

GRISWOLD SCOUT RESERVATION



PREREQUISITE GUIDE SUMMER CAMP 2023

CAMP BELL CONSIDERATIONS

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

OTHER CAMP BELL CONSIDERATIONS

Cast Iron Chef Competition	Specialty Food Items (Optional)
Flag Ceremonies	Patrol Flags
Friday Closing Campfire	2 or 3 Skits & Songs & Accompanying Props
Curlews	Refer to Overnight Outpost Checklist
Order of the Arrow (OA) Day	OA Sash (Optional)
Patrol/Campsite Cooking	Specialty Cookware (Optional) Specialty Spices (Optional)
Venturing Day	Venturing Crew Uniform (Optional)

HIDDEN VALLEY SCOUT CAMP CONSIDERATIONS

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

OTHER HIDDEN VALLEY CONSIDERATIONS




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


PROGRAM COSTS (HIDDEN VALLEY & CAMP BELL)

Hidden Valley Motorboating MB	\$10
Hidden Valley/Camp Bell Shotgun Shooting (MB/Non-MB)	\$30
Camp Bell Equestrian Program	\$30
Camp Bell Speedboating	\$30
Camp Bell ATV Program	\$30

GSR MERIT BADGES – 2023 –


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

Emblem	Title Program Area	Recommendations & Requirements	Prerequisite(s)
	Animal Science Bell: Farm	All Ages	Previous research is encouraged for all requirements.
	Archery HV: Shooting Sports Bell: Mountain Man	Middle/Older Scouts	Previous research is encouraged for all requirements. Please complete the workbook prior to camp (on nhscouting.org).
	Art HV: Handicraft	All Ages	May bring personal supplies, if desired. Will need to do Req. 6 outside of camp. If possible, bring note on the visit from your parent(s)/guardian(s). Sketch pad and writing utensils are recommended.
	Basketry HV: Handicraft	All Ages	All materials will be provided by GSR. Will need time outside of merit badge block to work on the baskets.
	Camping HV: Scoutcraft	Middle/Older Scouts	Req. 4b should be completed before camp. Bring items for Req. 5e; prepare to be inspected. Req. 8d & all of Req 9 must happen outside of class.
	Canoeing HV: Waterfront	Preferred For Older Scouts	Must pass BSA Swimmer's Test. Completed Swimming MB preferred.
	Chess HV: Handicraft	Middle/Older Scouts	May bring a personal chess set. Req. 6 and will need time outside the Merit Badge block to finish.


	Climbing HV: COPE Bell: Climbing Barn	Preferred For Middle/Older Scouts	Req. 9-11 will likely require extra time outside of the program block.
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	Communication HV: Frontier	Preferred For Older Scouts	Must allocate time outside the merit badge block to prep and/or complete Reqs. 1, 4, 6, and 8 Req. 5 will need to be done before camp to finish the badge.
	Cooking Bell: Brownsea	Middle/Older Scouts	Patrols who want to work on the merit badge will be able to complete Reqs 1, 2, 3, most of 5, and 7. Reqs. 4 and 6 will need to be done prior to camp. Req.. 5.D will need time outside of the block through campsite cooking
	Crime Prevention HV: Handicraft Thursday Night	Middle/Older Scouts	Req. 4.a. And 4b must be done prior to camp
	Electricity HV: STEM	Middle/Older Scouts	All materials will be provided by GSR.
	Electronics HV: STEM	Middle/Older Scouts	All materials will be provided by GSR.
	Emergency Preparedness HV: Frontier	Preferred Older Scouts	First Aid MB preferred prior to the badge, required for completion. Reqs. 2c & 6c should be done before camp. Bring items for Req. 8b <i>A picture showing all items of these kits might be permissible if necessary items are seen.</i>










	Engineering HV: STEM	Middle/Older Scouts	Req. 4 will need to be done prior to camp Research for Req 2 is recommended
	Environmental Science HV: Ecology	Preferred For Older Scouts	Req 3f (1) should be done before camp. Requires several written reports.
	Exploration HV: Scoutcraft	Preferred For Older Scouts	Req. 5a and 5b should be done before camp 8.C. will need to be done outside the merit badge program Prior research on some of the topics covered is recommended
	Fingerprinting HV: Handicraft on Thursday Night	All Ages	May require additional time.
	First Aid HV: Emergency Skills Bell: Brownsea,	Middle/Older Scouts	Must have completed First Aid req's from the Tenderfoot, 2nd Class & 1st Class Ranks Bring items for Req. 5's Patrol/Home 1st Aid Kit An inspection of your troop's first aid kit is also required.
	Fishing HV: Ecology Bell: Mountain Man	Middle/Older Scouts	You can bring personal fishing gear, but the camp will also provide some too. Cook a Fish Req. 10 time will be decided at camp Will require several hours of fishing outside the merit badge program.
	Forestry HV: Ecology Bell: Logging Camp	Middle/Older Scouts	Req. 5 and 8 will need to be done prior to camp
	Game Design HV: Handicraft	Middle/Older Scouts	Scouts may need some time outside of the merit badge block to finish working on their games depending on the size of the merit badge group.




	Geocaching HV: Scoutcraft	Middle/Older Scouts	Req. 8 & 9 will need to be done outside of camp
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	Geology HV: Ecology Bell: Logging Camp	Middle/Older Scouts	Prior research on some of the topics covered is recommended
	Horsemanship Bell: Farm	Middle/Older Scouts	Must wear long pants and boots with heels to ride. Parts of Req 11 are sometimes difficult for first-time riders.
	Kayaking HV: Waterfront Bell: Waterfront	All Ages	Must pass BSA Swimmer's Test
	Leatherwork HV: Handicraft Bell: Foxfire	All Ages	All materials will be provided by GSR.
	Lifesaving HV: Waterfront Bell: Waterfront	Preferred For Older Scouts	Must pass BSA Swimmer's Test. Must have earned Swimming MB. Requirement 6 is recommended to do prior to camp
	Mammal Study HV: Ecology	All Ages	Requirement 3 will need time outside of the merit badge program depending on which option is chosen.
	Metalwork Bell: Foxfire	All Ages Preferred For Middle/Older Scouts	Non-synthetic long-sleeve shirt and pants materials are required with closed toed shoes. Camp will provide safety gear. Req. 5 may need extra time outside of program block depending on the project and group size

	Mining in Society HV: Ecology Bell: Logging Camp	Middle/Older Scouts	Prior research is encouraged.
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	Motorboating HV: Waterfront	For Older Scouts, Only (14+)	Must pass BSA Swimmer's Test. Completed Swimming MB preferred. COST: \$10 for Merit Badge
	Moviemaking HV: STEM	Middle/Older Scouts	Prior research for 3B is recommended. Will likely need some time outside of merit badge block to work
	Nature HV: Ecology	Middle/Older Scouts	Prior research is encouraged.
	Orienteering HV: Scoutcraft Bell: Brownsea	Middle/Older Scouts	Compass recommended, but camp will provide too. Will likely need time outside the merit badge program for requirements 7-9
	Pioneering HV: Scoutcraft Bell: Brownsea	Middle/Older Scouts	Must have completed Tenderfoot reqs 3a, 3b, 3c. and 3d. Must have completed 2nd Class req's 2f, 2g. Must have completed 1st Class req's 3b, 3c, 3d.
	Plant Science Bell: Farm	All Ages	Req. 8 will likely need time outside of camp to complete
	Pottery Valley: Handicraft	All Ages	Will need time outside of merit badge block to work the badge
	Pulp and Paper Bell: Logging Camp	All Ages	Req. 7.E.is recommended to have researched prior to camp.
	Radio HV: STEM	Middle/Older Scouts	Req. 7 will need to be done prior to camp

	Rifle Shooting HV: Shooting Sports	Middle/Older Scouts	Previous research is encouraged for all requirements. May need extra practice/shooting time. Please complete the workbook prior to camp (on nhscouting.org).
	Robotics HV: STEM	Middle/Older Scouts	All materials will be provided by GSR.
	Search and Rescue HV: Scoutcraft Bell: Brownsea	Middle/Older Scouts	May involve work outside of class session. Req. 3c and 4 should be reviewed before camp.
	Shotgun Shooting HV: Shooting Sports Bell: Mountain Man	For Older Scouts Only, (13+)	Previous research is encouraged for all requirements. May need extra practice/shooting time. Please complete the workbook prior to camp (on nhscouting.org). COST: \$30 for Merit Badge at Hidden Valley and Camp Bell
	Signs, Signals and Codes HV: Scoutcraft	Middle/Older Scouts	Req's. 7 will require work outside of class.
	Space Exploration HV: STEM	Middle/Older Scouts	All materials will be provided by GSR.
	Swimming HV: Waterfront Bell: Waterfront	All Scouts	Must pass BSA Swimmer's Test.
	Water Sports Bell: Waterfront	All Scouts	Must pass BSA Swimmer's Test. Difficult to complete for first-time skiers.
	Weather HV: Ecology	All Scouts	Previous research is encouraged for all requirements

	Welding HV: STEM	For Older Scouts Only, (13+)	Long-sleeve non-synthetic shirt, long pants, and boots required. A 'cap' or hat for behind the mask is recommended. All materials will be provided by GSR.
	Wilderness Survival HV: Scoutcraft Bell: Mountain Man, Waterfront (Castaway), Logging Camp	Middle/Older Scouts	Requires an overnight outpost with minimal supplies. Bring supplies for survival kit.
	Wood Carving HV: Handicraft Bell: Logging Camp	Middle/Older Scouts	Must have proof of completed Totin' Chip. Must bring a personal knife / multi-tool. Bring wood blanks (or buy at TP) for projects.

DISABILITIES

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

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

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

CONTACT INFORMATION

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

Hidden Valley Program: program.valley@dwccamping.org

Camp Bell Program: program.bell@dwccamping.org

OTHER EARNABLE AWARDS

EMBLEM	TITLE	PROGRAM	PREREQUISITE
	50 Miler	By Special Arrangement Only	Will involve conservation/service project work.
	Fireman's Chip	By Special Arrangement Only Great For All Ages	Totin' Chip is recommended before starting this.
	Kayaking BSA	Good For Middle/Older Scouts	Must pass BSA Swimmer's Test.
	BSA Lifeguard	For Older Scouts Only (15+)	Must pass BSA Swimmer's Test Must pass both written & practical exams. Will involve extra non-class lifeguarding time.
	Mile Swim	Great For All Ages	Must pass BSA Swimmer's Test. Must participate in ¼ & ½ and mile swims. Requires help of a rower and a spotter for the mile swim.
	Paul Bunyan Woodsman	For Older Scouts Only (14+) Must Receive Permission	Requires Totin' Chip.
	Snorkeling BSA	Not For New Scouts Good For Middle/Older Scouts	Must pass BSA Swimmer's Test. All personal gear must be approved.
	Totin' Chip	Great For All Ages	No pre-reqs