

# Camp Carpenter Overnight Camp & Fort Friendship Day Camp



A Timeless Journey



## **Mission Statement**

The mission of Scouting America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

## **Scout Oath**

On my honor, I will do my best to do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.

## **Scout Law**

A Scout is: Trustworthy, Loyal, Helpful, Friendly, Courteous, Kind, Obedient, Cheerful, Thrifty, Brave, Clean, and Reverent

## **Diversity, Equity & Inclusion Statement**

Scouting America promotes a culture where each youth, volunteer, and employee feels a sense of belonging and builds communities where every person feels respected and valued. Leading by example and encouraging each other to live by the values expressed by the Scout Oath and Scout Law, we welcome families of all backgrounds to help prepare young people to serve as successful members and leaders of our nation's increasingly diverse communities.

## **Our Mission**

The mission of Camp Carpenter is to support Scouting units by fostering community, inspiring imagination through fun and adventure, building enthusiasm for the outdoors, and promoting Scouts' continuation into Scouting America while living the ideals of the Scout Oath and Law.

### ***For Registrations, Payments, and Billing (Business Paperwork):***

Michael Farr, SANH Camping General Manager

[Michael.farr@scouting.org](mailto:Michael.farr@scouting.org)

### ***For Medical Paperwork/Forms, etc.:***

Elizabeth Elliott, Camp Carpenter Health and Safety Officer

### ***For Program Related Questions:***

Sam Strong, Camp Carpenter Program Director

[sam.k.strong13@gmail.com](mailto:sam.k.strong13@gmail.com)

### ***For All Other Questions:***

Thomas Stevens, Camp Director

[thomas.stevens@nhscouting.org](mailto:thomas.stevens@nhscouting.org)

# Greetings From Camp!

Welcome to Camp Carpenter! As Camp Director, I'm excited to open another season of adventure, discovery, and camaraderie—made even more special as we celebrate **90 years of Scouting** on these historic grounds. In a world overflowing with screens, notifications, and constant demands, camp offers a rare and meaningful chance to step away from the noise. Here, the glow of a campfire replaces the glow of a device, and the pace of nature helps us reset, breathe, and reconnect with what truly matters.

Throughout your time at Camp Carpenter, you'll dive into experiences that spark fun, curiosity, challenge, and personal growth. Whether you're tackling a new skill, exploring the outdoors, or building friendships that last long after summer ends, every moment is designed to inspire confidence and create lasting memories. I'm grateful you're joining us for this milestone year, and I can't wait to see the adventures that unfold. If you have any questions or concerns, please do not hesitate to contact us. We are here to help.

See you soon!

## Thomas Stevens

Camp Director, Camp Carpenter  
300 Blondin Road  
Manchester, NH 03109  
[thomas.stevens@nhscouting.org](mailto:thomas.stevens@nhscouting.org)



Prepared. For Life.®



# Programs at Camp Carpenter

## Overnight Camp - Camp Carpenter

Enjoy a full week of camping fun, from Sunday to Thursday, with your pack at Camp Carpenter. We offer a variety of activities and programs to suit every interest and skill level, including water sports, hiking, arts and crafts, and much more. For Arrow of Light Scouts entering 5th grade, we have a unique Bridge Program that extends through Friday morning.

Open to youth entering 1st through 5th grade (Tigers and youth entering 1st grade must attend with a parent/guardian as a one-to-one adult partner).

Program Areas that Overnight Camp Attends:

- Handicraft
- STEM
- Nature
- SWARM
- Shooting Sports (BB's and Archery)
- Waterfront
- Fort Friendship
- Pirates Cove
- Trailblazers (AOL Only)
- Pony Power Hour

## Provisional Camping- Overnight Camp at Camp Carpenter

Want to come to Overnight Camp at Camp Carpenter, but you can't attend with your registered unit? Did you have so much fun at overnight camp that you want to come back again for another week? Sign up for our Provisional Camping program! **This program brings you all of the Overnight Camp experiences with provided leadership and supervision from the Camp Carpenter staff!** Join a new "pack" for the week and enjoy our program! Email Camp Director Thomas Stevens at [Thomas.Stevens@scouting.org](mailto:Thomas.Stevens@scouting.org) for information about registering for this option!

## Day Camp - Camp Carpenter

Looking for a fun and educational summer activity for your child? Look no further! Our Day Camp program is for individual participants. It offers a range of activities, games, and adventures Monday through Friday, from 8:15 AM to 4 PM. With a focus on character development, leadership skills, and personal fitness, this program will surely be a hit with kids of all ages.

### **VOLUNTEERS NEEDED!!**

To provide the best possible program we need assistance from individuals age 21+ as Den Leaders. Come help out with the fun for a week and enjoy an incredible experience. You'll get to experience a great time at camp with your child. You can watch them as they make new friends and have the experience of a lifetime. Plus... get a discount for your child's week at camp. We will train you and assist you along the way. For more information please contact Camp Director

Thomas Stevens at [Thomas.Stevens@scouting.org](mailto:Thomas.Stevens@scouting.org) .

Program Areas that Day Camp Attends:

- Handicraft
- STEM
- Nature
- SWARM
- Shooting Sports (BB's and Archery)
- Waterfront
- Fort Friendship

## Akela Camp - Camp Carpenter

Akela Camp is a short-term overnight camping experience where participants stay for 3 days and 2 nights in a 1 on 1 scout/adult pairing, designed for the family. The program offers an introduction to Cub Scout resident camping and provides the scout and their family with fun, adventure, and educational opportunities. Participants will be grouped together for program activities as an Akela den, participate in many of the same activities as Resident Camp Scouts, and eat meals in the dining hall. Akela Camp runs from Sunday morning until Tuesday afternoon.

## Overnight Camp & Provisional Camp - Camp Carpenter

Please see <https://nhscouting.org/camp-carpenter/carpenter-fees/> for the most up to date information at all times.

### Dates & Rates

- **Session 1-** July 5 - July 9
- **Session 2-** July 12 - July 16
- **Session 3-** July 19 - July 23
- **Session 4-** July 26 - July 30
- **Session 5-** Aug 2 - Aug 6

For a full breakdown of fees and important payment dates, please visit <https://nhscouting.org/camp-carpenter/carpenter-fees>

## Day Camp - Camp Carpenter

### Dates & Rates

- **Session 1-** July 6 - 10
- **Session 2-** July 13 - 17

- **Session 3-** July 20 - 24
- **Session 4-** July 27 - July 31
- **Session 5-** Aug 3 - Aug 7

- For a full breakdown of fees, please visit <https://nhscouting.org/camp-carpenter/carpenter-fees>

## Registration

Register for programs at Camp Carpenter through Black Pug

- For **Overnight Camp**; unit camp coordinators will start the registration process and register the participants or send invitations for families to register.
- For **Day Camp** and **Family Camp**, families will register individually.

You can find the registration here: <https://nhscouting.org/camp-carpenter/> and follow the links on the page.

## Important Dates

### Camp Director's Chats

These monthly, online Camp Director's Chats are an opportunity to meet with our camp leadership. Hear about any program and logistical updates, and get answers to any questions you or your pack have. The adult serving as the pack leader at camp should try to participate in the meetings. Recordings of the sessions will be available for those who can not attend. **All meetings will start at 7 pm.**

### Medical Forms

We will be using an online HIPAA-compliant system known as CampDocs for the collection of medical forms. This system will allow you to fill out Parts A and B online. A medical provider must sign Part C, which you can then upload to the online system. Medical forms will need to be completed by May 31st to give our medical team time to review them. We will send information about this to unit leaders at a later time.

### Requests for accommodations

Please submit any requests for accommodations at least two (2) weeks in advance of your scheduled session to provide us with time to review and prepare. This includes food requests, campsite requests, program requests, and other accommodations that may be needed during your stay. Please email Lead Assistant Ranger Ryan Oxley at [ryano5432@gmail.com](mailto:ryano5432@gmail.com) with your accommodation requests.

### Program Choice Form (Overnight Camp)

The program choice form will also be online this year. We expect it to be available in late April. We will distribute this form to registered units at a later time, who should submit it by May 31st. Please email Program Director Sam Strong at [sam.k.strong13@gmail.com](mailto:sam.k.strong13@gmail.com) with questions or requests.

**Please note: Keep originals of all the forms (program choice and medical) that you send to the council service center and bring them to camp on check-in day.**

### CAMP SERVICE DAY

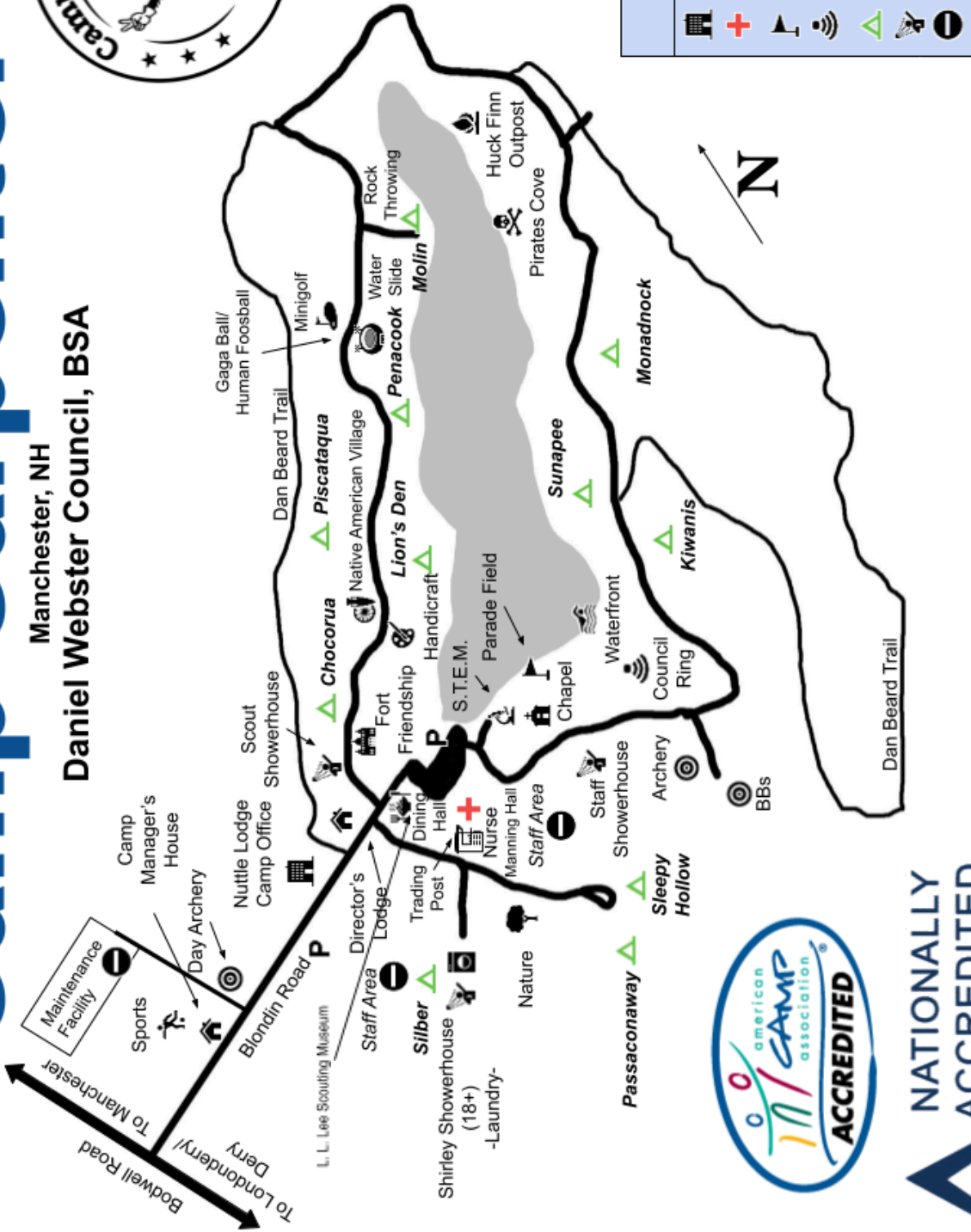
Leaders, cubs, families, and friends are welcome to attend a service day to help set up camp on **Saturday, June 13, 2026, from 9 AM to 4 PM**. Please RSVP to Camp Carpenter Director at [thomas.stevens@scouting.org](mailto:thomas.stevens@scouting.org). We will all gather in the Dining Hall at 9 am.

# Camp Map

# Camp Carpenter



Manchester, NH  
Daniel Webster Council, BSA



Key	
	Camp Office
	Nurse
	Parade Field
	Council Ring
	Campsite
	Showerhouse
	Restricted Area

Updated 7/19 B.B.  
[www.danielwebster.org](http://www.danielwebster.org)



# A Timeless Journey

## Camp Wide Evening Programs

### Sunday- Opening Campfire

The Camp Carpenter staff will close out your first day at camp with an exciting, action-packed campfire full of skits, songs, and stunts. Scouting Spirit will be on display as we kick off our week.

### Monday- Scout's Own & Carnival!

A Scout is Reverent! After dinner, we will have a "Scout's Own" service, a critical time to demonstrate the final point of the Scout Law. Following will be our Cub Carnival with super fun games for Scouts of all ages. Don't miss the ice cream social on the Dining Hall porch!

### Tuesday- Theme Night

Bring a costume that fits the theme and dress up for an evening of fun. We'll kick off the evening at flags dressed to impress. After dinner, hero-inspired activities and performances will be around the main camp!

### Wednesday- Pack Out Night

Cub Scouts learn to cook over an open fire and enjoy delicious food created there. During this introductory evening of cooking in the wilderness, some packs may bring food to supplement the menu. Enjoy this meal as you see smiles on everyone's faces.

**Don't forget; you too can shop at the CHOP!** Carpenter House of Pizza will have pizzas. For an additional fee, you'll be able to order pizzas to enjoy at the campsite only this evening. (Find more details here, [2026 C.H.O.P. Camp Carpenter Pizza Order Form](#))

### Thursday - Family Bar-B-Que

A barbecue for Scouts, leaders, and their families will be held on the last day of your session, Thursday night, starting at 5:30 pm. There is no cost for campers and leaders that attended camp during the week. The price for the barbecue is \$15.00 per person for family members. So we can plan on having enough food, please complete the BBQ form included in the appendix and submit it to the camp office on your arrival Sunday. We would appreciate one check for the entire pack (payable to "Scouting America New Hampshire"). Immediately following the BBQ is the closing campfire, and we encourage everyone to attend.

### Flag Ceremonies

Every morning and evening, we hold a camp-wide flag ceremony. If your pack or den wants to raise or lower the flag, sign up with the Program Director when you arrive at camp. If you need staff assistance, we are ready to help you out!

# Program Areas at Camp Carpenter

Every Cub Scout will want to explore Camp Carpenter, where imagination and adventure come to life! You will be able to program areas and have an opportunity to add a few other extras. **Get your first choice by submitting your program choice form early.**



**Fort Friendship:** The American frontier has captured many hearts. Now Cubs will witness the adventure firsthand as they learn what life was like in the old west. So prepare your best “Yee-Haw” and get ready to wrangle some livestock and chase down the bandits!

*We also invite units to schedule a sleepover at the Fort! We will do our best to accommodate all requests. However, due to the popularity of these programs, we encourage you to make reservations early by submitting your program choice form.*

**Pirates Cove:** Ahoy, Mateys! It is the pirate life for us here at Pirates Cove, where you can let loose your inner pirate. Search for treasure, explore the ship, climb the bell tower, and cross our rock walk. You’ll be testing your sea legs when you venture forth on the open waters, where it’s Pirates vs. Navy. It’s all hands on deck, so join us as we plunder the high seas of Long Pond!

**P.S. Be sure to bring your swim tags from the waterfront.**



**Waterfront:** On those hot summer days, the waterfront is the place to cool off, relax, earn awards, and have fun. Swimmers of all levels will have the opportunity to improve their aquatic skills. Our lifeguards have a helpful bag of tricks and a thorough understanding of the Cub Scout age group. They also receive professional CPR and Red Cross Lifeguard training to ensure this summer camp classic is fun and safe!

Also, sign up early to experience our Aquatic Adventure Zone. Our 7-foot inflatable iceberg or our inflatable aquatic trampoline. Only classified swimmers will go out onto the inflatables; classified learners or beginners will have a free swim.

**BB and Archery Ranges:** At Shooting Sports, we pride ourselves on teaching respect, responsibility, and discipline. In addition to joining in the fun Shooting Sports activities, we try to teach the more exciting facts about these tools. Safety is stressed at our ranges to help protect everyone on the ranges.



**S.W.A.R.M.:** The hottest area in camp! Five areas in one! First, S - Sports! Work together as a team during each activity, as Sportsmanship is the game's name. The sports field is the only area in camp where you can run, and it is time to get some energy out and have some fun. Scouting is a game with a purpose; go, TEAM! Second, W – Water slide! That's right, a giant water slide at Camp Carpenter. It's fast! In this place, it's a thrill. Third, A – Arcade! Play a game of Gaga ball at the Gaga pit and become the Gaga Master. Or, Human Foosball, this game is a ton of fun! Fourth, R – Rock Throwing! Come to our rock-throwing range and see how accurate you are. That's right; you can throw rocks, but only on our rock-throwing range. Make as much noise as you can with your aim. Come and play some traditional games, but now they are life-sized. Have fun with Jenga, Checkers, and Connect 4. Finally, M – Mini Golf! We have our 14-hole mini-golf course. Shoot around for fun, or challenge your den to a game. It's a blast!



**Nature:** Scouting is all about the outdoors, and that's what nature is all about! Discover what is all around us from a different perspective. Scouts will enjoy the plants, trees, animals, and ponds with much more curiosity as they discover our ecosystem.

**Handicraft:** Let your creativity and imagination go wild. Enjoy making a craft when you attend. You can also sign up to return to Handicraft and enjoy paracord bracelet, or making musical instruments. Choose an option on the program choice form.

**S.T.E.M. Center:** Discoveries abound at the STEM center, where endless possibilities exist. With science experiments blowing up, bouncing out of control, or becoming slimy, there is plenty of fun to be found here for Mad Scientists of all ages!

You can also return to this area on the program choice form to focus on robotics (coding), Electrifying fun, Carpenter 500 (RC trucks), and Space.

## Specialty Activities

These are not program areas, but all scouts enjoy a great opportunity. A staff member will meet you and guide you through each activity. Select each of these you wish to participate in on your Program Choice form.

**Conservation Project:** Packs will learn the importance of conservation, give back to the community, and assist with a project somewhere in the camp. Our Camp Manager will lead the project.

**Flags** - Get the skills to participate in a flag ceremony. Also, learn to take care of the flag and present it properly. You can even sign up to run a flag ceremony for the entire camp.

**Campfire Skits, Songs, Stunts** - Our staff loves to perform and have a great time. The laughter never stops at the council ring. Time at the council ring is excellent for practicing putting on a great campfire and getting up in front of the crowd. Let the audience have a great time and be part of the show!

**L.L. Lee Scouting Museum:** Camp Carpenter is home to one of the world's finest displays of Scouting memorabilia! The museum was founded in 1969 and is owned and operated by the Scouting America New Hampshire. During free time the pack or den will receive a guided tour of the museum. \*\*The museum does have a small gift shop.



## Pack Run Activities

These are options for your pack to do independently. Pack leadership must assume responsibility for managing these activities. Please sign up early using the Program Choice Form to request your first choices.

**Self-Guided Nature Hike:** Our self-guided nature hike has many points of interest along the Dan Beard Trail and helps identify trees and other cool natural things.

**Shore Fishing:** Packs will have the chance to practice catch-and-release fishing by the shore of Long Pond. Packs should bring their fishing poles and tackle.



**Unit-Planned Activity:** Your pack can hold your unique activity during this period. Examples could be a Cubmaster's storytime, a group challenge, extra campsite clean-up/chores, or whatever else the pack wants or needs in and around the campsite!

**Den time** - The pack can use this time for a structured Den meeting or relaxation. This time is perfect to work on additional awards or practice some superb scouting skills.

## Free Time Activities



Many of our program areas are open daily from 4 to 5:30 pm for free time. The pack can decide what they want to do or split up to tackle more fun (ensuring adult leadership with all groups). There are many opportunities—some of the great traditional things Camp Carpenter offers and many new activities. We will announce what free time activities will be available daily during flags and meals. Here is just a sampling of what you can do!

### Some But Not All Free Time Activities!

**Waterfront** - When you need to beat the summer heat, the waterfront is the place to go. Swim, swim, swim! For the first 45 minutes of free time, the AAZ will be open to the first 30 participants. Remember, a Scout is courteous and lets others enjoy the inflatables too. The boats will be available during the last 45 minutes of free time, and you can venture out onto Long Pond.

**Range And Target Activities** - Come to practice your sharpshooting or get in some extra rounds. Archery will be open on Monday and Wednesday. BBs will be available on Tuesday and Thursday. So come on down to earn the shooting sports awards.



**S.W.A.R.M.:** The hottest area in camp! Five areas in one! First, S - Sports! Work together as a team during each activity, as Sportsmanship is the game's name. The sports field is the only area in camp where you can run, and it is time to get some energy out and have some fun. Scouting is a game with a purpose; go, TEAM! Second, W - Water slide! That's right, a giant water slide at Camp Carpenter. It's fast! In this place, it's a thrill. Third, A - Arcade! Play a game of Gaga ball at the Gaga pit and become the Gaga Master. Or, Human Foosball, this game is a ton of fun! Fourth, R - Rock Throwing! Come to our rock-throwing range and see how accurate you are. That's right; you can throw rocks, but only on our rock-throwing range. Make as much noise as you can with your aim. Finally, M - Mini Golf! We have our 14-hole mini-golf course. Shoot around for fun, or challenge your den to a game. It's a blast!

**S.T.E.M.** - Some days, you'll get to check out some cool experiments. On other days you'll get to blow something up. Or maybe even build something unique. There is never a dull day in the S.T.E.M. area.

**Den Time** - The pack can use this time for a structured Den meeting or relaxation. Den time is great for working on additional advancement or practicing some super scouting skills.



**Pony Power Hour:** Introduction to Animal Science & Horsemanship program outlines strict safety, staffing, and equipment requirements to ensure safe interaction between campers and horses, including mandatory supervision, proper gear, and controlled environments. The program runs in structured daily time blocks and teaches participants foundational horsemanship skills such as horse safety, grooming, basic tack use, and introductory

riding techniques. Advancement opportunities and program operations are overseen by the lead instructor, with a strong emphasis on safety, animal welfare, and age-appropriate learning experiences.

# Trailblazers

(Arrow of Light Scouts @ **Overnight** Camp only)

Arrow of Light Scouts who are registered for the **OVERNIGHT** camp program (**this does NOT extend to Day Camp registered scouts**) can participate in this unique opportunity. We designed this program to give these scouts an extraordinary adventure during their final year at Camp Carpenter before moving to Scouts BSA. This program is a day-long program, and these scouts will not be with the pack during their scheduled day at Trailblazers. However, the activities will prepare them for Scouts BSA, and the program's memories will carry them into Scouts BSA.

There are a lot of great activities they will participate in, including:

- **Canoeing**- Scouts will have the chance to learn paddle skills and apply them as they venture off to the far reaches of Long Pond to find the fabled Huck Finn Outpost.
- **Huck Finn**- An outpost at the very edge of Camp Carpenter, Huck Finn echoes the early days of Scouting, where scouts will learn skills such as shelter building, knots, and rope work.
- **Challenge Course**- A team-based problem-solving challenge that combines games and rope course elements to make a high-energy team-building event.
- **Action Archery**- Use bow and arrow skills to compete in a series of archery games, using unique targets such as cowbells and a tic-tac-toe board.
- **Rappelling** –Scouts will have the great opportunity to rappel down our rock cliffs.
- **Cooking** - This adventure will lead them to prepare and cook lunch on an open fire using the Patrol Method.

This program takes place for one entire day. You may choose this option on the Program Choice Form. *Note: the Arrow of Light Scouts in your pack will not participate in the programs on your pack schedule during the day they are at Trailblazers.*



## Bridge Program (Arrow of Light Scouts at Overnight Camp Only)

**Camp Carpenter is thrilled to offer this excellent, groundbreaking Scouting program!**

We are excited to invite all Arrow of Light Scouts to an additional night at Camp Carpenter. When all the Cub Scouts leave on Thursday, only Arrow of Light Scouts will stay in camp for a memorable experience that will prepare them for Scouts BSA. This adventure helps

Arrow of Light Scouts understand what Scouts BSA is all about and the many opportunities ahead.



After a snack on Thursday, all the Arrow of Light Scouts will gather to prepare themselves for the evening, form patrols, and have an opportunity to settle into the campsite. Challenges and competitions will begin immediately as the Patrol begins this exciting transition. Then, they will have a chance to rejoin their pack and say goodbye. Scouting lore, stories, songs, and tasty treats will fill the rest of Thursday evening.

Friday morning, the scouts will work in their patrols on Scout skills as they go from station to station. Many are unique activities that only Arrow of Light Scouts can do. They'll be shooting Air Rifles (a step up from BBs), using GPS units, participating in GeoCaching, and working on their knots, lashings, and first aid skills.

These scouts will be busy with these great adventures and challenges in their patrols. Meanwhile, the adult leaders who stay over will get training on the Aims and Methods that lie ahead in the Scouts BSA program.

**Closing ceremonies will take place at 11 am.** We will gather for the ceremony at the parade field (where we hold flag ceremonies). In inclement weather, it will be in the dining hall. This ceremony is a meaningful time for these scouts, and we will honor them in their commitment to scouting.

**The departure will be at 11:30 am on Friday.** We hope to see all these scouts return in future years to Camp Carpenter, but for now, we will bid farewell as they age into Scouts BSA.

**\*\* The additional cost for the Bridge program is \$65 and can be paid through Black Pug.**

**\*\* The pack must supply one adult for every four scouts attending. The cost of this adult is \$15.** We wish to keep adult leadership to a minimum to mimic the Scouts BSA program.

# Camp Carpenter Daily Schedule

Sunday Schedule		Monday-Thursday Schedule	
8:00 am	Leaders can arrive and drive out to campsites to drop off gear and set up.	6:45 – 7 am	Réveille
		7:15 – 7:30 am	Waiters' Call
		7:30 – 8:10 am	Breakfast
9:15 am	Leader's Meeting in Manning Hall. <b>All cars must be off the camp roads and parked in the assigned lot.</b>	8:15 – 8:30 am	Morning Flags
		8:45 – 9:30 am	Program Period 1
11:30 am	Leader Lunch	9:45 – 10:30 am	Program Period 2
12:30 pm - 4:30 pm	-Scouts arrive and gather at the meeting location. - Med Checks - Pack Photos - Campsite Setup - Swim Checks - Shooting Sports Orientation	10:45 – 11:30 am	Program Period 3
		11:45 – 12:30 pm	Lunch
		12:30 – 1:15 pm	Siesta/ Campsite Duties
		1:30 – 2:15 pm	Program Period 4
		2:30 – 3:15 pm	Program Period 5
		3:30 – 3:45 pm	Snack
5:30 pm	Opening Flag Ceremony	4 – 5:30 pm	Free Time
6:15 pm	Dining Hall Orientation & Dinner	6 – 6:15 pm	Evening Flags/ Waiters Call
7:15 pm	Waterfront Orientation	6:15 – 7 pm	Dinner
7:45 pm	Opening Campfire	7:15 – 8:15 pm	Evening Program
8:30 pm	Pack Time	8:30 -9:00 pm	Pack Time
9:00 pm	Quiet Hours	9:00 pm	Quiet Hours

## Scheduling

Each pack will receive their schedule at the Sunday morning leaders' meeting. We will base your schedule on the Program Choice Form you submit by May 31st. We will use the first-come, first-served method to select your choices. We will make every effort to make moving from area to area as short as possible.

We include many activities in your schedule by default. However, the pack can select additional programs from the specialty programs, the pack-run activities, or extras.

We cannot provide your schedule to you prior to your arrival to camp due to the massive logistics of scheduling and changing information leading up to your arrival. We appreciate your patience and understanding in this matter.

## Family Bar-B-Que



A barbecue for Scouts, leaders, and their families will be held on the last day of your session, Thursday night, starting at 5:30 pm. There is no cost for campers and leaders that attended camp during the week. The price for the barbecue is \$15.00 per person for family members. So we can plan on having enough food, please complete the BBQ form included in the appendix and submit it to the camp office on your arrival Sunday. We would appreciate one check for the entire pack (payable to "Scouting America New Hampshire"). Immediately following the BBQ is the closing campfire, and we encourage everyone to attend.

## Trading Post

We operate a small trading post where you can get Camp Carpenter souvenirs, Camp Carpenter apparel, snacks, and small items you might have forgotten (such as toiletries). You can also get the famous Camp Carpenter Slushy here as well. We recommend that each child arrives with \$50 to spend at the trading post.

## Pack Photographs

Clix Portrait Studios will be taking photos on Sunday during check-in. Both Pack and individual photos will be available, along with a selection of gift and home items.

Parents can place orders directly through the Clix website, and all items will be shipped straight to the scout's home. A portion of each purchase will be donated to the Daniel Webster Council.

### Important Details:

- **What to Wear:** Scouts and leaders should wear their Class A uniform shirts until they have completed the photography process.
- **Pre-Orders:** Starting April 1st, pre-orders (sight unseen) can be placed online at [clixne.com](http://clixne.com) using the code **Carpenter25**
- **After Photos:** Once pictures are taken, each scout will receive a unique online code. This code will be emailed to parents and shared with unit leaders to access their scout's photos.
- ***It's important to come to the photography station and have all scouts photographed. Oftentimes parents order pictures without the leaders knowing.***

For questions about photos, please contact Clix at [info@clixne.com](mailto:info@clixne.com).

## Scout Shop

Camp Carpenter is home to the Manchester Scout Shop. This BSA National Supply store is well-stocked to serve everyone staying or visiting the camp. Stock items include all items found in the National Supply catalog. Knives may only be purchased when a parent or guardian is present. This store is not a Camp Carpenter sponsored store and rules and operational hours are set and enforced by the BSA National Supply.

## Financial Assistance

**Camperships** - The Scouting America New Hampshire can assist Scouts who can not attend camp without financial aid. The council can award a limited number of partial camperships to scouts who demonstrate need. Applications for Camperships are due by 3/15. Please email [support@nhscouting.org](mailto:support@nhscouting.org) for more information on Camperships.

# Pack Leadership

## Youth Protection Training (YPT)

Child Safety is #1 in Scouting America. Per National Camp Accreditation Program standards, adults attending sleepover summer camp must have current BSA registration and proof of current certification in Youth Protection Training.

**Camp Carpenter will verify current registration and YPT for every adult** attending Overnight, Akela, or Day Camp. To find this, Pack leaders can produce a 'YPT Aging Report' from [my.scouting.org](http://my.scouting.org) or your Council registrar.



**\*\*\* There are no exceptions to this rule \*\*\***

Each pack is responsible for ensuring their attending adults are a) registered in the BSA and b) current in YPT. Camp Carpenter will now maintain records to verify this information for every adult at camp.

- To take Youth Protection training go to [my.scouting.org](http://my.scouting.org) and create an account.
- From the [my.scouting.org](http://my.scouting.org) portal, go to 'My Dashboard' and select Youth Protection training.
- Upon completion, you may print a certificate of completion to submit with a volunteer application or submit the completion certificate to the unit leader for processing at the local council.

## Leadership Requirements

Please be mindful of the BSA's two-deep leadership policy when preparing for camp. **Each pack must bring a minimum of two registered adult leaders 21 years of age or over. In addition, there must be a registered female adult leader 21 years of age or over with any unit bringing female youth. The chart above** (see [Summer Camp Reservation Guidelines](#)) **shows the amount of leadership needed per number of scouts.** If you cannot provide the necessary leadership, please contact Program Services at the Scouting America New Hampshire Service Center as soon as possible. There is always a possibility of pairing several packs together to cover leadership requirements.

## Rotating Leaders

Due to busy schedules, leaders might need to rotate in and out of camp during the week. If leadership changes occur during the week, **leaders must sign in or out in the leader logbook at the camp office.** A departing leader must turn in their leader ID badge, and the incoming leader will be issued one. Adult leaders staying overnight will need a completed BSA Annual Health and Medical Record. Packs are responsible for informing new leaders of camp rules and regulations. Please see the administrative staff if you need assistance with leadership changes during the week.

**All adults attending camp must be registered with the pack and have completed Youth Protection Training before their session.** The training is available online through [my.scouting.org](http://my.scouting.org).

## Camp Visitors

Summer camp is a great place to see Scouting in action. District and unit Scouters, professionals, donors, prospective members, and volunteers are welcome to visit. Visitors to a particular pack should clear their intention to visit with the camp pack leader. **Parents, relatives, and friends are welcome in camp on Sunday from 12:30 to 4:00 PM and on Thursday no earlier than 5:00 PM to attend the BBQ and closing campfire.** Otherwise, we recommended that family members not visit camp during the week (see “Homesickness” section).

**Except for the above times, all visitors to Camp Carpenter must sign in and out in the visitor logbook at the camp office and leave a form of identification (preferably a driver’s license).** In addition, the Camp Director must approve visitors. Finally, visitors must follow all current camp policies and procedures and wear a visitor badge. The camp administration reserves the right to ask anyone knowingly not signed in or violated camp policies to leave the premises immediately.

Visitors can observe but may not participate in the program areas (unless prior permission is granted only by the Camp Director). **Any visitor wishing to stay for an extended period during the day (more than two hours) must first get approval from the Camp Director.** In addition, visitors must see the camp office to pay for their meals (see the “Visitor Meals” section that follows). **Finally, all visitors must leave camp by 9:00 PM.** Staff strictly enforces the visitor policy for the security of everyone in the camp.

## Overnight Visitors

Overnight visitors are **not allowed**. Only adults and youth registered to the pack prior to camp may stay overnight.

**Please note that the leadership ratio is *per day* and not spread over the session.** For example, suppose a pack has only two leaders on one day but has registered three leaders for the week. In that case, they may not “make up” the additional leader on another day (or overnight) by having four leaders in the camp.

Administrative staff enforces these policies because of safety concerns and space limitations. Only the Camp Director may grant exceptions in extenuating circumstances.

## Visitor Meals

Visitors staying for a meal must purchase a ticket at the camp office and present the meal ticket to the dining hall staff before eating. The cost is \$15.00 per person per meal. Please notify office staff on Sunday when and how many visitor meals you will need for the week.

# During Your Stay at Camp

## The Campsite: The Heart of the Camp

Campers will spend a significant amount of time in their campsite, or what all Scouts call their “home away from home!” Although camping remains rough and rustic, we sincerely hope to make your stay with us as comfortable as possible. The camp has equipped each campsite with tents, platforms, cots, tarps, tables, a flagpole, a latrine, a washstand, a drinking fountain, a bulletin board, a broom, a trash can, and water buckets. Please notify the camp staff immediately if you encounter any problems or deficiencies with these items! A camp commissioner may procure any extra supplies (such as toilet paper, wood tools, or soap).

It is important to stress that your Scouts will be responsible for maintaining their site and camp equipment. Therefore, please address the following points with them.

**Cleanliness**- Packs should clean each campsite, including the latrine, daily. If sharing your site with another unit, develop a schedule to share this responsibility equally. Packs should sweep the floor and walls, wash the hoppers, rinse, and adequately drain the washstand to clean the latrines. Packs should stow all of the camp equipment neatly. Please conduct a sweep of the campsite (and the trails immediately around it) for litter and dispose of it properly. Campfire ash also needs to be disposed of properly, do not dump it in the woods. Camp staff will visit your site daily to ensure it remains safe and clean.

**Tent Care** – Keep all flames (candles, matches, etc.) away from tents. Do not roll tent flaps in wet weather. Do not place hangers over the ridge poles of your tents, as this may rip the fabric. Do not remove cots from the tents. Mosquito net poles should not touch the tent canvas, and you should not put nails or screws into the platform.



**Wildlife** - Animals often will be an exciting part of your adventures. Seeing them in their natural habitat is always a pleasure. Still, it is wise to remember that they are the permanent residents of the camp while you are a visitor. Do not approach or attempt to handle any wildlife. Report any unusual wildlife behaviors to the camp staff immediately.

**Good Neighbors** - Remember that other campers prefer the quiet of the woods to noises from your campsite. Packs must observe quiet time between 9:00 pm and 6:30 am.



**Buddy System** - Scouts are required to use the buddy system at all times. We recommend that packs assign all scouts a buddy for the week when or before they arrive in camp on Sunday. A Scout should never be alone in the camp, and adult leaders should supervise their Scouts (including den chiefs) at all times. Remember that the buddy system is essential for the camp security plan.

**Shoes** - Participants must wear closed-toe shoes at all times at camp. The only exceptions are while using the shower or inside the waterfront perimeter (on the beach).

# Outdoor Ethics- Principles of Leave No Trace

The principles of Leave No Trace are essential when considering the combined effects of thousands of visitors to camp each year. Taking care of the environment has special considerations in the front country. Leaving no trace is everyone's responsibility. Learn more at <https://www.scouting.org/outdoor-programs/leave-no-trace/>.

## 1. Plan Ahead and Prepare

Proper planning and preparation help campers accomplish trip goals safely and enjoyably while minimizing natural and cultural resources damage. Campers who plan can avoid unexpected situations and reduce their impact.

## 2. Travel and Camp on Durable Surfaces

Damage to land occurs when visitors trample vegetation or communities of organisms beyond recovery. The resulting barren areas develop into undesirable trails, campsites, and soil erosion.

Campers should concentrate their activities where vegetation is already absent. Minimize resource damage by using existing trails. Keep campsites small by arranging tents nearby.

## 3. Dispose of Waste Properly (Pack It In, Pack It Out)

Accept the challenge of packing out all trash, leftover food, and litter or properly disposing of them in the waste barrels provided.

Help prevent contamination of natural water sources: Properly dispose of dishwater by dispersing it at least 200 feet from springs, streams, and lakes. Use biodegradable soap 200 feet or more from any water source.

## 4. Leave What You Find

Allow others a sense of discovery, and preserve the past. Leave rocks, plants, animals, archeological artifacts, and other objects as you find them. Examine but do not touch cultural or historic structures and artifacts. It may be illegal to remove artifacts.

Avoid making lasting changes to campsites. Do not dig tent trenches or build lean-tos, tables, or chairs. Never hammer nails into trees, hack at trees with hatchets or saws, or damage bark and roots by tying horses to trees for extended periods. Replace surface rocks or twigs that you cleared from the campsite.

## 5. Minimize Campfire Impacts

Use existing campfire rings. Use dead and downed wood that can be broken easily by hand. When possible, burn all wood to ash and remove all unburned trash and food from the fire ring. Be sure all wood and campfire debris is cold out.

## 6. Respect Wildlife

Quick movements and loud noises are stressful to animals. Observe wildlife from afar to avoid disturbing them. Give animals a wide berth. You are too close if an animal alters its normal activities.

Store food securely and keep garbage and food scraps away from animals. Never feed wildlife. Help keep wildlife wild.

## 7. Be Considerate of Other Visitors

Thoughtful campers respect other visitors and protect the quality of their experience.

## Pack Organization in Camp

The year-round Cubmaster or Den Leader will accompany their Scouts to camp in most packs. However, we recognize that many parents (and other adults) who are not as familiar with scouting methods will want to camp with their scouts. We welcome these “new” leaders wholeheartedly! Still, the pack leadership should ensure that these leaders become familiar with the aims and methods of Cub Scouting and the policies explained in this handbook. Our staff will look to your unit leaders as partners in upholding the high ideals of our organization and fostering a fun but disciplined environment.

The program at Camp Carpenter depends on the qualified leadership of volunteers like you. The staff at Camp Carpenter genuinely appreciates the time you take out of your schedule to come to camp with your boys.

## Respect of Privacy

Leaders must respect the privacy of youth members in situations such as changing clothes or taking showers at camp. Leaders do not belong in any area where such circumstances except to tend to an injured Scout or maintain discipline.

## Separate Accommodations

The BSA requires separate accommodations for adult males and females and youth males and females.

### Tenting

- The pack must provide separate tenting arrangements for male and female adults and male and female youth.
- Youth sharing tents must be no more than two years apart in age.
- In Cub Scouting, parents and guardians may share a tent with their family members.
- Spouses may share tents.

## Security

The security of all campers, leaders, and staff is of the utmost importance. Therefore, we maintain a working relationship with the local police department for periodic perimeter patrols and sometimes the camp’s interior. The camp security plan consists of the following:

1. All staff members are in recognizable uniforms and name badges at all times.
2. All campers and leaders in the camp will wear a wristband supplied during check-in for the entire session.
3. Campers and adults attending other camp programs at Camp Carpenter (Akela Camp or Day Camp) will be easily identifiable, either with wristbands or camp T-shirts for day camp.
4. Staff, leaders, and campers will sign in and out of the camp in the appropriate logbook at the camp office.
5. Visitors will check in at the camp office and wear appropriate identification.
6. Camp staff will escort intruders (anyone not identified by the above methods) to the camp office and notify the Camp Director.
7. All participants and staff should report any intruder to the Camp Director or Camp Manager.

## Wireless Phones

Leaders should limit their use of wireless phones, especially for phone calls, in front of campers and should never leave their phones unattended. ***In addition, we prohibit the use of wireless phones on shooting ranges.***

# Summer Camp Rules and Policies

## General Camp Rules

Camp Carpenter has adopted some common-sense standards for the conduct of all campers, visitors, and staff. Following these rules will help everyone enjoy their stay at camp and avoid conflict with other campers.

Scouts must uphold all tenets of the Scout Oath and Law. Violations of BSA policies or the following rules may result in the dismissal of individual campers or groups from camp property. In addition, campers are responsible for any damages they cause to camp property.

1. Campers must immediately report all accidents, injuries, or lost persons to the camp staff.
2. Vehicles and trailers may be parked only in areas approved by the Camp Director.
3. Participants may not use golf carts and vehicles in camp. The Camp Director can approve exceptions to this rule to accommodate campers with disabilities or program support.
4. The speed limit in camp is 10 mph. In addition, **drivers may not transport passengers in truck beds.**
5. The Head Commissioner must inspect each campsite and approve its condition before occupants depart.
6. Participants should not hear music and other sounds beyond a campsite. Campers should remain quiet between 9:00 pm and 6:30 am.
7. Campers may build fires in existing campfire rings only. A responsible adult must attend to the fire at all times.
8. Campers may not cut any living or standing trees. Do not peel the bark from trees.
9. Campers are not permitted to capture or hunt any animals in the camp.
10. Firearms are forbidden.
11. Participants are prohibited from smoking in camp except in the designated smoking area for individuals aged 21+.
12. At least two adult leaders must be present to supervise campers at all times.
13. All campers must travel with a buddy. No adult should ever be alone with a youth.
14. Alcoholic beverages, fireworks, portable generators, and electric or liquid fuel heaters are forbidden.
15. Secure all valuables. The camp is not responsible for any lost or stolen property.
16. Campers may not bring pets to camp. Visitors' pets are restricted to the parking lot and not allowed in camp without the Camp Director's permission.
17. Campers must avoid maintenance areas, storage facilities, and construction sites.
18. Scouting America recognizes no secret organizations. All Scouting programs are open to observation by parents and leaders.
19. Participants must wear proper clothing for all activities. Bathing suits for female participants must be 1-piece. Swim shirts are encouraged to protect from the sun, but not required for participation.
20. Participants must not deface (GRAFFITI OR VANDALISM) buildings, picnic tables, tents, or any other structure in the camp. The camp will charge any such vandalism to the pack(s) involved.
21. The use or possession of alcoholic beverages, non-prescription drugs, or narcotics is not a part of camp life. These substances are not allowed on camp property, and violations provide grounds for immediate dismissal. In addition, the camp may take further legal action. **NO SECOND CHANCES!**

## Policy on Discipline and Physical Contact

You can hardly open a newspaper or listen to a news report without hearing something about child abuse or misuse of children. This situation is grave, and we, as leaders and staff, must be very alert to it. With the understanding that they will grow physically, morally, and mentally through Scouting, parents, and guardians have entrusted their children to us. We must never forget this when we deal with the youngsters in camp.

In addition, there are several safety rules that we must be careful to enforce. We must enforce them fairly and consistently. We designed the following information to help us in this task. If you have any questions regarding this policy, please ask the Camp Director.

1. The Scout Law is the law of the camp.
2. No child is to be touched other than in emergency or teaching situations (such as a demonstration applying a sling in first aid). Proper consent must be obtained in these scenarios and the activity must be supervised.
3. No camper will sleep in the same quarters with an adult or staff member other than their parent or guardian.
4. All participants must avoid situations where an adult is alone with a child (out of sight from others).
5. Campers must use the buddy system at all times.
6. Physical examinations are to be performed by certified medical personnel only.
7. Horseplay with campers is not allowed.
8. Language may be direct and specific, but not abusive and demeaning.
  - a. "Stop doing that—now." is okay
  - b. "Stop doing that—you idiot!" is not okay
9. A child has the right to due process. In other words, they have the right to
  - a. Be told what they did wrong
  - b. Give their side of the story
10. Leaders should report disciplinary problems to the Head Commissioner or Camp Director before taking any action to provide for a cooling-off period and a second opinion.
11. As a general rule, we will use the following procedure to deal with disciplinary problems:
  - a. **First Offense:** Report to Camp Director or designee, who will meet with the child and document the situation.
  - b. **Second Offense:** Report to the Camp Director and the child's parents and document.
  - c. **Third Offense:** Reported to the Camp Director and the child's parents; staff will document the incident. The Camp Director may send the child home. If the camp sends the child home, the Camp Director, the Cubmaster/Den Leader, and other staff/leaders present will meet with the parents or guardians.
12. The following are examples of rule violations that you do not need to report to the Camp Director or Head Commissioner. Instead, leaders can deal with them by directing the camper to take corrective action: messy tents, food in tents, littering, and foul language.
13. Leaders should report the following rule violations to the Head Commissioner or the Camp Director. Before taking any action, Leaders **must** inform the Camp Director.
  - a. Fireworks in camp
  - b. Alcohol or smoking in camp
  - c. Child abuse or suspected child abuse
  - d. Stealing
  - e. Damage to tents or camp property
  - f. Fires in tents
  - g. Disrespect to staff or adults
  - h. Picking on another camper

## Camper Early Check-Out

Any camper that needs to leave camp before 5:30 PM on Thursday must have their parent/guardian sign them out at the camp office in the leader/camper logbook. The Pack Leader must be present for signing out a camper. Camper release is the responsibility of the pack leader after 5:30 PM on Thursday.

## Uniforms

The staff will wear their uniforms proudly at all times. The Scout uniform, when worn correctly, is appropriate at all times. We particularly encourage wearing the Scout Uniform (except for those that do not have uniforms) for check-in on Sunday and at evening flag ceremonies and dinner on Sunday and Monday.

Some scouts do not own a uniform through no fault of their own, and we want to clarify that it is not a prerequisite for attending camp. Leaders and den chiefs should wear their uniforms as well.

## Additional Rules and Regulations

In addition to the rules and regulations listed in this Leaders' Guide, leaders, staff, and campers must comply with the standards and guidelines set forth by the administration of Camp Carpenter, the Scouting America New Hampshire, Scouting America, and the State of New Hampshire.



## Emergency Procedures

We will explain what we expect participants to do in Emergency Drills during Sunday dinner. In the event of an emergency, a continuous siren will sound. Adult Leaders are in charge of moving everyone to the Dining Hall. **Packs must report to the Dining Hall immediately.** Remain calm and reassure campers; this is all about safety. Each pack leader should report their headcount to the staff member in attendance and wait for further instructions. Packs must stay in the dining hall until the Camp Director gives the all-clear signal.

*In case of an accident or fatality on the property involving anyone at camp, the Scouting America New Hampshire Scout Executive shall be the sole source of release of information to the press or parents involved. **NO ONE ELSE** shall release information to the media or anyone else.*

**DO NOT** speak to reporters or other people who may ask questions. Instead, politely refer them to the Scout Executive.

## Stop in at the Camp Office

### Assistant Ranger / Commissioner

The Assistant Ranger/Commissioner is here to help ensure that your stay at camp is as enjoyable as possible. Whether helping guide your pack through check-in or ensuring your campsites and latrines are clean, safe, and well-stocked!

The Commissioner will check in with you throughout the week to ensure your pack has everything you need. They will also conduct periodic campsite visitations to ensure health and safety standards.



The Commissioner will be happy to assist you with any issues relating to your program, campsite, camp facilities, behavioral problems, or procuring any campsite needs, like cleaning brushes, pine cleaner, toilet paper, water buckets, etc. Just ask!

## Pack Finances

Pack coordinators should ensure that their pack balance is paid in full at least two weeks before their arrival to camp. We will ask the camp pack leader to project the number of scouts and adults attending camp next summer (this is an educated guess that assists us with planning). Balances and other outstanding fees can be rectified at camp with the Business Manager if needed.

## Lost & Found

Program staff will bring lost and found items to the main office at the end of each program day. We recommend families label all clothing and personal gear with the owner's name, pack number, and town. The camp will only keep lost and found items for thirty (30) days after the camp season. Please do not leave lost and found items on the stage in the Dining Hall.

## Telephones/Messages

Staff will note any incoming calls in the camp office for leaders in camp on a message log. They will either put this message in your pack's mailbox or hand-deliver it to your pack in case of an emergency. The main camp line, **(603) 623-5962**, is only for business and emergency use.

## Mail

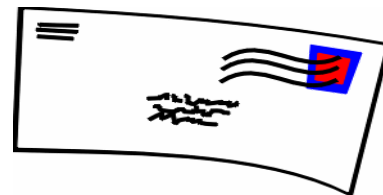
The mailing address for the camp is:

**Camp Carpenter**  
**(Scout's Name)**  
**(Pack #) (Campsite)**  
**300 Blondin Road**  
**Manchester, NH 03109**

### Helpful Hints for Letter Writing

The tone of the letter and its contents have a great effect on the production of homesickness. The letter should be conversational about events at home and ask questions about the Scout's experience at camp. They should never contain such lines as "We all miss you very much; we love you so." "Your dog hasn't eaten since you left." "We served your favorite meal last night, too bad you could not be with us to eat it." Items that may cause jealousy should also be avoided like "Yesterday, we bought your brother a new bike." Campers sometimes break into tears reading such well intentioned letters from home.

Mail is delivered daily, and staff will place letters in your pack's mailbox located in the camp office. Leaders should check their pack's mailbox daily. Participants should place outgoing mail in the mailbox in the camp office. Parents should be aware that they must send letters no later than Tuesday of their child's session to arrive on time. It may be easier to have mail intended for campers brought to camp with the pack leader for distribution during the week. However, please remember that camp only runs for five days and that sometimes a note from home may bring on a case of homesickness (see below), and sometimes it is just what a scout needs.



## Departing from Camp

Packs should be packed and ready to go by 5:00 PM *at the latest* on Thursday evening. The pack should complete all packing during the pack-out night on Wednesday and the siesta period on Thursday.

The Head Commissioner will arrange a time to conduct a final inspection of your campsite on Thursday. At least one adult leader must be present at the campsite for this inspection. All gear must be out of the campsite by this time (or at least set by the road). Make sure all members of your pack have their gear ready to walk to the parking lot if not done so already. Use a chuck wagon or cart to transport equipment that is heavy or large.

**Packs that wish to remove gear from their campsite using a vehicle must do so after the closing campfire.**

**\*\*\*Vehicles are not permitted on the road until the end of the closing campfire.\*\*\***

### Final Inspection

Please make sure that the following items are completed before the final inspection:

- Washstand and latrine clean
- Pick up all litter
- Check adjacent areas for trash
- Fire equipment stored properly; water buckets clean, empty, and turned over
- Tents and cots in order; tent flaps up, and cots turned on their side in the middle of the platform
- Take down all pack items put up during the week (clotheslines, surveyor's tape, signs, etc.); each pack should return the campsite to the way your pack found it (or even better!)



### Checking Out

When you have finished the above items, the inspection staff member will sign off on the form and give it to the pack leader.

- Bring the completed check-out inspection to the camp office.
- Pay any outstanding bills if you have not done so already.
- Pay for all damages that might have occurred during your stay at camp.
- Make a reservation for next year if you have not done so already.
- Submit the camp evaluation form.
- Once you have completed all of the above, you will receive your check-out packet containing awards, Leader's gift, **and your Family Barbeque tickets**. Please check the packet to verify the contents.

### Parent/Guardian Arrival

Make sure everyone arriving to pick up scouts knows where you will gather to meet with them. Have a set time and location to rendezvous with those coming for pick up. After 5:30, the pack will be responsible for signing each scout out. If you are concerned about who is picking up a scout, please check in at the office, and the administration will assist you.

**Helpful Hint**  
Let Parents know where to meet the pack when they arrive on Thursday.

## Family BBQ

Beginning at 5:30 PM in the Dining Hall, we will serve the BBQ to all campers and leaders. We will also serve family members that have purchased tickets on Sunday during arrival.

## Closing Campfire

The scouts will show off their scouting spirit at the Camp Carpenter council ring and put on a tremendous closing campfire. We encourage parents/guardians to stick around and watch the show beginning at 6:45 PM. Every scout wants to be a part of this excellent close to a fantastic week.

See You Next Year!

## Know Your Camp Staff

The Scouting America New Hampshire employs a seasonal camp staff that is second to none. We strive to provide the best Scouting experiences for our campers and be competent and caring. Motivated camp staff forms the foundation of these experiences!

Interviews with prospective staff members enable us to be highly selective. Camp staff members are selected based on their knowledge, experience in Scouting, and demonstrated potential for success. Every camp staff member receives specialized training in early June. Senior staff members also receive more intense training through the National Camping School.

We are proud that most of our staff chooses to reapply every season. Still, we are always looking for qualified individuals who might join our team. Scouts must be at least fifteen to apply for paid positions, though fourteen-year-old Scouts may apply for the Counselor-in-Training program. Adult Scouters of all ages are especially welcome to apply for one of our supervisory positions. You can find further information and applications on the council website at the [Scouting America New Hampshire Camp Staff Employment Page](#).

You can apply to work at Camp Carpenter directly through this link: [Camp Carpenter Staff Application 2026](#)

