty Vehicle Institute of America® (SVIA). SVIA was formed in 1988 to implement an expanded national program of ATV safety education and awareness. ASI's primary goal is to promote the safe and responsible use of ATV's, thereby reducing accidents and injuries that may result from improper ATV operation by the rider.

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 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 (Tues. or Thurs., only)

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.

BROWNSEA

Modeled after that first Scout Camp in 1907 led by Scouting's Founder, Lord Robert Baden-Powell, Brownsea provides the very 'core' skills each Scout, Patrol and Crew should know to be considered "Prepared. For Life." Located in the heart of Camp Bell, Brownsea challenges Patrols and Crews to 'do their best' at tackling simple to strenuous medical emergencies, basic knots to complex lashings, and basic woods tools and fire lays. New Scout Patrols – called "Curlews" – begin their week's journey at Brownsea, as well. Learn the basics of outdoor shelter and safety and what to do when either of these go wrong!

BELL'S KITCHEN

Turn up the heat with this fun, interactive program based around strengthening your culinary skills. Scouts will learn key elements of cooking safety and food processing while making some tasty treats along the way. This program can be done to work on key elements of the Cooking Merit Badge or just for fun! Our reservation-renowned chefs will certainly get you ready and up to speed to do succeed within Bell's kitchen.

CURLEWS – NEW SCOUT PATROLS

The two-day Curlews program will help New Scouts become acclimated and excited for the adventure that is Scouting! The Patrol will spend Monday and Tuesday of their week at Camp Bell learning the fundamentals of Scouting – the Scout Ideals, basic campsite selection and setup skills, and the essentials of working together as a Patrol. Patrols will head out for an outpost on Tuesday where they will utilize the skills they learned to make camp, plan and cook meals, and sleep overnight. Many Tenderfoot through First Class requirements, Totin' Chip and Firem'n Chit certifications, and lifelong memories will result!

ENCAMPMENT

One of the core learning opportunities of the first Brownsea Island camp experience was creating the protocols by which Scouts would choose and setup their campsites. Camp Bell's unique terrain offers numerous styles for camping: in the field, the woods, the ledge, the cave or the summit. Explore camping basics for fun or seek to achieve much of the Camping Merit Badge through your efforts here!

FIRST AID IN THE WILD

When something goes wrong in the wilderness, a Scout should be ready to take action. In this program, you will practice various levels of first aid to challenge Scouts of all ages as well as techniques specific to wilderness environments. Patrols may work on basic skills or First Aid Merit Badge, as they wish.

LAND NAVIGATION

In order to survive the land, you'll need to be able to find your way around the land! Patrols can work on basic direction and map & compass skills, or I expand to the Orienteering Merit Badge and a day of Orienteering Competitions! Venture Crews can work on their Land Navigation elective. Orienteering is a longtime sport and although it's popularity isn't as big as baseball, football, or soccer it still remains a fun key scouting fundamental.

BROWNSEA

SEARCH AND RESCUE

It takes a steady and strong mind to remain poised when disaster strikes. Not only must a Scout understand how to treat injuries correctly, but they must be able to get those who are in need to safety. Sometimes, the distance and terrain can add challenges which can seem insurmountable. But, after practicing these preparatory skills, you will be well on your way to handling just about any problem you will face. Though much is included in this program, most activities will center around the Search and Rescue Merit Badge. Motivated Scouts could also include Emergency Preparedness into their schedule. (First Aid Merit Badge needs to have already been earned). Prior First Aid knowledge is highly recommended.

WILDERNESS ENGINEERING

This is pioneering like you have never seen it before! The Brownsea Staff teaches you simple gadgets or increases to the next level of advanced pioneering skills. Either way, you get to pick the size of the project which meets your level of ability and desire! Work together as a Patrol to build a tower, a catapult, a bridge, a Ferris wheel, or anything you can imagine. Scouts have the whole day to create the most impressive structure they can. Spend the day with projects or construct your experience around the opportunity to earn Pioneering Merit Badge; the choice is yours! Venture Crews have the added option of the Wilderness Engineering elective, if they choose.

CHALLENGE VALLEY

Mud, sweat, and cheers! This phrase is what Challenge Valley is all about! You will build great Patrol team communication and develop key strategic skills through these programs! You will need extra clothes and sneakers you will not mind getting covered in lots and lots and lots and lots of mud.

ULTIMATE PATROL CHALLENGE

Put your Patrol's teamwork to the test as you exercise your collaborative skills, resourcefulness, endurance and imagination with this intense, day-long challenge. Whether your Patrol is just forming or has been together for years, this program will help bring your patrol together through a variety of key scout skills. Move from one challenge to another when your Patrol confronts a ticking clock to complete mental and physical games, puzzles, and challenges all over Camp Bell. Do you have what it takes to overcome the Ultimate Patrol Challenge? There's only one way to find out.

EXTREME OBSTACLE COURSE

Scouts will stretch their abilities and their perceived boundaries as they struggle through this grueling course. Start the day with team building activities before taking on the course. Patrols will climb, run, crawl, sprint and swing through the muck. You will need to work together as a Patrol to be successful during this intense experience. Bring some old clothes to participate in these events and lace those shoes up very tight or the mud might claim them! Scouts will be timed throughout the course as strive to find out who has the fastest patrol for your week of camp...and the entire summer as a whole!

CLIMBING

To set a goal and overcome obstacles experienced on the way to achieving that goal is one of the most amazing things – and it happens all the time in Scouting! It happens every minute of every day in Camp Bell's extreme Climbing program! Whether you consider yourself a 'rock monkey' or as someone who has never even considered confronting a destination higher than six feet in the air, the indoor climbing barn offers challenges of all levels for climbers of all experiences.

GO BANANAS

If you love testing your balance or anything that involves heights, this could be just the set of activities for you! Once you master the wall, try it blindfolded or with use of only one arm or leg! The object is never to do anything but crawl and climb in as many directions and heights as possible... some imagined and some creative and new! For those who need more practice, extra time can be allotted in our bouldering room until ready!

CLIMBING ACADEMY

Scale the walls in our indoor climbing gym! Try your skills on the ultimate bouldering challenge! Do it and you, too, will have your name in the record book. Learn the fine skills of trusting as you belay a buddy. Learn how to climb with little effort, rappel with complete comfort and ascend to new heights never before experienced! Your entire Patrol will become closer than ever when you literally hold each other's lives in the palms of your hands. The comfort zone of each member will be stretched to new boundaries by the end of this day! Climbing Merit Badge is the primary thrust of this program, but, other elements will be included along the way...as well as plenty of time to climb until you ache all over!!!

ADVANCED ROCK CLIMBING

Focus on the technique of rock climbing while inside the climbing barn. Use your vision to create new routes and maybe even re-arrange some rocks on the wall! Open to all but preferred for climbers with some degree of patience and experience.

BELL FARM

The Bell Farm is a place to learn about kindness to all living things around us as well as healthy ways to live! Visit, feed and care for our many different animals. While you are there, learn about our country's past! Cowboys and Wranglers of the Wild West were some of the original American heroes. Come to the stables of Camp Bell to become acquainted with some of the skills which made these folks so entertaining and great! A mastery of horsemanship and cattle-driving skills which are unthinkable today were essential skills for life in the western territories back in the 1800s. This experience will challenge Patrols and Crews and excite the imagination with the lore of the Wild West. Chances are, you will make some new four-legged friends along the way too!

ANIMAL SCIENCE

This program is often centered around completing the Animal Science Merit Badge but can be customized simply to spend time with the animals! Scouts will learn about the types of basic livestock and key characteristics of the animals as they spend the day with some of Bell's four-legged friends.

HORSEMANSHIP I

This program is designed to earn the Horsemanship Merit Badge. Scouts will learn how to safely ride and care for horses while gaining an understanding of the behaviors and instincts of horses and learning some effective – yet humane – methods of training them! There is an additional \$25/person charge for this program.

HORSEMANSHIP II

This program is specifically designed for those who wish to complete partials in Horsemanship Merit Badge. This program has a pre-req of Horsemanship I and requires riding competency and balance which ensures the safety of the rider. The GSR Staff will monitor participants carefully to make certain higher skills are attempted only with direct supervision. There is an additional charge for this program.

EXTENDED TRAIL RIDE

This program is designed to allow knowledgeable Scouts the ability to tack and groom their own horse - and enjoy a delicious trail lunch – on an extended trail ride! This program does have a pre-req of Horsemanship I or completion of the Merit Badge. There is an additional charge for this program.

FOXFIRE

Be transported back to the past as you embark on your journey into the fun of Blacksmithing! Scouts will be able to work on projects using HOT METAL while they learn the history and fundamentals of this iconic craft. The program is returning to its spot across from Mountain Man this year, and a couple more forges is coming with it. Better bring your water bottles and creativity because it'll be a long but rewarding day!

INTRODUCTION TO BLACKSMITHING

This is where the Smithy begins! Your Patrol/Crew will begin with the general information about Foxfire and the safety precautions to be followed throughout the day. The purpose of this is to familiarize the scouts with the area physically and historically while also explaining the safety procedures of the forge.

Your Patrol/Crew will learn all of the basic skills used by blacksmiths such as: tapering a point, drawing out a length of metal, bending over the horn of the anvil twisting a piece of metal using a vice, and making an L-bend using the lip of the anvil.

ADVANCED BLACKSMITHING

This is where the Smithy continues to hone those metal working skills! Those that lead Blacksmithing should have a decent familiarity of the processes that go into creating a variety of potential metalworking projects. Your Patrol/Crew will learn more Advanced Blacksmithing, while working on projects you can take home to your friends and family!

LOGGING CAMP

At Logging Camp, you will play some games and live the life of the Lumberjacks! You will experience how hard work, adventure, and self-sufficient ways were what fueled the turn of the last century. It takes a special group to travel so far off the beaten path for a job very few would readily accept! Our Venturers can certainly find a way to explore their inner Lumberjack or Lumberjill with outdoor living history here!

BACKWOODS WOODCRAFT

Experience the challenge of yesteryear! After receiving the camp training course on woods tools—your patrol will select a series of projects to complete. These projects will vary based on the skill and age of the Patrol. Some include:

- Make a mallet
- Build a rustic bench
- Create a dove-tail notch
- Carve a knife, fork, and spoon from a branch
- Create a three-legged stool
- Craft a rocking chair

Totin' Chip is quite necessary for work in these parts. But we can teach it to you if you have forgotten or are starting out new. Woodcarving is a Merit Badge the most daring can work on as an added factor.

COLONIAL 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 elements for the Logging Camp area. Projects may include, but are not limited to: seats, cabinets, containers, tables, and more! This program is recommended for older scouts. Projects can be brought home or left at the logging camp area for future summers to come!

EXTREME LUMBERJACK

Prove your strength as one of the roughest and toughest of characters to wield an ax or a two-person saw! Refresh your skills with woods tools while earning the Totin' Chip Award and possibly even the Paul Bunyan Woodsman Award for extremely motivated Patrols. 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!

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! Scouts also have the option to work on Soil and Water Conservation Merit Badge.

PAPER MILL

Once a tree has been cut down, there are many ways to put it to good use... including, turning its materials into a sheet of paper! Spend the day working on Pulp and Paper Merit Badge and experience the process of papermaking first-hand! Make your own sheet of paper in the process!

MOUNTAIN MAN

The Mountain Man was a trapper and fur trader who roamed the western United States until the mid-1800s. He was gathering beaver pelts for fashionable hats! He led a lonely life and met extreme conditions. Many took Indian brides to help with the many day-to-day necessities and lived a life between the cultures of the Natives and the white men. They wore buckskin clothes and were armed with black powder weapons, knives, and beaver traps. By 1855, the fashion trend had changed to silk for hats and the Mountain Man's role changed. They were often guides for wagon trains, military scouts, or buffalo hunters. These Mountain Men opened the West to non-native people and gave them knowledge of its value. Venturers who dare can explore Outdoor Living History with the Mountain Man... if he's in a good mood!

LEWIS AND CLARK EXPEDITION

President Thomas Jefferson, in eager anticipation of doubling our fledgling nation's geographic size, is searching for the right members of the Corps of Discovery. Do you have what it takes to brave the life of a Mountain explorer? Relive the adventure of the Lewis and Clark expedition with this exciting two-day program. Scouts will be given everything they need to prepare rations and supplies for an overnight in the backcountry. The Patrol will have to work together to navigate across the terrain, bushwhacking their way without any trails to follow and making a map as they go. A wide variety of Scouting or Venturing skills will be needed to safely journey through the wilderness of GSR including navigation, cooking, astronomy, cartography, botany, geology, and wilderness survival. There is much to be learned and accomplished on this journey; that's for sure! We might need a journal to keep track of how much happens on this unforgettable excursion! This expedition is only available either Monday-Tuesday or Thursday-Friday.

MOUNTAIN MAN, VERSUS WILD

Patrols will learn to survive in the woods just as the Mountain Men and Women would have done. The Mountain Man will show their skills of survival; from finding your food to building shelters. Scouts will each have the opportunity to try these tasks and the brave ones can even spend an overnight in the shelters they build! All this will be set to the backdrop of the Mountain Man way of life. Wilderness Survival Merit Badge or Venturing elective will assist the process of these events. The overnight outpost is optional with this event, but highly recommended.

MOUNTAIN MAN

Understand how the Mountain Man lived by spending a whole day living and working alongside our very own Mountain Man deep in the woods. While there, he will teach you to hunt and trap as he did over a century-and-a-half ago. Scouts will try their hand at throwing tomahawks and hunting along the action archery course or on the new Sporting Arrows course! Each Patrol / Crew has the option to cook some delicious "Mountain Man Mush" for lunch!

MUSKETS, HAWKS N' PIGEONS

We'll start off the day with a bang! Scouts and Venturers will test their metal with the mighty 12-gauge shotguns where they can hunt down some clay pigeons, then enjoy the power of the .50 caliber black powder musket. If you're daring, you can select to take Shotgun Merit Badge or try your hand at the 10-station Sporting Clays course where pigeons fly in every direction while we travel through our various stations. The end of the day will be spent with some serious tomahawk throwing! One way or another, we'll git 'em all!

MOUNTAIN MAN

LEAVE NO TRACE

Spend time exploring the amazing 3500+ acres of Griswold Scout Reservation and see the best this wilderness has to offer. Scouts or Venturers will learn the skills necessary to carry out the promises of the Outdoor Code, learn the principles of Leave No Trace awareness, and work on some scout skills along the way.. Scouts should come prepared for a hike which suits their age and level of ability

WATERFRONT

The Aquatics program at Camp Bell takes place on beautiful Manning Lake. Each member of the Patrol will take a swim test at the beginning of the program day unless he has done so previously (available during free swim or Open Waterfront on Monday night). Scouts will need to be classified as swimmers to go out on any of the boats. The activity chosen by the Patrol may not be appropriate for all members, so, the Staff will work to accommodate the needs of the Patrol as well as the Scout. Each Scout will have the opportunity to accomplish a goal of his own and participate in the Patrol activity chosen. Camp Bell has terrific sailboats, motorboats, kayaks and waterskiing and tubing, sculling boats as well as a gifted and dedicated staff who will give tremendous attention to every Scout and Patrol. In these ideal conditions, even the hardest aquatic skills tend to come quickly to even the most reluctant of Scouts.

CASTAWAY

One of the best outposts around, Castaway follows a day of survival challenges and is sure to refresh and renew your spirits as you navigate your Patrol to a secret location using a makeshift boat you have created. Scouts can work on the Wilderness Survival Merit Badge or embark on a day and overnight of fun that'll out your skills to the test.

KAYAKING AND SNORKELING

A Patrol activity that includes snorkeling and kayaking will allow Scouts to drop anchor in the middle of Manning Lake for the sole purpose of exploring the rocky shallows found beneath the crystal-clear water. The Kayaking Merit Badge, Kayaking BSA, and the Snorkeling BSA award are all available in this program.

LIFESAVING

Depending on the ability level of the Patrol / Crew, Scouts may work towards earning their Lifesaving Merit Badge, or for ages 14+, the practical aspects of Lifeguard BSA. Venturers might work toward their Lifesaver requirements. This day requires strong swimming ability (who have earned Swimming Merit Badge already). This program is physically demanding but is highly rewarding and enjoyable.

SAILING ADVENTURE

Take your entire Patrol out on the water and enjoy a majestic ride around the beautiful and expansive Lake Manning. Become masters of the high seas and let the wind sweep you away! Small Boat Sailing Merit Badge is available for those who wish to pursue it, or you can just learn the basics and sail the day away!

WATERFRONT

SWIMMING (MB) & SWIM INSTRUCTION

Hop in the water and strengthen your swimming abilities! The Boy Scouts of America swimming programs teach Scouts how to be safe in the water yet prepared for anything that might happen during an aquatic adventure. Scouts will have the opportunity to practice their strokes, learn how to dive, and try their hand at some aquatic emergency skills. Proficient Patrols will be able to earn the Swimming Merit Badge.

WATERSKIING & TUBING

This activity is fun for the whole Patrol! Scouts will have the chance to attempt to waterski and tube from behind a speedboat designed for exactly that purpose. Courageous and advanced Scouts could complete Watersports Merit Badge with some mammoth efforts during this day-long event.

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)
ATVs	Long Sleeve Shirt, Long Pants, Over The Ankle Boots
Brownsea	Sturdy Shoes, Daypack, Water
Challenge Valley	Clothes You Do Not Mind Getting Very Dirty. Change Of Clothes And Towel.
COPE & Adventure	Sturdy Shoes, Daypack, Water, Comfortable Clothing
Foxfire	Long Pants & Long Shirt
Farm	Long Pants, Boots With "Heel"
Logging Camp	Long Sleeve Shirt & Long Pants Preferred.
Mountain Man	Personal Mess Kit Preferred.

CAMP BELL

GRISWOLD SCOUT RESERVATION

163 MANNING LAKE RD.
GILMANTON IRONWORKS
NEW HAMPSHIRE 03837

