

# Griswold Scout Reservation

## Summer Camp



## 2026 Program Planning Guide

Scouting America  
New Hampshire  
1500 Blondin Road  
Manchester, NH 03109



Griswold Scout Reservation  
254 Griswold Lane  
Gilmanston IW, NH 03837  
[nhscouting.org](http://nhscouting.org)



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# Contact Information

For questions regarding program in any capacity, please contact:

GSR Program Director Ayden Duncan

[grrsupport@nhscouting.org](mailto:grrsupport@nhscouting.org)

For questions regarding logistical or financial matters, please contact:

Reservation Support Services

[grrsupport@nhscouting.org](mailto:grrsupport@nhscouting.org) or (June 15-August 16) 603-364-2900

## Summer Camp Dates

WEEK	DATES	PRE-CAMP MEETING
Week 1*	6/28 – 7/4 2026	6/15/2026
Week 2	7/5 – 7/11 2026	6/22/2026
Week 3	7/12 – 7/18 2026	6/29/2026
Week 4	7/19 – 7/25 2026	7/6/2026
Week 5	7/26 – 8/1 2026	7/13/2026
Week 6	8/2 – 8/8 2026	7/20/2026
Week 7	8/9 – 8/15 2026	7/27/2026

*\*NYLT will be held at Hidden Valley during week 1*

Pre-camp meetings are crucial to preparing for your week at Griswold Scout Reservation.

SPLs and Scoutmasters should both attend the Pre-Camp Meeting. SPLs will handle programs in one breakout, while Scoutmasters handle policies, procedures, and administrative matters in the other.

**These are simultaneous and cannot be attended by the same person.**

**PRE-CAMP MEETINGS WILL BE HELD ON ZOOM.**

**ACCESS LINKS WILL BE SENT TO REGISTRATION CONTACT BEFORE THE MEETING, AND CAN BE ACCESSED ON THE COUNCIL WEBSITE.**

# Griswold Scout Reservation Program

Griswold Scout Reservation has two main program options

- 1) Individual Merit Badge Program / Unit or Patrol Afternoon Activities
- 2) Patrol Day Long Program

## Merit Badge Program

*Refer to Merit Badge Schedule on Page 8 & Daily Program Schedule on Page 7*

Monday and Tuesday will consist of the same two merit badge blocks, whereas Wednesday and Thursday will consist of two different merit badge blocks. In total, there are four available merit badge blocks. Some merit badges and programs, such as Frontier! and Lifesaving, may take up two blocks such as Merit Badge Block 1 and Block 2. These programs will run Monday through Thursday, either from 9-10:30 AM, or 10:45-12:15PM.

## Unit / Troop Activities

*Refer to the Troop/Unit Activity planning worksheet on Page 11*

Every day, including Friday, there will be two blocks for Unit/Troop activities. These programs are designed to provide fun, enriching, and challenging experiences for Scouts. You will receive the final schedule in the check-in packet when the troop arrives to camp.

As always, we support your unit's program. If you would rather conduct your own program during this time, please do so!

## Additional Programming

Some additional program opportunities exist for scouts, some within the troop activity blocks (e.g. Mile Swim Award), and some outside of normal program hours (e.g. Polar Bear Swim). More information for these programs will be announced during flag ceremony and meal time announcements.

## Camp wide Activities

*Refer to the Open Program Schedule on Page 14*

During the evening, Monday through Thursday, many program areas will open for open programs! Come with your unit, patrol, or just buddy pair! This is a great opportunity to try new activities, meet new people, and just have fun! Select programs will continue until the evening and end at 9:00PM. On Friday, following lunch, camp wide competitions and open programs will be conducted all day until dinner! Challenge another unit! Enjoy programs!

## Additional Program Costs

*Extra program charges will automatically be applied to your account in Black Pug*

Shotgun Merit Badge - \$50

Motorboating Merit Badge - \$10

Single Block Horse Trail Ride - \$25

Horsemanship Merit Badge - \$50

ATV Adventure - \$50

Whitewater Experience @ Franklin Whitewater Park - \$100

Mountain Zipline Tour @ Gunstock Mountain - TBD (\$85 in 2025)

## Interfaith Service

*Wednesday @ 1:10pm Hidden Valley Chapel*

Join us for a moment of reflection and fellowship at our Interfaith Service, held every Wednesday at 1:10 PM at the Hidden Valley Chapel. Led by the Council's Duty to God Committee, this service welcomes all faiths and provides an opportunity to pause, connect, and find inspiration in the great outdoors. All are welcome!

## Daily Themes

Monday	High Adventure Day
Tuesday	OA Day
Wednesday	Personal Fitness Day
Thursday	Venturing and Exploring Day
Friday	Western Showdown

<b>Griswold Scout Camp Schedule 2026</b>						<b>Arrival and Departure Day Schedule</b>		
	Monday	Tuesday	Wednesday	Thursday	Friday		Sunday	Saturday
7:00	Wake Up					6:00		Wake Up
7:40	Waiters					7:00		Continental Breakfast
7:50	Flags							Unit Checkout
8:00	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast			
8:45	15 Min Walk					11:30	Unit Arrivals Begin	
9:00	MB Block 1	MB Block 1	MB Block 1	MB Block 1	Open Program	1:00	Unit Tours Begin	
10:25	15 Min Walk					5:30	Emergency Procedures Briefing	
10:40	MB Block 2	MB Block 2	MB Block 2	MB Block 2		12:05	15 Min Walk	
12:05	15 Min Walk					5:40	Waiters	
12:15	Waiters					5:40	Flags	
12:20	Flags					6:00	Dinner	
12:30	Lunch	Lunch	Lunch	Lunch	Lunch	7:00	Opening Campfire	
1:00	Siesta (SPL Meeting at 1PM)					10:00	Quiet Hours	
2:00	Troop/Patrol Activity	Troop/Patrol Activity	Troop/Patrol Activity	Troop/Patrol Activity	Troop/Patrol Activity			
3:30	15 Min Walk							
3:45	Troop/Patrol Activity	Troop/Patrol Activity	Troop/Patrol Activity	Troop/Patrol Activity	Troop/Patrol Activity			
5:40	Waiters							
5:45	Flags							
6:00	Dinner	Dinner	Dinner	Dinner	Dinner			
7:00					AWARDS			
8:00	Evening Program	Evening Program	Evening Program	Evening Program	Closing Campfire			
10:00	Quiet Hours							

# Merit Badge Program Schedule

**Bold** indicates new offering in 2026

\* Indicates a program for older scouts (14+)

PROGRAM SCHEDULE	MONDAY	TUESDAY	WEDNESDAY	THURSDAY
MAIN WATERFRONT				
BLOCK 1	SWIMMING			
	<b>SWIM INSTRUCTION</b>		<b>SWIM INSTRUCTION</b>	
	LIFESAVING			
BLOCK 2	SWIMMING			
	LIFESAVING			
CHASE WATERFRONT				
BLOCK 1	SMALL BOAT SAILING			
	KAYAKING & <b>KAYAKING BSA</b>		KAYAKING & <b>KAYAKING BSA</b>	
	<b>ROWING</b>		MOTORBOATING*	
BLOCK 2	CANOEING			
	KAYAKING & <b>KAYAKING BSA</b>		KAYAKING & <b>KAYAKING BSA</b>	
	MOTORBOATING*		<b>ROWING</b>	
SCOUTCRAFT				
BLOCK 1	COOKING		COOKING	
	CAMPING		CAMPING	
	ORIENTEERING		<b>SIGNS, SIGNALS, AND CODES</b>	
BLOCK 2	PIONEERING			
	WILDERNESS SURVIVAL			
	GEOCACHING		FISHING	
Range Activities				
BLOCK 1	ARCHERY		ARCHERY	
	RIFLE			
	SHOTGUN		SHOTGUN	
			<b>PISTOL PT 1*</b>	
BLOCK 2	ARCHERY		ARCHERY	
	RIFLE			
	SHOTGUN		SHOTGUN	
			<b>PISTOL PT 2*</b>	
EMERGENCY SKILLS				
BLOCK 1	FIRST AID			
BLOCK 2	EMERGENCY PREPAREDNESS		SEARCH AND RESCUE	

ECOLOGY		
BLOCK 1	ENVIRONMENTAL SCIENCE	
	ASTRONOMY	MAMMAL STUDY AND NATURE
	<b>WEATHER</b>	OCEANOGRAPHY
BLOCK 2 (EVEN WEEKS)	ENVIRONMENTAL SCIENCE	
	FISH AND WILDLIFE MANAGEMENT	FORESTRY
BLOCK 2 (ODD WEEKS)	ENVIRONMENTAL SCIENCE	
	<b>SOIL AND WATER CONSERVATION</b>	GEOLOGY
HANDICRAFT		
BLOCK 1	ART	BASKETRY
	CHES	<b>SCULPTURE</b>
	WOODCARVING	LEATHERWORKING
BLOCK 2	GAME DESIGN	WOODCARVING
	BASKETRY	LEATHERWORKING
	<b>SCULPTURE</b>	CHES
FRONTIER		
BLOCK 1	FRONTIER! (FIRST YEAR PROGRAM)	
BLOCK 2	FRONTIER! (FIRST YEAR PROGRAM)	
STEM		
BLOCK 1	WELDING	WELDING
	ROBOTICS	
	SPACE EXPLORATION	ELECTRICITY & ELECTRONICS
BLOCK 2	WELDING	WELDING
	ROBOTICS	
	SPACE EXPLORATION	ELECTRICITY & ELECTRONICS
COPE		
BLOCK 1	CLIMBING*	COPE*
BLOCK 2		
FARM		
BLOCK 1	HORSEMANSHIP AND ANIMAL SCIENCE	HORSEMANSHIP AND ANIMAL SCIENCE
BLOCK 2		
ATV		
BLOCK 1	ATV*	ATV*
BLOCK 2		
FOXFIRE		
BLOCK 1	METALWORK	METALWORK
BLOCK 2		
TRADING POST		
BLOCK 1		<b>SALESMANSHIP</b>
BLOCK 2	<b>SALESMANSHIP</b>	

# Troop/Patrol Activities

Every day, including Friday, there will be two blocks for unit activities. These programs are designed to provide fun, enriching, and challenging experiences for Scouts.

\*Indicates an afternoon program that will take up two afternoon blocks (From 1:30 PM-5:00 PM)

For waterfront activities, (S) indicates you must have passed the Scouting America Swim Test at a level of Swimmer, (B) indicates a minimum of passing a beginner's test. Beginners must be paired with an adult who is a strong swimmer

## **ECOLOGY**

GSR Exploration\*

Boulder Hike\*

Reservation Conservation Project

## **SCOUTCRAFT**

Dutch Oven Dessert

Pioneering Challenge

S'more Fire!

Orienteering Course

Woodlin Livin

## **HANDICRAFT**

Ice Cube Candle Making

Leather Slide Craft

Chess Tourney

Patrol Flag Project

Totem Wood Carving

Tie Dye T-Shirts

## **MAIN WATERFRONT**

Watermelon Scramble (B)

Water Basketball (B)

Aquatic Craze (S)

## **EMERGENCY SKILLS**

Woodland Rescue

## **CHASE WATERFRONT**

Kayak Soccer (S)

Troop Sail (S)

Assault Boats (B)

Canoe Race or Trip (B)

Troop Kayak (S)

## **STEM**

Patrol Welding (13+)\*

## **COPE**

Troop/Patrol COPE\*

Troop/Patrol Climb\*

## **FRONTIER / TREK**

Field Games (Ultimate Frisbee, Volleyball, Football)

Peak Baggin\*

## **FOXFIRE**

Troop Metalworking (13+)\*

# Merit Badge Planning and Preparation

## Selecting Merit Badges

Selecting a merit badge depends on a variety of factors: the Scout's age, abilities, and the unit's year-round program. Each Scout's schedule should be challenging, but attainable. A Scout is at camp to have fun, not to be frustrated with incomplete merit badges. Remember each Scout is different, so each case should be handled individually. Most importantly, it's not how many merit badges are earned; it's how great of a time they had.

*We highly recommend all new Scouts join the Frontier! Program.*

## Prerequisites

Numerous merit badges require work that must be done outside of camp to complete the merit badge. Please consult BlackPug for further prerequisite information. To receive credit for work done outside of camp, please bring proof on the first day of class.

A prerequisite guide will also be available along with recommendations for each program area.

## Merit Badge Supplies

Some merit badges may require additional fees. Please reference BlackPug for more information.

## Partials

Any Scout finishing some, but not all, of the requirements for a merit badge will receive a "partial" merit badge. It tells what a Scout has and has not completed. They can work on requirements until their 18th birthday to complete any merit badge either at home with a qualified counselor or next summer at Griswold Scout Reservation. A counselor reserves the right to re-test previously passed requirements. Scouts should not have to fully re-take a merit badge if they have partial credit. Consult the Program Director for advice in this matter.

## Extra Help

If a Scout is having trouble with any merit badge, we will give the help needed. Arrangements can be made for extra or make-up time with the counselor.

## **Accommodation**

We understand some Scouts may need accommodation. GSR and Hidden Valley Scout Camp will do everything in their power to support these. Please contact the Camp Director and/or Program Director at/or prior to your Pre-Camp Meeting to address this issue.

## **Advancement Policy**

As always, GSR's advancement policy is that a Scout must complete 100% of the requirements before receiving the badge. Some merit badges cannot be completed during camp unless prior work has been done before arriving at camp.

Griswold Scout Reservation will not sign off any scout rank requirements. These must be signed off by the Troop.

## **Day Long Program**

If you're interested in experiencing any of our Day Long Programs (White Water Wednesday, Gunstock Zipline Trip or TREK) you can sign up for these All Day Programs. Each includes a FULL day (From 9 AM until 5 PM) of program of your choosing where you can have fun and possibly earn merit badges. This is by individual sign up, but it is recommended to sign up with a buddy. For this experience, you should choose two All Day programs and two days, either Monday/Tuesday or Wednesday/Thursday. Then Scouts will choose Merit badge programs for the other 2 days. On your chosen days, you will gather at Valley Admin after breakfast to be brought over via bus to your All Day Program. TREK can include up to 3 days and 2 nights (Wednesday to Friday) if you like.

# Evening Program

*These programs do not require advanced sign-up, just show up with a buddy!*

*These programs are subject to change at a moment's notice*

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
7:15-8pm	Opening Campfire	Cowboy Action Shoot (Range Activities)	Water Carnival (Main Waterfront)	Hidden Valley Iron Man! (Main Waterfront)	Open Swim (Main WF)	Free Block
8-9:30pm		Open Swim (Main Waterfront)	Black Powder Shoot (Range Activities)	Open Rifle/Shotgun (Range Activities)	Fingerprinting MB (Handicraft)	
		Night Climb (COPE)	Open Handicraft (Handicraft)	Troop Time	MB Makeup Shoot (Range Activities)	Closing Campfire (HV Council Ring)
					Night COPE (COPE)	
					Older Scout Night	

*If your unit wishes to participate in a stargazing night please get in touch with the program director*

## Campfires

Our opening campfire on Sunday provides you with the knowledge to tackle the week at GSR, with plenty of laughs and skits!

Want to showcase a skit, stunt, or song in front of the entire camp? Now is your chance! We encourage each unit to do a skit during our Friday closing campfire!

Our camp staff will continue to showcase our amazing skits! To showcase your skit, it must be approved by the Program Director at the Friday SPL Meeting– at the latest!

If it's not quite ready, we'll help develop it!

# Day-to-Day Expectations

## Sunday Check-In

Sunday is the day we all anxiously look forward to: the first day of camp! You will be given a check-in time during your pre-camp meeting, between 1 PM and 3 PM. Your troop should arrive at your given time where you will then be ushered in by our staff, who will help you find your troop's campsite sign to begin unloading your gear. Our commissioner team will then deliver your gear up to your campsite for you. Once your whole troop is gathered and gear is unloaded, you will be greeted by a staff member who will be your tour guide for the afternoon. This tour guide will take you to drop off necessary medications and forms, to the dining hall to get acquainted with our meal procedures, to the waterfront for your swim test, and to your campsite to begin unpacking. Along the way, you will also be introduced to each of our areas, feel free to ask any questions you may have about camp at this time!

## Dining Hall & Patrol Cooking

Meals will be provided in the Gilbert Hall for campers, adult leaders, and staff members. Breakfast, Lunch and dinner will be served in the traditional family-style manner. Class A's will be expected to be worn during dinner.

Troops will also be given the option to participate in patrol cooking! Those troops participating in patrol cooking at their campsites will not be required to attend flags in the morning, but they will be expected to attend flags before dinner. Please note that patrol cooking is only offered to a limited number of troops on a first come first serve basis during registration. Also note that if your troop decides to participate in patrol cooking, the entire troop will be expected to participate for the entirety of the week. Your campsite commissioner will be able to help with any needs. Equipment and uncooked food will be provided.

## **Day Pack Essentials**

Because you will be doing so much walking and visiting so many various areas of camp, we recommend you carry a day pack with you during Sunday check-in. This day pack should consist of:

Swimwear/Goggles

Towel

Sunblock

Class A (if needed for photos)

Water Bottle

Weather Dependent Gear (if necessary)

## **Merit Badge Block Schedule**

Monday through Thursday mornings will consist of merit badge blocks. Merit Badge Block 1 begins at 9AM and ends at 10:25. One session of Block 1 runs on Monday and Tuesday, with a second session running on Wednesday and Thursday. Block 2 will begin at 10:40 of the same four days, and continue until 12:05. Some programs may require all four days during one Block, and some may require both Blocks for two days. Please carefully review the merit badge offering chart to see how many periods each badge consumes.

## **Friday Program**

Friday is a full day of fun! No merit badge classes! Begin the morning with merit badge “Make Up” and Open Program, then continuing to the afternoon with Troop activities like the days before! After dinner, it all comes to a close with our Awards Ceremony and our Closing Campfire!

Like last summer, this summer’s Friday theme will be a western showdown! We will continue celebrating the new cowboy action range at Range Activities. We want to make the whole camp on Friday a true cowboy experience!

## **Saturday Check-Out**

The hardest goodbye... On Saturday morning, your troop will gather its gear and place it all by your campsite sign to be transported down to the parking lot for your departure. Then you can meet at the dining hall at 7 AM for a grab and go breakfast to depart from camp by 8 AM. From there, it's time to say goodbye for the summer to the Land Made for Scouting.

# Leadership Meetings

## SPL Meetings

Each day (M-F), at 1:00PM, SPLs will meet outside of Carter Lodge in Carter Grove. These meetings will take place with the Program Directors and various Commissioners. Each SPL should be ready to talk about their experience at GSR. Bring questions, comments, or concerns. These meetings are crucial to provide updates about various programs, upcoming events, and more.

## Adult Leader Meetings

Have any questions, comments or concerns during your week at GSR? Come down to the Hidden Valley Council Ring (weather permitting) on Monday, Wednesday and Friday at 9am for our Coffee with the Directors! We ask that at least one leader from each unit is in attendance at these meetings to receive important information from our camp leadership team.

Don't be afraid to address any issues with your campsite Commissioner! They act as your liaison and are there for you! They can either assist or direct you to the appropriate staff.

# Adult Leader Opportunities

## The Griswold Guild

Want to give back to the camp we all love? Let us know! You, with the assistance of the Ranger Staff, can take on various projects around Griswold Scout Reservation. If you have any advanced skills or knowledge, let us know prior to your arrival!

## Training

Please reference the GSR Adult Leader's Guide and future publications for more information about the various adult leader training courses offered.

## Scoutmaster Challenge

For those adult leaders who may be up for something more, we welcome you to take on the Scoutmaster Challenge. For returning Scouters who have tackled it in the past, the Silver Award is up for earning this year, and for First Timers, the Bronze Award is waiting to be completed! See all of camp, and fill your score card for this year's prize!

## Accommodation

Unfortunately, in the winter of 2023 we lost Carter Lodge, the home of the library, a place for Adult Leaders to spend their extra time. However, we do have places for leaders to get away from scouts to get work done. The Camp Bell Administration Building is open to leaders for that space, there is air conditioning, bathrooms, showers and internet access.

If you travel to Bell Admin between 9am and 9pm please file a trip plan at the Hidden Valley Administration so we can account for your location. Any time before and after there is no need for a trip plan but please be sure another leader and/or the SPL knows your whereabouts. Please either park in the lot behind the building or across the road.

***Parking directly in front of the building is prohibited.***

# Treks and Outposts

Open to patrols of all ages! Please register at the Pre-Camp Meeting.

Choose a location and then choose a theme!

Talk with the Program Director to find a program that is best for the skills of your patrol!

*Example: Crew 1971 would like to do Stargazing at the Mount Shannon Summit!*

LOCATIONS	WEEKLY OUTPOSTS
<p><b>Mt. Shannon Summit</b></p> <p>A Hidden Valley staple! Spend the night on the summit of Mt. Shannon that overlooks the center of Hidden Valley!</p>	<p><b>ATV Outpost</b></p> <p>Enjoy and extended evening trail ride exploring the trails at GSR. Hit the trails and spend the night in the home of the Lumberjacks of Camp Bell.</p>
<p><b>Ancient Scoutcraft</b></p> <p>Travel across Lake Eileen to a remote, little-known historic site where only those with the brightest flame of Scouting dare to go!</p>	<p><b>Red Trail Outpost</b></p> <p>Wander to where the end of the Red Trail meets the edge of Lake Sunset for a calm night and a beautiful sunrise.</p>
<p><b>Athletic Field</b></p> <p>At the edge of Hidden Valley, near the COPE Course. Travel out to a peaceful, serene field and spend the night!</p>	<p><b>Goat Pasture Hill</b></p> <p>Venture off and discover one of GSR's most secretive but coziest summits for an amazing night!</p>

**ALL UNITS MUST PROVIDE AN ADULT LEADER (21+) TO PROVIDE ADEQUATE COVERAGE.**

## Weekly Outposts (For Completion of Merit Badge Reqs.)

<p><b>Wilderness Survival</b></p> <p>Can you survive with limited resources? This outpost is open for scouts who are currently working towards their Wilderness Survival Merit Badge.</p>	<p><b>Stargazing</b></p> <p>A simplistic, yet always enjoyable outpost. This outposts helps scouts enrolled in the Astronomy Merit Badge complete their requirements.</p>
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**PLEASE BRING WITH YOU FOR OUTPOSTS**

<b>PERSONAL</b>	<b>PATROL</b>
Sleeping Bag	Tent(s)
Ground Pad	Tarp/Ground Cloth
1 Change Of Clothes	Cook Kit (With Large & Small Pot)
Scout Essentials	Fry Pan
Mess Kit	Serving Spoon
Small Backpack	Scout Spirit!

# Frontier!

The Frontier! Program is designed specifically for scouts who are new to the Scouts BSA program!

The format of the program each day is modeled after an ideal meeting. All Frontier! participants will be grouped with Scouts from other Troops to form patrols and the “Frontier Troop.” Patrols will elect Patrol Leaders each day, make a flag to show unity and spirit, and do all sorts of things together. Fun and learning is the name of the game!

The Frontier Troop will spend each day learning about and experiencing the basic outdoor and Scouting skills. Because of the large volume of material to be covered, it is highly recommended and encouraged that Troops retest and review skills – before and after – which are learned in Frontier

Frontier! Scouts should always carry a water bottle, rain gear, and other supplies needed for that day in a personal daypack. Be Prepared!

On Friday, Frontier! participants will take part in their biggest challenge yet. A 5-mile hike that incorporates skills learned throughout the week! The hike also includes a trail lunch, a visit to the top of a mountain, a pass through a secluded swamp, and a tour of the Reservation! Scouts will get to explore Camp Bell!

You’ll never forget this!

## ***SCOUTS WILL BE INSTRUCTED IN THE FOLLOWING:***

Scout Requirements: 1a, 1b, 1c, 1d, 1e, 1f, 2, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 4b, 5.

Tenderfoot Requirements: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 8.

Second Class Requirements: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a.

First Class Requirements: 1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 7a, 7b, 7c, 7d.

Totin’ Chip, Firem’n Chit, and the Outdoor Code will be taught, also.

**Griswold Scout Reservation does not sign off on scout rank requirements. It is expected that the Scoutmaster reviews these requirements with the scout to ensure they have completed the requirements.**

# Aquatics

## PATROL / TROOP / CREW ACTIVITIES

Activities with (S) Require Swimmer, (B) Require Beginner

### **AQUATIC CRAZE (Main Waterfront) (S)**

Enjoy the inflatables (slides, climbing the iceberg, etc.) at the Main Waterfront and find out what all the buzz is about.

### **ASSAULT BOATS (Chase Waterfront) (B)**

A Hidden Valley staple! Can you keep your row boat afloat longer than your opponent? Guaranteed laughter and fun to be had!

(Beginners need to be paired with an adult who is a strong swimmer)

### **CANOE RACE (Chase Waterfront) (B)**

Racers start your paddles! Who in your patrol can traverse the waters of Lake Eileen the fastest? There's only one way to find out.

(Beginners need to be paired with an adult who is a strong swimmer and is proficient in canoeing )

### **CANOE TRIP (Chase Waterfront) (B)**

Row, row, row your canoe, gently down Eileen...merrily merrily merrily merrily this tour feels like a dream. Take your Troop on a lake tour and enjoy all its beauty.

(Beginners need to be paired with an adult who is a strong swimmer and is proficient in canoeing )

### **KAYAK SOCCER (Chase Waterfront) (S)**

A Scout is clean, but this activity will make you feel like the Kayak version of (Lionel) Messi. Utilize your balance, speed, and creativity to stay afloat as your team moves together with one goal in sight...the soccer goal, of course!

### **SNORKEL EXPLORATION (Chase Waterfront) (S)**

Explore the depths and aquatic wildlife of Lake Eileen!

### **SAND CASTLE BUILDING (Main Waterfront)**

Your troop versus all others in a wild week long competition for the best sandcastles out there. Come see if you can beat the camp!

### **TROOP SAIL (Chase Waterfront) (S)**

Set sail on the high seas of lake Eileen, taking your troop any direction the wind may blow. This activity is aimed towards troops who have sailed before.

### **WATER BASKETBALL (Main Waterfront) (B)**

Your patrol can dribble and shoot your way to the top in this classic twist to the sport that'll make team building a slam dunk.

### **WATERMELON SCRAMBLE (Main Waterfront) (B)**

Two teams...two sides...one watermelon! Face off in an activity that combines the thrills and teamwork of football and rugby with the refreshing feeling of water...and of course watermelon.

### **WALK ON WATER (Main Waterfront) (S)**

One small step for scout, one giant leap for your troop. See if you can balance your way to the center of Lake Eileen through this challenge that'll put your balance and athleticism to the test.

### **OPEN SWIM (Main Waterfront)**

No advanced signup required. Take a refreshing dip as you spend the time relaxing and having fun with members of your patrol and other scouts! Make sure to bring a buddy!!

*\*Effective December 31, 2024 the BSA has discontinued the BSA Guard lifeguarding certification, as a result this is no longer a program offering.*

# Ecology

## PATROL / TROOP / CREW ACTIVITIES

### GSR EXPLORATION

Want to go to the summit of Mount Shannon and enjoy a ‘bird’s eye view’ of Hidden Valley? Or walk around the Swamp and explore its unique plants and animals? Maybe follow the shoreline loop of Lake Eileen? Perhaps even take an extended hike to the Mack Ridge and back while learning about the beautiful wilderness.

You can do any of these with your troop and a staff member with Plan Your Own Hike! It’s the fun of all the classic Ecology hikes in one Program!

### ASTRONOMY

When you wish upon a star...you know you’re at camp. Look at the summer constellations and learn about the sky’s celestial bodies and the myths which accompany their storied history. It’s a tradition as old as time, but there’s no better time to do it than when you are at GSR.

*Scouts who take the astronomy merit badge will have to meet with their class one night to complete the requirements fully.*

### CONSERVATION PROJECT

Help maintain Griswold Scout Reservation and practice the Outdoor Code! With permission from your troop leaders this could be used toward rank advancement and it’s a good way to give back to the “Land Made for Scouting.”

### BOULDER EXPLORATION

Hike through the boulder fields and explore 10,000-year-old glacial caves while ascending the southwest slope of Mt. Shannon.

**All Hikes must have at least one Adult Leader in attendance**

# STEM

## PATROL / TROOP / CREW ACTIVITIES

### PATROL WELDING (13+)

It’s the best of both worlds. Learn the basics of MIG welding and make a cool project along the way!

# Handicraft

## PATROL / TROOP / CREW ACTIVITIES

*Check out our new Handicraft Pavillion where the old volleyball court was next to Carter Lodge!*

### **ICE CUBE CANDLE MAKING**

Grab a paper cup, add a wick, pour some wax, and then add some ice cubes...what do you get? A candle!

### **LEATHER SLIDE MAKING**

Take this opportunity to build a slide for your neckerchief that would make even Baden-Powell proud!

### **PATROL FLAG MAKING**

The Patrol Method is the most important method in all of Scouting. What better way to show your Patrol Spirit, than with a Patrol Flag you can be proud of having made as a team! Show your new flag off at a camp-wide assembly!

### **TOTEM MAKING**

Have you ever wanted to make a three-dimensional 'monogram' for yourself using Scout-approved materials? Now is your chance!

### **CHESS TOURNEY**

A Scout is thrifty, but it's time to put that in check. Can you out-strategize the other members of your Unit? Protect your king and you "*knight*" be in for a surprise!

### **OPEN HANDICRAFT**

All of the above activities will be available at Open Handicraft on Monday nights! Bring a buddy and let your imagination run wild!

Need to work on merit badge requirements or create some art? This evening activity is just for you!

### **TROOP TIE-DYE**

Get your troop together and create a work of art you can wear around camp!

# Emergency Skills

## PATROL / TROOP / CREW ACTIVITIES

### **WOODLAND RESCUE**

Practice (with the assistance of the Hidden Valley Staff) those all-important Tenderfoot-through-First Class First Aid skills on a realistic "victim." But first, you have to find him... treat his wounds... and bring him back safely!

# Scoutcraft

## PATROL / TROOP / CREW ACTIVITIES

### **DUTCH OVEN DESSERT**

With guided instruction, learn and do every step of the process of preparing and cooking a delectable campfire masterpiece!

### **S'MORE FIRE!**

Head on down to the scoutcraft area for some fire, s'mores, and possibly some awards. If your troop is interested in relaxing by the fire with the waterfront view and enjoying some delicious snacks, we would love to see you there!

### **PIONEERING CHALLENGE**

Come on down and practice pioneering fundamentals! The skies are the limit with what your patrol can make. From camp chairs to your own playgrounds. Let your imagination and skill run wild as you make your special creation.

### **ORIENTEERING COURSE**

Try an orienteering course...or make your own! Put your skills and teamwork to the test in this classic sport and try to place yourself into the GSR record books.

### **LEARN THE ROPES**

Learn to make ¼ inch rope using bow string and twine. Who knew it was this easy and fun? Learn all the ways to splice!

### **WOODLAND LIVIN'**

This is a classic twist on an age old event, past the main waterfront and past the trading post join the scoutcraft area for some fun building shelters with our staff and your troop, and see who can build it better!

# Foxfire

### **PATROL BLACKSMITHING**

Bring your patrol for this unique experience and learn how to forge some HOT METAL!

Make sure to have non synthetic clothing, long sleeve shirt, long sleeve pants and closed toed shoes to participate

# Range Activities

*Sign-ups for afternoon shoots are individual and will be available at the Administration Building*

*Check out our new Cowboy Action Range located between Archery and Rifle!*

## **OPEN RIFLE SHOOT (Evening Program)**

Are you a marksman? To find out you'll need to give it your best shot...literally! Make your way onto the Hidden Valley bulletin board and enjoy some good old fashion shooting fun!

## **ACTION ARCHERY SHOOT (Archery MB Prereq)**

Ready?...Aim...Fire! Channel your inner Robin Hood as you practice and master your fundamentals with a compound or recurve bow using moving targets!

## **COWBOY ACTION SHOOT (13+)**

Let's travel back to times when cowboys displayed their bravery. Use a combination of handguns, rifles, and shotguns in an old-west themed course of fire for time and accuracy. Participants are encouraged to dress in appropriate theme or era costumes.

## **TOMAHAWKS**

Unlike any other program in this area, test your aim and accuracy with brand new tomahawks. Use your strength and precision to hit the bull's eye!!

## **BLACK POWDER (MUZZLELOADING)**

Want to learn how to safely load black powder? Test your mettle using one of our "antique" firearms this summer, considered by gun enthusiasts to be one of the more challenging firearms to handle.

## **NRA FIRST STEPS: PISTOL (Day Long Program)**

The NRA Basic Pistol Shooting Course is designed for individuals of all experience levels who want to learn the fundamentals of pistol shooting. The program covers key topics, including firearm safety rules, pistol parts and operation, ammunition types, shooting fundamentals, and maintenance. Participants also engage in hands-on practice sessions to develop safe handling skills and improve marksmanship. The course typically includes both classroom instruction and live-fire exercises on a range, concluding with an assessment to demonstrate competency. Successful participants receive an NRA completion certificate.

# COPE

## TROOP COPE/CLIMBING

The Troop COPE program is an opportunity for troops to participate in team building and high ropes exercises. Each troop will have the opportunity to meet with a member of the COPE staff to customize their program. Only age-appropriate elements will be open to the troop. Certain elements require scouts to be aged 14 and up.

The Troop Climbing program is a great opportunity for scouts to learn the elements of Top Rope Climbing. Weather permitting, scouts may also be brought over to the Camp Bell Climbing Barn for this program.

## MORNING COPE

For Scouts aged 14 and older, morning COPE offers an exciting opportunity to develop a whole host of skills including trust and leadership, through a series of challenging low- and high-ropes elements. As the program progresses, participants will take on increasingly difficult and rewarding activities!

# 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 Scouts and excite the imagination with the tales of how the horse helped settle the US and has been a significant importance in our history. Chances are, you will make some new four-legged friends along the way too!

## ANIMAL SCIENCE

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

## HORSEMANSHIP MERIT BADGE

Giddy up! It's time to saddle up the horses. Before you go for a ride, you will get 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.

## AFTERNOON HORSEBACK RIDING

Back in the saddle again. Take your riding skills to the next level with hands-on tips from the GSR staff. Scouts 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! This program is not for "first timers".

*There is an additional charge for programs that involve horse riding.*

# 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? Scouting America New Hampshire 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

**ASI E-Course - <https://atvsafety.org/atv-ecourse/>  
\*\*Must Have Printed Certificate Prior To Camp\*\***

# Belknap Backcountry

## Introduction to Backpacking

Discover a new way to experience Griswold Scout Reservation with our Introduction to Backpacking program! This exciting adventure equips Scouts with essential backpacking skills and the opportunity to earn merit badges through guided hikes and overnight experiences. By the end of the week, Scouts will be prepared to tackle their own ultimate challenge: either a thrilling 2-day, 1-night, or a 3-day, 2-night backpacking trip through the stunning Belknap Mountains. Embark on an unforgettable adventure, build confidence, and explore the wilderness like never before!

Scouts will work with staff to shape the program around their interests and goals, ensuring a unique experience each week.

**Age:** 14+

## Merit Badges:

*Prerequisites may be required for full completion of the merit badges*

- Cooking
- Wilderness Survival
- Camping
- Hiking

## Program Outline:

### Wednesday

Participate in a full-day hike around Griswold Scout Reservation while learning essential backpacking and outdoor skills. These may include first aid, shelter building, backcountry cooking, navigation, gear selection, and more.

### Thursday–Friday

Scouts will put their skills into action on a **2-day, 1-night backpacking trip** through the Griswold Scout Reservation and surrounding Belknap Mountains. This overnight adventure provides a real-world experience of backcountry camping and hiking, preparing Scouts for future high-adventure treks.

*Please note that this outline is subject to change to ensure a high quality program*

# HIDDEN VALLEY SCOUT CAMP

GRISWOLD SCOUT RESERVATION



254 GRISWOLD LANE  
GILMANTON IRONWORKS  
NEW HAMPSHIRE 03837

