

Griswold Scout Reservation

Summer Camp



2026 Program Prerequisite Guide

Scouting America
New Hampshire
1500 Blondin Road
Manchester, NH 03109



Griswold Scout Reservation
254 Griswold Lane
Gilmanston IW, NH 03837
nhscouting.org

Program Considerations

Aquatics	Bathing Suit Standard Clothing Towel Personal Goggles (Optional) Sandals, Beach/Waterfront Areas Only (Optional)
COPE	Sturdy Shoes Long Pants (Suggested for High Elements)
Ecology	Sturdy Shoes/ Daypack /Water Bottle
Emergency Skills	Sturdy Shoes/ Daypack /Water Bottle
Frontier!	Sturdy Shoes/ Daypack /Water Bottle
Handicraft	Sturdy Shoes/ Daypack /Water Bottle
Scoutcraft	Sturdy Shoes/ Daypack /Water Bottle
Shooting Sports	Sturdy Shoes/ Daypack /Water Bottle
STEM	Non-Synthetic Long Shirt/Pants Required for Welding
Bell Farm	Long Pants & Boots with heels Required <i>Additional Costs (In BlackPug)</i>
ATV	Long sleeve shirt, long pants, boots which cover ankles and have a heel ASI Online Training Course Required Parental Waiver Form Required Must be 14+ <i>Additional Costs (In BlackPug)</i>
Foxfire	Non-Synthetic Long Sleeve Shirt & Pants Required

Other Considerations

Fishing	Bring Personal Fishing or Fly-Fishing Equipment
Flag Ceremonies	Troop Flag
Iron Man	Comfortable running, swimming and active clothing
OA Day	OA Sash (Optional)
Patch Trading	Scouting Memorabilia / Patches (Optional)
Venturing Day	Venturing Uniform (Optional)
Patrol Cooking	Specialty Cookware (Optional) Specialty Spices (Optional)
Wild West Day	Western wear (Cowboy hats, etc.)

Merit Badges – 2026 – Hidden Valley

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

Older Scout: 14-17 Years Old or 13 and entering 9th grade

Title Program Area	Recommendations	Prerequisite(s)
Animal Science Farm	Middle/Older Scouts	Prior research encouraged
Art Handicraft	All Ages	May bring personal supplies if desired. Bring proof of the visit for Req. 6
Astronomy Ecology	All Ages	Previous research encouraged Must attend scheduled Stargazing session to earn badge
Basketry Handicraft	All Ages	Supplies provided by GSR
Camping Scoutcraft	Middle/Older Scouts	Bring proof of completion for the following: 4b, 5e, 8d, and 9a-c
Canoeing Chase Waterfront	Preferred for Older Scouts	Must pass Swimmers Test
Chess Handicraft	All Ages	Personal Chess Set (Optional) Req 3 must be done outside of class Will require multiple chess games outside of class
Climbing COPE	Older Scouts	All personal gear must be approved by COPE Director
Cooking Scoutcraft	Middle/Older Scouts	Only reqs. 1, 2, 3, and 7 will be completed at camp. This program is intended for scouts starting this badge
Electricity STEM	Middle/Older Scouts	Supplies provided by GSR
Electronics STEM	Middle/Older Scouts	Supplies provided by GSR

Emergency Preparedness Emergency Skills	Middle/Older Scouts	First Aid MB Required Bring proof of Req 2, 3 and 8C Both family and personal kits are required to be checked by Counselor. Photos are sufficient
Environmental Science Ecology	Middle/Older Scouts	Will require several writing reports. Lots of hiking during badge block.
Fingerprinting Handicraft	All Ages	Some scouts may need extra time
First Aid Emergency Skills	Middle/Older Scouts	Bring personal first aid kit (Req 2b(1)) Inspection of troop first aid kit required
Fish and Wildlife Management Ecology	All Ages	Photo evidence of Req. 5 should be brought to camp, along with associated logs.
Fishing Scoutcraft	Middle/Older Scouts	Personal fishing gear (recommended to give scouts more time to fish) Scouts may need extra fishing time Must have fishing license if 16 year or older
Forestry Ecology	All Ages	Lots of Hiking Bring proof of Req. 5 and 8 *Req 8 may be completed at camp at availability of camp forester*
Game Design Handicraft	All Ages	Scouts should review Req 1 prior to camp Bring proof of Req 8 to camp
Geocaching Scoutcraft	Middle/Older Scouts	Req 8 and 9 should be completed prior to camp
Geology Ecology	Middle/Older Scouts	Lots of hiking
Horsemanship Farm	Middle/Older Scouts Involves Balance and Interaction with Live Horses	You must wear long pants and boots with heels to ride. Some requirements may be challenging for first time riders

Kayaking Waterfront	All Ages	Must pass Swimmer's Test
Leatherwork Handicraft	All Ages	Supplies provided by GSR
Lifesaving Waterfront	Older Scouts Only (14+)	Must pass Swimmer's test Must have Swimming MB Must be able to complete requirement 2b. (400 yd swim)
Mammal Study and Nature Ecology	All Ages	Prior research encouraged Lots of Hiking
Metalwork Foxfire	Middle/Older Scouts	Non-Synthetic Long Sleeve Shirt and Pants Required
Motorboating Waterfront	Older Scouts Only (14+)	Must pass Swimmer's test <i>Extra Cost added in Black Pug</i>
Oceanography Ecology	Middle/Older Scouts	Prior research encouraged
Orienteering Scoutcraft	Middle/Older Scouts	Compass Required (GSR Has Some Extras) May need extra time to run courses
Pioneering Scoutcraft	Middle/Older Scouts	Scouts should have all rank related knot requirements completed
Rifle Shooting Shooting Sports	Middle/Older Scouts	Do not bring rifles or ammo to camp! Previous research encouraged Scouts may need extra time to complete shooting
Robotics STEM	Middle/Older Scouts	Supplies provided by GSR
Rowing Waterfront	Middle/Older Scouts	Must pass Swimmers Test
Salesmanship Trading Post	All Ages	Evidence of Req. 5 must be brought to camp.
Sculpture Handicraft	All Ages	Supplies provided by GSR

Search and Rescue Emergency Skills	Middle/Older Scouts	Prior research encouraged
Shotgun Shooting Shooting Sports	Older Scouts Only 14+	Do not bring shotguns or ammo to camp! Previous research encouraged Scouts may need extra time to complete shooting <i>Extra Cost added in Black Pug</i>
Signs, Signals, and Codes Scoutcraft	Middle/Older Scouts	Req. 7 should be completed ahead of schedule, or at camp on their own time
Small-Boat Sailing Waterfront	Middle/Older Scouts	Must pass Swimmers Test
Soil and Water Conservation Ecology	All Ages	Prior completion of Req. 7 is recommended, but it may be completed at camp dependent on time
Space Exploration STEM	All Ages	Supplies provided by GSR
Swimming Waterfront	All Ages	Must pass Swimmers Test
Weather Ecology	All Ages	Scouts should bring proof of completion of Req. 10
Welding STEM	Older Scouts Only 13+	Long-sleeve non-synthetic shirt, long pants, and boots required. Welding supplies provided by GSR
Wilderness Survival Scoutcraft	Middle/Older Scouts	Requires overnight with minimal supplies See MB Book for more information
Woodcarving Handicraft	Middle/Older Scouts	Supplies provided by GSR

Non Merit Badge Offerings– 2026

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

Older Scout: 14-17 Years Old or 13 and entering 9th grade

Title Program Area	Recommendations	Prerequisite(s)
<p>Afternoon Horseback Riding Farm</p>	<p>Middle/Older Scouts Involves Balance and Interaction with Live Horses</p>	<p>Heavily suggested that participants have horsemanship merit badge or prior horseback experience You must wear long pants and boots with heels to ride. <i>Extra Cost added in Black Pug</i></p>
<p>ATV ATV</p>	<p>Older Scouts Only 14+</p>	<p>See Program Guide Page 27 for all required information and documents <i>Extra Cost added in Black Pug</i></p>
<p>C.O.P.E. COPE</p>	<p>Older Scouts Only</p>	<p>Scouting Spirit</p>
<p>Pistol First Steps Shooting Sports</p>	<p>Older Scouts Only 14+</p>	<p>Do not bring pistols or ammo to camp! Previous research encouraged <i>Extra Cost added in Black Pug</i> Must come with the separate permission slip prior to camp</p>
<p>Frontier! Frontier!</p>	<p>New Scouts</p>	<p>Scouting Spirit</p>

Day-Long Program Offerings - 2026

New Scout: 11-12 Years Old | Middle Scout: 12-14 Years Old |
 Older Scout: 14-17 Years Old or 13 and entering 9th grade

Title Program Area	Recommendations	Prerequisite(s)
White Water Wednesday Franklin Whitewater Park	Middle/Older Scouts	Must have passed the Swimmers test <i>Extra Cost added in Black Pug</i>
Gunstock Zipline Trip Gunstock Mountain Resort	Middle/Older Scouts	Participants should be comfortable at heights <i>Extra Cost added in Black Pug</i>
Trek Trek	Middle/Older Scouts	Scouts should have experience in Backpacking

Contact Information

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