



BOY SCOUTS OF AMERICA®
DANIEL WEBSTER COUNCIL

Camp Bell

Griswold Scout Reservation

2023 Program Planning Guide



CONTACT INFORMATION

For questions regarding program please contact:

Bell Program:

program.bell@dwccamping.org

Camp Bell Program

Camp Bell Program is a Patrol/Crew 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 Programs 9 a.m. – 3:00 p.m.

Our day long programs run from 9 a.m. to 3:00 p.m. 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/Crew. If you have any ideas, contact the Program Director.

Free Time 3:00 p.m. 4:30 p.m.

Free time is free time! Scouts have the option of enjoying a free swim at the waterfront, a visit to the Trading Post, 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/Crew President and/or Scoutmaster/Advisor where you will be going.

Evening Activities 7 p.m. – 9 p.m.

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 prior to the start of the summer. An email will be sent out when it goes live. Here's a recommended way to prepare:

- Give Patrol Leader/Crew 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/Crew President 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

Camp Bell Program

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

- ASI Training Course & Trail Ride \$
- Extended Trail Ride \$
- ATV Outpost \$+

BROWNSEA

- Bell's Kitchen
- Curlews, M & T+ (NS)
- First Aid in the Wild
- Land Navigation
- Search and Rescue
- Wilderness Engineering

CHALLENGE VALLEY

- Aquatic Patrol Challenge
- Extreme Obstacle Course (NS)
- Peak Bagging
- Ultimate Patrol Challenge

CLIMBING

- Monkey Around (NS)
- Climbing Academy
- Advanced Climbing

BELL FARM

- Farm Science (NS)
- Horsemanship \$
- Extended Trail Ride \$
- Oregon Trail Outpost \$+

FOXFIRE

- Introduction to Blacksmithing
- Advanced Blacksmithing
- Knifemaking and Leatherworking (NS)

LOGGING CAMP

- Backwoods Woodcraft
- Extreme Lumberjack
- GSR Trail Crew
- Hatchet
- Mining Camp
- Paper Mill (NS)

MOUNTAIN MAN

- Into the Wild
- Lewis and Clark
- Mountain Man (NS)
- Mountain Man vs Wild +
- Musket, Hawks, and Pigeons \$, 13+

WATERFRONT

- Castaway T+ or +Th+
- Kayaking and Paddleboarding
- Lifesaving
- Sailing Adventure
- Swimming and Swim Instruction (NS)
- Waterskiing and Tubing \$

UNIT-LED OPPORTUNITIES

- Day Hike to Overnight Outpost
- Overnight Outpost to Conversation Project
- Multi-Day Outpost

W

Activity with an outpost included and eligible night program is marked with +
Activity with an additional fee(s) associated is marked with \$
Activity with an age restriction is listed with the age next to it

While the programs are open and adaptable to any age, some programs that are commonly selected by New Scouts are marked with NS.



Arrival to Camp Bell

Sunday

1:00 pm Unit Arrival.

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

- Leader Check-in with Reservation Support Service
- 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 Pavilion) Dinner Prep and cooking

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

7pm Opening Flag Ceremony (Lower Parade Field)

8:15 pm Opening Campfire (Council Ring)

Note: Be prepared for the above events by carrying your Scout essentials in a Day pack separate from your luggage. Don't forget rain gear and a water bottle!



Evening Programs

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

Open Swim (Bell Waterfront)

Come take a dip in Manning Lake! This program is a perfect opportunity to complete your swim test or just swim around in the crystal-clear waters of Manning Lake.

Homesteading (Farm)

Learn valuable skills of the old west! Join us at the farm for butter churning and jam making. Scouts will also be able to spend time with the animals.

Tuesday

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

OA members of any lodge are invited to participate in cheerful fellowship! Eligible scouts will be taken to the Black Bear Trading post to enjoy ice cream and root beer.

Night Monkey (Climbing Barn)

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

A Spooky Walk Through History

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

Wednesday

Ultimate Frisbee Tournament

Test your patrol's mettle in a head to head frisbee tournament. The best patrol might even get to take on the staff.

Open Smithy (Foxfire)

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

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!

Night Monkey (Climbing Barn)

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



Water Carnival (Waterfront)

Can't get enough of the waterfront? Neither can we! Come play some water basketball, take a sunset kayak trip, or go for a swim.

ATV Stargazing (ATV Range)

Rev up an ATV and take a ride to some of the best stargazing spots on reservation. Participating scouts must be 14 or older and be ASI certified.

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



Programs

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

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

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

ATV EXTENDED TRAIL RIDE

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

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

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

ATV OUTPOST (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 the 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.

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. Scouts will be able to complete requirements 1,2,3,5 and 7 of the cooking merit badge if they so choose. Regardless of where your cooking skills, our reservation-renowned chefs will get you ready and up to speed and ready to succeed within Bell's kitchen. Patrols who select this program are invited to bring along their own ingredients or use those supplied by the area.



CURLEWS – New Scout Patrols

The two-day Curlews program will help New Scouts become acclimated and excited for the scouting adventure! 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. Curlews scouts will be able to complete the swimming merit badge, Totin' Chip and Firem'n Chit, while having plenty of time to get to know Camp Bell and covering some . 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.

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.



SEARCH AND RESCUE

It takes a steady and strong mind to remain poised when disaster strikes in the backcountry. 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 mastering the skills required of a search and rescue team member. Though much is included in this program, scouts can expect to complete the Search and Rescue Merit Badge.

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!

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.

AQUATIC PATROL CHALLENGE

Push your patrol to the next level in a whole new way! Build up your teamwork skills in a variety of exciting ways, on and off the water. Then put it all to the test in the Aquatic Patrol Challenge where you will swim, dive, and paddle in brand-new ways. Patrols will compete to have the fastest time of the week, and of the whole season.

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.

Peak Bagging

Camp Bell's location offers ready access to New Hampshire's Belknap Mountains. Learn the basics of trek planning, then journey into the iconic Belknaps to see them for yourselves. See how many peaks your patrol can summit in a day! This program is adaptable for new adventurers or the most seasoned backpackers.



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 they 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! 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.

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

Come to the stables of Camp Bell to become acquainted with some of the skills and challenges it takes to care and manage horses and other farm animals! This experience will challenge 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!

FARM SCIENCE

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



HORSEMANSHIP I

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

HORSEMANSHIP II

Back in the saddle again. Take your riding skills to the next level with hands-on tips from the GSR staff. Patrols who partialled the Horsemanship Merit Badge can finish up their requirements, but you can also spend time going through the Bell neighborhood with an extended trail ride! The program has a pre-req of Horsemanship I and there is an additional charge for this program.



OREGON TRAIL OUTPOST

The Wild, Wild West just got a bit wilder. Scouts will be able to form a special bond with the horses before hitting the trails for an extended trail ride. Patrols will then prepare for and embark on a trip that puts your riding skills to the ultimate test. After conquering an overnight outpost your patrol will ride back to the farm just in time for your troop's next program. This program does have a pre-req of Horsemanship I. There is an additional charge for this program.



FoxFire

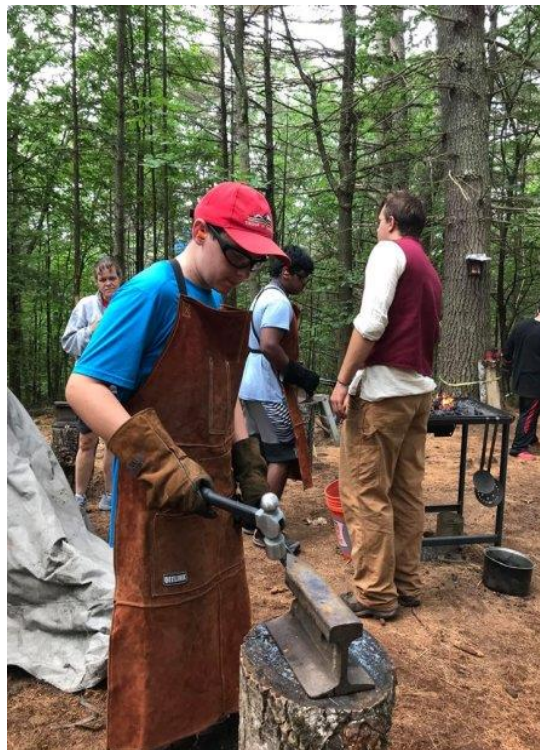
Be transported back to the past as you embark on your journey into the fun of Blacksmithing! Scouts will work on projects using HOT METAL while they learn the history and fundamentals of this iconic craft. Better bring your water bottles and creativity because it'll be a long but rewarding day!

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.

Knifemaking and Leatherworking

At Foxfire, you can design a knife blade's shape, cut, and file the blade, rivet it together with a wooden handle then sharpen in on a hand-powered grinding wheel! Patience is the name of the game! Have a great time while learning a lost trade. From there scouts can make a leather sheath to hold the knife for safe keeping. Ambitious scouts can work on the Leatherworking Merit Badge.



Advanced Blacksmithing

This is where the Smithy continues to hone those metalworking 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

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

BACKWOODS WOODCRAFT

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

Mining Camp

Find and extract minerals as you relive the historic significance of the mining industry as you participate in activities that'll help your creativity run wild. This brand-new program will allow scouts to work on the Mining in Society and Geology Merit Badges as your patrol works together to make the most productive mining center on this side of Lake Manning.

EXTREME LUMBERJACK

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



HATCHET

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

GSR TRAIL RANGER

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

PAPER MILL

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



MOUNTAIN MAN

History comes alive as you learn the ins and outs of the Mountain Man lifestyle. Cook some tasty Mountain Man mush, learn some key Mountain Man tactics, do some shooting and archery, or go adventures! There's plenty of activities to put your skills to the ultimate test as you become honorary Mountain Men and Women!

LEWIS AND CLARK EXPEDITION

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 program. Scouts will be given everything they need to prepare rations and supplies for an overnight in the backcountry. Along the way you'll create a map of the animals, key sights, and objects you find along the way. When you return, you'll be able to give a special presentation of your journey to the entire camp too! There is much to be learned and accomplished on this day-long journey; that's for sure!

MOUNTAIN MAN, VERSUS WILD

Travel back in history and learn to survive in the woods just as the Mountain Men and Women would have done. Patrols will show their skills of survival and spend an overnight in the shelters they build! All this will be set to the backdrop of the Mountain Man way of life. Scouts can work on the Wilderness Survival Merit Badge.

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 the skills he learned over a century-and-a-half ago. Scouts will try their hand at throwing tomahawks and cook some delicious "Mountain Man Mush" for lunch!

MUSKETS, HAWKS N' PIGEONS

Start off the day with a bang! Patrols will test their metal with the mighty 12- gauge shotguns where they can hunt down some clay pigeons and throw some tomahawks! 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. One way or another, we'll get 'em all!



Into The Wild

With his food supply dwindling, the Mountain Man can use your help. Spend time learning some Mount Man style hunting techniques using our 3D archery range. From there you'll learn and practice some hunting and trapping techniques. Scouts will also get the chance to go on a quick trek to do some fishing!



WATERFRONT

Camp Bell has terrific sailboats, motorboats, kayaks and waterskiing and tubing, 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. Whether you're doing a badge or activity for fun the day will go swimmingly!

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 raft you have created. Scouts can work on the Wilderness Survival merit badge or embark on a day of fun that'll and overnight of fun that'll out your skills to the test.



MANNING LAKE EXPLORATION

A Patrol activity that includes snorkeling, paddleboarding and kayaking will allow Scouts to drop anchor in the middle of Manning Lake to explore the rocky shallows found beneath the crystal-clear water. Interested patrols can focus on the Kayaking merit badge, while others can explore every nook and cranny of Manning Lake.

LIFESAVING

Lifesaving is a skill not all swimmers learn, but it is one that helps keep those around you safe in the water. This day requires strong swimming ability but is very personally rewarding. Scouts will learn the ins-and-outs while working on the Lifesaving Merit Badge too!

SAILING ADVENTURE

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!

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)
Extra Pants (Pants Needed For Some Programs)
Extra Shorts
Extra Socks
Extra Underwear
Class A BSA Uniform
Jacket
Rain Gear
Sleep Wear
Over-The-Ankle Hiking Boots (Needed For Some Programs)
Swimsuit
Extra Towels
Toiletries
(Washcloth/Soap/Comb/Shampoo/Toothbrush/Toothpaste/Deodorant)

Daypack (with Scout Essentials)
Sleeping Bag
Pillow
Personal First Aid Kit
Flashlight (Check Batteries!)
Wallet & Money
Pocketknife (No Sheath/Fixed Blade – 2^{1/2}" Blade Or Less) Handkerchief
Notebook, Pen, Pencil
Scout Handbook
Bug Spray (Non-Aerosol)
Sunscreen (Non-Aerosol)
Bug Net (No PVC!)
Watch
Water Bottle(s)

Leave at Home

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios/walkie-talkies, televisions, electronic games, squirt/nerf/airsoft or paintball guns, dice, alcoholic beverages and illegal drugs or similar items (or people under the effects of them). Valuable items should certainly be left at home.

