

GRISWOLD SCOUT RESERVATION



PREREQUISITE GUIDE SUMMER CAMP 2024

All Day Programs

All-Terrain Vehicles (ATVs)	<p>Long sleeve shirt, long pants and boots which cover ankles and have a heel.</p> <p>Must be 14+ or 16+ to ride (different machines). There is additional registration paperwork & 40 fee Online Training Module <i>must</i> be complete before arrival</p>
Climbing Barn	<p>Athletic Shoes For Climbing Flexible clothing you can easily move in.</p>
Farm	<p>Long pants & boots which have a heel for equestrian programs. Additional \$40 fee</p>
Logging Camp	<p>Long-Sleeve Shirt & Long Pants (Preferred) Personal Mess Kit</p>

Merit Badge Classes

Aquatics	<p>Bathing Suit Standard Clothing Towel Personal Goggles (Optional)</p>
COPE	<p>Long Pants (For High Course)</p>
Ecology	<p>Sturdy Shoes / Daypack / Water</p>
Frontier! First Year Program	<p>Sturdy Shoes / Daypack / Water</p>
Handicraft	<p>Sturdy Shoes / Daypack / Water</p>
Scoutcraft	<p>Sturdy Shoes / Daypack / Water</p>
Shooting Sports	<p>Sturdy Shoes/ Daypack/ Water/ \$40 fee, merit badge worksheet</p>
STEM	<p>HAM Radios Are Acceptable For Radio MB. Long Pants/Shirt Required For Blacksmithing & Welding.</p>

OTHER GSR Programs

Fishing	<p>Bring Personal Fishing or Fly-Fishing Equipment</p>
Flag Ceremonies	<p>Troop Flag & Patrol Flags</p>
Ironman	<p>Comfortable running, swimming, and active clothing.</p>
Order Of The Arrow (OA) Day	<p>OA Sash (Optional)</p>

Patch Trading	Scouting Memorabilia / Patches (Optional)
Venturing Day	Venturing Crew Uniform (Optional)

PROGRAM COSTS (HIDDEN VALLEY & CAMP BELL)

Hidden Valley Motorboating MB	\$10
Shotgun Shooting	\$40
Equestrian Program	\$40
ATV Program	\$40

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 Farm	All Ages	Previous research is encouraged for all requirements.
	Archery Shooting Sports	Middle/Older Scouts	Previous research is encouraged for all requirements. Please complete the workbook prior to camp (on nhscouting.org).
	Art 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 Handicraft	All Ages	All materials will be provided by GSR. Will need time outside of merit badge block to work on the baskets.

	Camping 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 Waterfront	Preferred For Older Scouts	Must pass BSA Swimmer's Test. Completed Swimming MB preferred.
	Chess Handicraft	Middle/Older Scouts	May bring a personal chess set. Req. 6 and will need time outside the Merit Badge block to finish.
	Climbing COPE	Preferred For Middle/Older Scouts	Req. 9-11 will likely require extra time outside of the program block.

	Communication 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.
	Crime Prevention Handicraft Thursday Night	Middle/Older Scouts	Req. 4.a. And 4b must be done prior to camp
	Electricity STEM	Middle/Older Scouts	All materials will be provided by GSR.

	Electronics STEM	Middle/Older Scouts	All materials will be provided by GSR.
	Emergency Preparedness 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 STEM	Middle/Older Scouts	Req. 4 will need to be done prior to camp Research for Req 2 is recommended
	Environmental Science Ecology	Preferred For Older Scouts	Req 3f (1) should be done before camp. Requires several written reports.
	Fingerprinting Handicraft on Thursday Night	All Ages	May require additional time.
	First Aid Frontier	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 1 st Aid Kit An inspection of your troop's first aid kit is also required.
	Fishing Ecology	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 Ecology Logging Camp	Middle/Older Scouts	Req. 5 and 8 will need to be done prior to camp
	Game Design 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 Scoutcraft	Middle/Older Scouts	Req. 8 & 9 will need to be done outside of camp
	Geology Ecology Logging Camp	Middle/Older Scouts	Prior research on some of the topics covered is recommended
	Horsemanship 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 Waterfront	All Ages	Must pass BSA Swimmer's Test
	Leatherwork Handicraft	All Ages	All materials will be provided by GSR.
	Lifesaving HV: 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 Ecology	All Ages	Requirement 3 will need time outside of the merit badge program depending on which option is chosen.

	Mining in Society Ecology	Middle/Older Scouts	Prior research is encouraged.
	Motorboating Waterfront	For Older Scouts, Only (14+)	Must pass BSA Swimmer's Test. Completed Swimming MB preferred. COST: \$10 for Merit Badge

	Nature Ecology	Middle/Older Scouts	Prior research is encouraged.
	Orienteering Scoutcraft	Middle/Older Scouts	Compass recommended, but camp will provide too. Will likely need time outside the merit badge program for requirements 7-9
	Pioneering Scoutcraft	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.
	Pottery Handicraft	All Ages	Will need time outside of merit badge block to work the badge
	Pulp and Paper Logging Camp	All Ages	Req. 7.E.is recommended to have researched prior to camp.
	Radio STEM	Middle/Older Scouts	Req. 7 will need to be done prior to camp

	Rifle Shooting 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 STEM	Middle/Older Scouts	All materials will be provided by GSR.
	Search and Rescue Scoutcraft	Middle/Older Scouts	May involve work outside of class session. Req. 3c and 4 should be reviewed before camp.

	Shotgun Shooting Shooting Sports	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: \$40 for Merit Badge at Hidden Valley and Camp Bell
	Space Exploration STEM	Middle/Older Scouts	All materials will be provided by GSR.
	Swimming Waterfront	All Scouts	Must pass BSA Swimmer's Test.
	Weather Ecology	All Scouts	Previous research is encouraged for all requirements

	Welding 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.
	Wilderness Survival Scoutcraft	Middle/Older Scouts	Requires an overnight outpost with minimal supplies. Bring supplies for survival kit.
	Wood Carving Handicraft	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 the camp leadership 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.
	Fire'n' Chit	By Special Arrangement Only Great For All Ages	Totin' Chip is recommended before starting this.
	Kayaking BSA	Good For Middle/Older Scouts	Must pass BSA Swimmer's Test.
	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