

Griswold Scout Reservation 2016 Pre-Requisite Guidebook



For all advancement offerings by:
Hidden Valley Scout Camp
&
Camp Bell



Daniel Webster Council
Boy Scouts of America

This Guidebook is dedicated to: *All who 'do their best' to "Be Prepared."*

All pre-requisites in this Guidebook
directly correlate to the standards
mandated within the
2016 Boy Scout Requirements book.

<http://www.scouting.org/scoutsources/BoyScouts/AdvancementandAwards/MeritBadges.aspx>

New Merit Badges at GSR in 2016:

Electricity
Game Design
Mining in Society
Oceanography
Robotics
Signs, Signals & Codes

GSR Merit Badges which have been revised in 2016:

Cooking
Lifesaving
Photography

GSR Merit Badges with Minor Revisions in 2016:

American Labor (3)
Archery (options A and B, 5[3])
Camping (3)
Citizenship in the World (4c)
Emergency Preparedness (2, 3b, 6, 7, 8)
Environmental Science (3e[2], 3g)
First Aid (2b)
Mining in Society (1a)

Merit Badges which are only offered once as part of APEX WEEKS in 2016:

Scuba Diving in Week Two

Athletics & Sports in Week Five

Electronics, Music, Public Speaking and Theater in Week Six

**American Labor, Automotive Maintenance, Composite Materials,
Home Repairs, Painting and Plumbing** in Week Seven

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NOTES:

Some Merit Badges and Awards listed in this Guidebook:

- a) require advanced/special arrangement with the Program Director
- b) may only be offered in partial format during a one-week stay at camp
- c) may be achieved in various program areas; sometimes in both camps

[Check your Leader Guide Program Pages for where/when badges are most commonly offered, or, consult with your Program Director at the two-week pre-camp program planning meeting as some badges can be offered in numerous locations with prior planning.]

Scouts with prior partial credit may not need to re-take the Merit Badge. Often, it is smarter and advisable to handle partial Merit Badges 'on the side' through special arrangement.

Scouts who wish to work on badges at different / additional times than those offered in the Guidebooks can make a special request through the Program Director (at the two-week pre-camp meeting). We will do our best to accommodate such requests.

In some cases, Troops may wish to register an entire Patrol or Troop to take a Merit Badge on their own private time. In such cases, the Program Director might suggest a unique block of time separate from the schedule printed in the Leader's Guide. Inquire with the Program Director at the two-week, pre-camp program planning meeting, if interested.

General Rules of Thumb Daypack Checklist

All Scouts / Adults should always carry a daypack containing:

Filled Water Bottle
Raingear
Personal First Aid Kit
Program gear / clothing needed for the day
Sunscreen
Pocketknife or Multi-Tool
Bug Spray (optional)
Notepad / pen (consider all advancement activities)
Flashlight
Watch
Money (optional, for Trading Post / Vending Machine)
Compass (optional)

Remember:

Wear closed-toed shoes at all times!
Barefeet are only allowed:
In your tent, in the shower, or at the waterfront.
Sandals may only be worn at the waterfront.

All GSR Program Areas & Buildings contain:

First Aid Kit
Water
Radio or Telephone Communication for Help

Camp Bell

Considerations for Program Areas

Aquatics	Bathing Suit (one-piece suit for females) Standard clothing, as well Towel for drying off Personal Goggles (optional) Sandals around beach area, only (optional)
All Terrain Vehicles (ATVs)	Long pants & boots which cover ankles and have a heel Gloves are optional, but recommended Must be 14+ or 16+ to ride (different machines) There is additional registration paperwork & \$25 charge ASI Training Course must be complete before trail riding
Brownsea	Refer to Daypack checklist
Challenge Valley	Clothes & footwear you do not mind getting very dirty Change of clothes Towel
Climbing Barn / COPE	Athletic shoes for climbing Flexible clothing you can move easily in Long pants for COPE
Farm	Long pants / Footwear / Boots w/ 'heel' (Equestrian) \$25 charge for some equestrian programs
Foxfire	Long-sleeve shirt & long pants (blacksmithing)
Logging Camp	Long-sleeve shirt & long pants preferred Personal Mess Kit preferred
Mountain Man	Personal Mess Kit preferred Shotgun MB/Sporting Clays: see Shotgun MB section Purchase "Shot Cards" prior to any Shotgun activity
Native American	Materials for costuming or instrument making (optional) Period Instruments & regalia are encouraged for Powwow Sunscreen suggested

Other Camp Bell Considerations

Cast Iron Chef Competition	Specialty Food Items (optional)
Flag Ceremonies	Troop Flag & Patrol Flags
Friday Closing Campfire	2 or 3 Skits & Songs & accompanying props
Curlews (new Scouts)	Refer to Overnight Outpost checklist
Order of the Arrow (OA) Day	OA Sash (optional)
Patrol / Campsite Cooking	Specialty Cookware (optional) Specialty Spices (optional)
Travois Race	All equipment will be supplied by Camp Bell
Venturing Day	Venturing Crew Uniform (optional)

Notes for Camp Bell APEX weeks:

- Arrival for Bell APEX weeks is always between 1pm-2pm except NYLT (NYLT arrives at 12noon)
- Participants will cook and serve their own breakfast and dinner in the campsite (no Dining Hall)
- Participants will live and participate with other Scouts & Venturers from other Units throughout the week
- Pickup is immediately after the 8:45am Closing Ceremony on the Saturday of the week
- Half-week sessions are not available with APEX offerings

Hidden Valley

Considerations for Program Areas

Aquatics	Bathing Suit (one-piece suit for females) Standard clothing, as well Towel for drying off Personal Goggles (optional) Sandals around beach area, only (optional)
COPE	Long pants (for high course only)
Ecology	Sturdy Shoes / Daypack / Water for plenty of walking
Emergency Skills	Refer to daypack checklist
First Year Program	Sturdy Shoes / Daypack / Water for plenty of walking
Handicraft	May need to purchase a kit or supplies at the Trading Post T-Shirts for Tie-Dying (available at Trading Post)
Scoutcraft	Refer to daypack checklist
Shooting Sports	Purchase Shotgun Tickets at Trading Post before shooting
STEM	HAM Radios are acceptable for Radio MB Personal Devices not required for Programming MB Rocket kits are acceptable for Space Exploration MB Will need to purchase a Welding kit at Trading Post
SPOKE	Refer to Outpost or MB listings for choices requested

Other Hidden Valley Considerations

Fishing around camp	Bring Personal Fishing or Fly Fishing Equipment
Flag Ceremonies	Troop Flag & Patrol Flags
Ironman	Running Shoes (optional)
Order of the Arrow (OA) Day	OA Sash (optional)
Moviemaking	Camera...coordinate w/Unit Leader for safe storage
Patch Trading	Scouting Memorabilia / Patches (optional)
Photography	Camera...coordinate w/Unit Leader for safe storage
Trail to Eagle	Project proposal / write-ups, drafts, etc. (optional)
Venturing Day	Venturing Crew Uniform (optional)

Notes for Hidden Valley APEX weeks:

Arrival for Hidden Valley APEX weeks is always between 1pm-2pm on Sunday of the week in question
Participants will live and participate with other Scouts & Venturers from other Units throughout the week
Pickup is immediately after the 8:45am Closing Ceremony on the Saturday of the week in question
Half-week sessions are not available with APEX offerings

Notes for all Hidden Valley Merit Badges:

New in 2016:

No Blue Cards need to be submitted – at Hidden Valley, only – for Merit Badges.

Our new registration system will allow Units to produce all Blue Cards (complete & partial) after conclusion of the week.
This registration system will remain accessible into the ‘off-season’ for Unit access / printing at any time you wish.

GSR Merit Badges – 2016 – Alphabetically

New Scout: 11-12 years old // Middle Scout: 12-14 years old // Older Scout: 14-17 years old

	American Labor Week 7, only	Must be a participant in APEX APPRENTICE WEEK	Will require extra preparations outside of class
	Animal Science Bell: Farm	Good for middle/older Scouts	Previous research is encouraged for all Req's
	Archery HV: Shooting Sports Bell: Mountain Man	Not for new Scouts Good for middle/older Scouts	Do NOT bring bow or arrows to camp Req. 1c: Know local/state laws May need extra practice time / shooting
	Art HV: Handicraft	Great for new Scouts Good for middle/older Scouts	May bring personal supplies, if desired If off-site visit (Req. 6) took place, bring proof Sketch pad is recommended
	Astronomy HV: Ecology by appt. Bell: Nat. Amer. by appt.	By special arrangement only Not for new Scouts Good for middle/older Scouts	May bring one's personal telescope / binoculars Star charts, guides, etc. are encouraged Sketch pad is recommended Several hours of work on several nights needed Weather will play a major role with this badge Req. 5b should be done before camp
	Automotive Maintenance Week 7, only	Must be a participant in APEX APPRENTICE WEEK	GSR will provide the vehicle and owner's manual GSR will provide all tools and parts
	Backpacking GSR: Valley Voyageur GSR: White Mtn. Voyageur	By special arrangement only Not for new Scouts Good for middle Scouts Preferred for older Scouts	Previous work with Leave No Trace preferred Bring personal backpack and outdoor gear Req. 10 can only be partially completed in camp
	Basketry HV: Handicraft	Great for new Scouts! Good for middle/older Scouts	Must bring (or buy at TP) the following kits: a) Square Basket, b) Round Basket, c) Campstool Seat
	Bugling HV: By appt. w/ Prog. Dir. Bell: By appt. w/Prog. Dir.	Good for Scouts of all ages	Must bring a bugle, trumpet or cornet to camp Be competent playing all calls found in Req. 3 before camp Req. 6 cannot be completed in camp
	Camping HV: Scoutcraft Bell: Brownsea or... see your Commissioner	Not for new Scouts Good for middle/older Scouts	Req. 4b should be completed before camp Req's 8d & 9b must happen outside of class Bring proof for Req. 9a (and/or 9b) Recommended to bring personal camping gear Recommended to bring MB Book

	Canoeing HV: Sunset Waterfront	Not for new Scouts Preferred for older Scouts For larger-bodied Scouts Requires strength / dexterity	Must pass BSA swimmer's test Completed Swimming MB preferred
	Chess HV: Handicraft	Not for new Scouts Good for middle/older Scouts	Bring personal chess set (or buy at TP) Req's 3 & 6 must be done outside of class Will require many chess games outside of class
	Citizenship in the Nation HV: SPOKE program, only	Older Scouts only (13+)	Req. 2 must be completed outside of camp Req. 3 should be done before camp Req's 6 & 8 should be done before camp
	Citizenship in the World HV: SPOKE program, only	Older Scouts only (13+)	Req. 3a should be considered before camp Req's 4b & 7 should be done before camp
	Climbing Bell: Climbing Barn GSR: Valley Voyageur	Not preferred for new Scouts Good for middle Scouts Preferred for older Scouts	All personal gear must be approved by the Staff
	Communication HV: Emergency Skills	Not for new Scouts Preferred for older Scouts	Must allocate hours for 'outside of class' req's Req's 1, 3, 4, 5, 7, 8 must be done outside of class Req's 3 & 7 should be done before camp
	Composite Materials Week 7, only	Must be a participant in APEX APPRENTICE WEEK	All supplies will be provided by GSR
	Cooking HV: Scoutcraft Bell: Brownsea or... see your Commissioner	By special arrangement only Not for new Scouts Good for middle/older Scouts	Req. 5 is difficult to complete in camp Req. 7 will require additional time & planning
	Cycling HV: SPOKE program, only	For older Scouts 13+, only	Req. 7B-c,d will not be completed in camp
	Disabilities Awareness HV: Easter Seals Lodge	Great for all ages	Requires 15+ hrs outside of class time Collaborates with Easter Seals, Camp Sno-Mo Badge only meets from Mon-Thurs at HV
	Electricity HV: STEM	Not for new Scouts Preferred for middle / older	Might require a nominal charge for electrical kit
	Emergency Preparedness HV: Emergency Skills	Not for new Scouts Preferred for older Scouts	Must have completed First Aid MB (Req. 1) (cannot take simultaneously with First Aid MB) Req. 2c & 6c should be done before camp Bring items (or buy at TP) for Req. 8c's Personal Emergency Service Pack & Family Emergency Kit (both are quite extensive). NOTE: A picture showing all items of these kits might be permissible if necessary items are seen.

	Energy HV: Ecology	Not for new Scouts Preferred for middle Scouts Good for older Scouts	4 and 4a should be done before camp
	Environmental Science HV: Ecology Bell: Native American	Not for new/middle Scouts Preferred for older Scouts	Req 3f1 should be done before camp Lots of hiking around Reservation Requires several written reports
	Fingerprinting HV: Handicraft	Great for all ages	May require additional class time depending on volume of Scouts taking this badge
	Fire Safety HV: Handicraft	Not for new Scouts Good for middle/older Scouts	Req. 6 should be done before camp Involves afternoon visit to Gilmanton Fire Dept.
	First Aid HV: Emergency Skills Bell: Appt. w/Prog. Dir.	Not for new Scouts Good for middle/older Scouts (Rank of 1 st Class or higher)	Must have completed First Aid req's from the Tenderfoot, 2 nd Class & 1 st Class Ranks Bring items (or buy at TP) for Req. 2d's Patrol/Home 1 st Aid Kit (bandages [roller, adhesive, elastic, triangular, etc.], tape, alcohol swabs, gauze, moleskin, gel pads, antibiotic ointment, soap/sanitizer, scissors, tweezers, safety pins, non-latex gloves, goggles, CPR shield and pen/paper)
	Fish and Wildlife Management HV: Ecology	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of hiking around Reservation
	Fishing HV: :Handicraft	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Bring personal fishing gear (or buy at TP) Cook a Fish Req. 9 time will be decided at camp Will require several hours of fishing outside class
	Forestry HV: Ecology Bell: Logging Camp	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of hiking around Reservation
	Game Design HV: Handicraft	Not for new Scouts Good for middle Scouts Preferred for older Scouts	Scouts should review Req. 1a before camp
	Gardening Bell: Farm	Good for Scouts of all ages	Req's 2, 4, 5 are difficult to complete in camp Req. 8 cannot be completed in camp
	Geocaching HV: Scoutcraft Bell: Brownsea	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Bring personal GPS unit and compass, if possible Req's 8 & 9 should be done before camp
	Geology HV: Ecology	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of hiking around Reservation

	Hiking GSR: Valley Voyageur GSR: White Mtn. Voyageur	By special arrangement only Not for new Scouts Good for middle Scouts Preferred for older Scouts	Req's 5-7 cannot be completed in one camp week
	Home Repairs Week 7, only	Must be a participant in APEX APPRENTICE WEEK	All supplies will be provided by GSR
	Horsemanship Bell: Farm	Not preferred for new Scouts Good for middle Scouts Preferred for older Scouts Involves balance and interaction with live horses	Must wear long pants to ride Must wear boots with heels to ride Req's 11c & 11d are difficult to complete in camp
	Indian Lore Bell: Native American	Good for Scouts of all ages	Req. 2 could be difficult to finish in one day (may require additional time outside of class)
	Insect Study HV: Ecology, by appt.	Good for Scouts of all ages	Req's 7 & 8 will be difficult to complete in camp
	Inventing HV: STEM	By Special Arrangement Not for new Scouts Good for middle/older Scouts	Scouts can bring materials for 6a and 6b 8a / 8b must be done before camp
	Kayaking HV: Sunset Waterfront Bell: Waterfront GSR: Valley Voyageur	Not for new Scouts Good for middle/older Scouts For larger-bodied Scouts Requires strength / dexterity	Must pass BSA swimmer's test Completed Swimming MB preferred Totally separate from Kayaking BSA Award May be earned concurrently with Kayaking BSA
	Leatherwork HV: Handicraft Bell: Foxfire	Great for new Scouts! Good for middle/older Scouts	Bring (or buy at TP) a kit for Req. 3
	Lifesaving HV: Main Waterfront Bell: Waterfront	Not for new Scouts Preferred for older Scouts	Must pass BSA swimmer's test Must have completed 2 nd Class req's 8a-8c Must have completed 1 st Class req's 9a-9c Completed Swimming MB preferred Bring long-sleeve buttoned shirt and long pants Bring belt, socks & low shoes CPR recommended
	Mammal Study HV: Ecology Bell: Native American	Great for new Scouts! Good for middle/older Scouts	Some hiking around Reservation
	Metalwork Bell: Foxfire	For older Scouts only (13+)	Long-sleeve shirt and pants made of non- synthetic materials are required Leather-palmed work gloves are recommended Will involve extra work outside of activity time
	Mining in Society HV: Ecology	Not for new Scouts Good for middle/older Scouts	Be aware counselor may use internet as part of the class (only related to the badge)

	Motorboating HV: Main Waterfront	For older Scouts, only (14+)	Must pass BSA swimmer's test Completed Swimming MB preferred
	Moviemaking HV: SPOKE program, only	For older Scouts, only (13+)	Will involve work outside of MB session Scouts may bring personal equipment/gear Videos may be used as GSR promo videos
	Nature HV: Ecology	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of hiking around Reservation
	Oceanography HV: Ecology	Not for new Scouts Good for middle/older Scouts	Req. 7 may require time outside of class Req. 8 will require writing or giving a speech
	Orienteering HV: Scoutcraft Bell: Brownsea	Not for new Scouts Good for middle Scouts Preferred for older Scouts	Bring a compass (or buy at TP) Need non-class time for running courses Recommended to bring MB Book
	Painting Week 7, only	Must be a participant in APEX APPRENTICE WEEK	All supplies will be provided by GSR
	Personal Fitness HV: SPOKE program, only	For older Scouts only (13+)	Req. 8 cannot be completed in camp
	Photography HV: SPOKE program, only	For older Scouts only (13+)	Will involve work outside of MB session Scouts may bring personal equipment / gear Pictures may be used for GSR promo shots
	Pioneering HV: Scoutcraft Bell: Brownsea	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Must have completed Tenderfoot req's 4a & 4b Must have completed 1 st Class req's 7a, 7b, 8a Recommended to have MB Book
	Plant Science Bell: Farm	Good for all ages	Req. 5 should be checked by a leader after camp Scouts should review Req. 8 before camp
	Plumbing Week 7, only	Must be a participant in APEX APPRENTICE WEEK	All supplies will be provided by GSR
	Pottery HV: Handicraft	Not for new Scouts Preferred for middle-Scouts Good for older Scouts	May require extra work outside of sessions May require purchase of simple materials at TP

	Programming HV: STEM	Not for new Scouts Good for middle/older Scouts	Scouts should earn Cyber Chip (1a) before camp Scouts may need outside class time for work Personal devices are not required for this badge
	Pulp and Paper Bell: Logging Camp	Good for new Scouts Preferred for middle Scouts Good for older Scouts	Req. 6 should be reviewed before camp
	Radio HV: STEM	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Scouts may bring personal equipment
	Rifle Shooting HV: Shooting Sports	Not for new Scouts Good for middle/older Scouts	Do NOT bring rifles or ammo to camp Cost: \$10 for MB Req. 1f should be reviewed before camp May need extra practice / shooting time
	Robotics HV: STEM	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Robot kits will be available from the camp
	Rowing HV: Main Waterfront	Not for new Scouts Good for middle/older Scouts For larger-bodied Scouts	Must pass BSA swimmer's test (Req. 2) Completed Swimming MB preferred
	Scuba Diving Week 2 and 6, only	Must be a participant in APEX SCUBA & AQUATICS WEEK	Must pass BSA swimmer's test (Req. 2) Requires extra paperwork and physical req's
	Search and Rescue HV: Scoutcraft Bell: Brownsea	Not for new Scouts Older Scouts preferred	Will involve work outside of MB class session Should review Req. 3c before camp
	Shotgun Shooting HV: Shooting Sports Bell: Mountain Man	For older Scouts only (13+)	Do NOT bring shotguns or ammo to camp Req. 1f: Know local/state laws May need extra practice / shooting time Cost: \$25 for MB at both HV and Bell Cost: \$25 for Sporting Clays course at Bell Additional shots: \$2.50 for 5; \$12 for 25
	Signs, Signals and Codes HV: Scoutcraft	Preferred for middle Scouts Good for older Scouts	Req's. 7 & 10 will require work outside of class
	Small-Boat Sailing HV: Chase Waterfront	Not for new Scouts Good for middle/older Scouts	Must pass BSA swimmer's test Completed Swimming MB preferred
	Soil and Water Conservation HV: Ecology	By Special Arrangement Not for new Scouts Preferred for middle Scouts Good for older Scouts	Some hiking throughout the Reservation Involves some written reports

	Space Exploration HV: STEM	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Scouts will need to purchase a rocket kit at TP
	Swimming HV: Main or Chase WF's Bell: Waterfront	Great for new Scouts Good for middle/older Scouts	Must pass BSA swimmer's test Must have completed 2 nd Class req's 8a-8c Must have completed 1 st Class req's 9a-9c
	Water Sports Bell: Waterfront	By special arrangement only For older Scouts only (14+) Requires balance & strength	Must pass BSA swimmer's test Bring water ski(s) or wakeboard (optional)
	Weather HV: Ecology Bell: Native American	Good for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of hiking around the Reservation
	Welding HV: STEM	Good for middle/older Scouts	Long-sleeve <u>non-synthetic</u> shirt (wool preferred) Long pants with boots required (cotton is okay if 100% wool is not available) A 'cap' or hat for behind the mask required There is a nominal charge for Eagle welding kit
	Wilderness Survival HV: Scoutcraft Bell: Mountain Man	Not for new Scouts Preferred for older Scouts	Requires an overnight w/minimal supplies Bring supplies (or buy at TP) for Survival Kit: (knife/multi-tool, first aid kit, raingear, water bottle, flashlight, trail food which isn't candy, matches/fire starters, sunscreen, map & compass, duct tape, whistle, thin wire/fishing line, signal mirror, trash bag and ground cloth/safety blanket)
	Wood Carving HV: Handicraft	Not for new Scouts Good for middle/older Scouts Requires coordination	Must have proof of completed Totin' Chip Must bring personal knife / multi-tool Bring wood blanks (or buy at TP) for projects
	Woodwork Bell: Logging Camp GSR: APEX Week 7	By special arrangement only Not for new Scouts Good for middle/older Scouts	Must have proof of completed Totin' Chip Req's 4-7 are difficult to complete in camp

Do you offer other Eagle-required MB's?

With advanced notice (by the the 2-week pre-camp meeting), it might be possible to request a special session for other Eagle-required badges not currently offered in the GSR Guidebooks. Please keep in mind: most other Eagle-required MB's are not truly suited for the camp setting.

We will do our best to accommodate reasonable requests for those who are Prepared.

NOTE:

Every attempt to assist persons with disabilities will be afforded by GSR.

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

Please contact our Reservation Director at Mark.Callahan@scouting.org with questions.

Venturing Advancement at GSR

NOTE: The new Venturing Advancement Progressive Program System of: Adventure, Leadership, Personal Growth & Service is honored at both camps at GSR. Contact the camp management to discuss your desires!

The following Venturing Electives for the Ranger Award are offered through both Hidden Valley & Bell:

Conservation (Project) COPE	Bring materials for Req. 8b: Tabletop display and/or presentation Long pants required for high ropes course participation
CPR	Additional cost (~ \$25) for American Heart Association certification in Cardiopulmonary Resuscitation
Ecology	Refer to Daypack packing list for what to bring and wear sturdy shoes and prepare for lots of hiking around the Reservation!
Emergency Preparedness	Bring materials for Req. 4c: Tabletop display and/or presentation Long pants and boots with a heel are required to ride horses. Bring materials for Req. 10: Tabletop display and/or presentation. Involves care of and riding of live horses.
Equestrian	Bring materials for Req. 1a: First Aid Kit (or be prepared to buy them all at the Trading Post). Nominal charge (~ \$20) for Req. 2: Complete a 25-hour emergency first-aid course.
First Aid Core	Bring (fly) fishing equipment or be prepared to buy at the Trading Post. Bring materials for Req. 7: Tabletop display and/or presentation. Be prepared to demonstrate fishing knots and to teach other elements of fishing.
Fishing	Prepare to have your leadership, problem-solving, communication, delegation and evaluation skills tested to the max as you undertake some of the best leadership training which Venturing has to offer!
Introduction to Leadership Skills for Crews (ILSC)	Consider bringing personal compass and/or GPS unit (or be prepared to borrow and/or buy at the Trading Post). Refer to Daypack Packing list for typical around-camp items to carry. Wear sturdy footwear and be prepared for plenty of hiking around the woods of the Reservation.
Land Navigation	Refer to Outpost packing list and consider whether you choose to complete all three backpacking trips (Req. 6b) in your week of summer camp. Bring materials for Req. 6c: Tabletop display and/or presentation for others.
Leave No Trace	Plan to complete the BSA Lifeguard course during your week of summer camp (refer to BSA Lifeguard section of this guide). BSA Lifeguard requires several days of classroom and practical examinations as well as successful certification in CPR (offered optionally for ~\$25 in camp). Bring materials for Req. 2: Build a first aid kit and be prepared to teach others about it.
Lifesaver	You must have completed the First Aid Core requirement before starting this elective. Prepare to spend several days working on this elective. Personal harnesses and/or climbing shoes are welcome but not required.
Mountaineering	Bring materials for Req. 3: outfit from a particular period of history. Will require involvement in evening programs.
Outdoor Living History	Refer to Daypack packing list and wear sturdy footwear for hiking throughout the Reservation. Prepare to teach others.
Plants and Wildlife	\$25 charge for Shotgun or Sporting Clays. \$10 for Rifle.
Shooting Sports	You must have completed cooking, land navigation and first aid core requirements before starting this elective. Bring materials for Req. 7c: Tabletop display and/or presentation. Bring materials for Req. 7j: Build a survival kit. Plan at least two days and two nights for Req. 7k: Survival Outpost (refer to Outpost packing list for details).
Wilderness Survival	

Other Awards

	Firem'n Chit	By special arrangement only Great for all ages New Scouts preferred	
	Kayaking BSA	Not for new Scouts Good for middle/older Scouts	Must pass BSA swimmer's test
	Leave No Trace Awareness	By special arrangement only Great for all Scouts	
	BSA Lifeguard	For older Scouts only (15+)	Must pass BSA swimmer's test Must pass both written & practical exams Must be currently certified in First Aid and CPR Will involve extra non-class lifeguarding time
	Mile Swim	Great for all Scouts	Must pass BSA swimmer's test Must participate in 1/4, 1/2 and mile swims Requires help of a rower and a spotter for the mile
	Paul Bunyan Woodsman	For older Scouts only (14+) Must receive permission to fell trees on the Reservation	Must have proof of completed Totin' Chip Req. 2 requires training others
	Snorkeling BSA	Not for new Scouts Good for middle/older Scouts	Must pass BSA swimmer's test All personal gear must be approved by Staff
	Totin' Chip	By special arrangement only Great for all ages New Scouts preferred	Must supply own pocketknife or multi-tool

Overnight Outposts (including Curlews & Troop Outposts)

For Night Outposts...BRING WITH YOU...

Personal Gear:

Sleeping Bag
Flashlight
Pocket Knife / Multi-Tool
Ground Pad
One Change of Clothes
Extra Socks
Rain Jacket / Windbreaker
Bug Repellent
Bowl, Spoon & Fork
Water Bottle (2 liters min.)
Small Pack to carry the above (plus share of patrol gear/food)
Essential Toiletries

Patrol Gear:

Tent(s) for Patrol (must carry)
Tarp / Ground Cloth
Cook Kit w/ Large Pot & Small Pot
Fry Pan
Serving Spoon
Matches / Lighter
Toilet Paper

If tents are allowed on your outpost

Some volunteer Adult Leadership will be needed for these programs.
Adults who are willing to assist should register at the Pre-Camp Planning Meeting.

Valley Voyager / White Mountain Voyager / SPOKE

Adventure Program Packing List

Clothing (avoid cotton!)

- 1-2 pairs of shorts (gym shorts work great)
- 1 pair of long pants (non-cotton, no jeans, wind pants/track pants ideal)
- 2-3 non-cotton shirts (Under Armour or polypro wicking shirt ideal)
- 1 warm long sleeve top (fleece jacket or non-cotton material preferred)
- 1 rain jacket
- 3-5 pairs of non-cotton socks (hiking socks preferred)
- 1 pair of hiking boots*
- 1 pair of water shoes (for water SPOKE trips)
- 1 winter hat and gloves (in case it gets cold)

Equipment

- 1 hiking backpack* (big enough for personal and crew gear!)
- 1 tent*
- 1 sleeping bag*
- 1 sleeping pad* (optional)
- 1 compass
- Large ziploc bags (2/3 gallon size is ideal) and trash bags (to keep things dry)
- 3 liters of water minimum! (Camelbacks OK, need 2 liters in hard water bottles)
- 1 bottle of sunscreen
- 1 bottle of bug spray
- Toiletries
- Mess kit* (Bowl and spoon at minimum)
- Flashlight/headlamp

Optional

- Knife / Multi-Tool (BSA appropriate)
- Book
- Playing Cards
- Snacks
- Sunglasses
- Camera
- Watch

* Things that can be provided by the Adventure Program, however, if you have it bring it.

Any items not listed here which are essential for the trek (i.e. stove, cook gear, food, tarps, etc.) will be provided by the Adventure Program. Again, if you have it, we recommend you bring it.