

SPOKE Program – at Hidden Valley, only

****Now offered to Older Scouts & Venturers, Aged 13 and above!****

Imagine a bicycle wheel. The 'hub' is staying in main camp with your Troop (or Provo, if attending individually).. The "SPOKE" experience is when you journey into a unique, age-appropriate activity (and back) on a memorable adventure!

SPOKE runs from 9am-2pm every day (Meet in Carter Grove to start the day at 9am)

Some SPOKE programs have maximum and minimum numbers of participants.

In the event maximum or minimum numbers are not met, Staff & Leaders will work together to choose an alternate outcome.

Participants choose between: Five Merit Badges, Five Mini-Adventures, or Five Life Skills!

Older Scouts or Venturers participating in Half-Week Sessions should really consider participating in SPOKE!

Choose only one activity per day:

OFFERINGS	Monday	Tuesday	Wednesday	Thursday	Friday
MERIT BADGES					
Cit. in Nation MB				Yes	
Cit. in World MB					Yes
Movie-Making MB			Yes		
Personal Fitness MB	Yes				
Photography MB		Yes			
MINI-ADVENTURES					
Griswold (Red) Trail Hike (~7.9 mi)			Yes		
Mack & Back Hike (~5 mi)					Yes
Adventure of Scout's Choosing!		Yes			
Mountain Biking (all over)	Yes				
Crystal Lake Kayaking (&MB)				Yes	
LIFE SKILLS					
Résumés, Interviewing & Job Skills Workshop	Yes				
Time & Money Management Workshop					Yes
Ethical Controversies Workshop				Yes	
Personal Advancement Goals Workshop			Yes		
OA Service Projects (various)		Yes			

Refer to the 2016 GSR Pre-Requisite Guidebook (due out in March, 2016) for additional work/supplies needed.

Partial credit on any badge will be given for any portions completed – especially in Mini-Adventures or Life-Skills workshops.

Scouts can still participate in this program even if they have completed the advancements listed.

Participants must pass the BSA Swimmer test in order to participate in programs with aquatics.

Refer to the Daypack Packing List for the Hiking and Mountain Biking offerings.

Résumés, Interviewing & Job Skills Workshop

...will assist participants in setting goals for the 'dream job' and learning basic steps of how to get there!

Time & Money Management Workshop

...will assist participants with backdating, budgeting, evaluating, investing and saving for the future!

Ethical Controversies Workshop

...will assist participants in understanding challenges facing the world today and seeking justice and truth at all times!

Personal Advancement Goals Workshop

...will assist participants in mapping a path along the Trail to Eagle and the path to the Venturing Summit Award!

OA Service Projects

...will assist participants in offering cheerful service to Griswold Scout Reservation's many physical attributes!

Hidden Valley Daily Schedule – all ages

Hidden Valley Scout Camp - Daily Program Schedule - 2016

	SUNDAY	Daily Schedule	MONDAY	TUESDAY	'WELCOME' WED.	THURSDAY	FRIDAY	SATURDAY
7:00 AM		Reveille	Reveille	Reveille	Reveille (Polar Bear Swim 6:30am)	Reveille	Reveille	Reveille Campsite Checkout
8:00 AM		Campwide Flags 7:50 Breakfast	CHAR. DEV. DAY Flags Breakfast	OA DAY Flags Breakfast	PERS. FITNESS DAY Flags Breakfast	VENTURING DAY Flags Breakfast	HIGH ADV. DAY Flags Breakfast	Continental B-Fast 7:00-8:30am
9:00 AM	SM / SPL Arrival 8:30-9:30am	Free Time	Free Time	Free Time	Free Time	Free Time	Free Time	Closing Ceremony 8:45 AM
10:00 AM	SM / SPL Leader Mtg 9:30-10:30am	Merit Badge Period 1 9:00-10:00 (Adult Ldr Block #1 9:45)						Dismissal by 9:30
11:00 AM	SPL Mtg 10:30-11am	Merit Badge Period 2 10:00-11:00						Camp Closed
12:00 PM	Leader lunch 4 per Troop only	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	Free Time / SPL Meeting Assembly 12:20 Campwide Lunch 12:30pm	
1:00 PM	Troop arrivals Meet Staff Guide	SIESTA	SIESTA	SIESTA SM & AD Program Mtg	Rel. Emblems Q&A SIESTA Catholic Mass	SIESTA GSR Staff Promo	SIESTA A adventure Base Q&A	
2:00 PM	Orientations led by Staff	Troop Activities 2:00-3:00pm					1st Year Hike	
3:00 PM		Troop Activities 3:00-4:00pm					1st Year Hike	
4:00 PM		Troop Activities 4:00pm-5:00pm	1/4 Mile Swim Free Time Outposts Departure	12 Mile Swim Free Time Den Chief Training	12 Mile Swim Free Time Den Chief Training	Mile Swim Free Time	1st Year Hike	
5:00 PM		Free Time	Free Time	Free Time	Free Time	Free Time	Free Time	
6:00 PM	Flags 5:50 Dinner	Campwide Flags 5:50 Dinner	Flags Dinner	Flags Dinner (SM Supper)	Flags Dinner	Flags Dinner	Flags Dinner	
7:00 PM	Opening Campfire All Faiths Service	Evening Programs Free Time	Free Time Free Swim (Main WF) Open Rifle/Arch/Shotgun	Free Time Water Carnival Open Rifle/Arch/Shotgun COPE Games	Free Time Fingerprinting MB HV Ironman	Free Time Free Swim (Main WF) Open Rifle/Arch/Shotgun COPE Games & Zipline	Free Time	
8:00 PM		Troop Time Troop campfires		Inter-Troop Campfires OA Ice Cream Social	Older Scout Crackerbarrel		Closing Campfire	
9:00 PM	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	Quiet time	
10:00 PM	Taps	Taps	Taps	Taps	Taps	Taps	Taps	

Hidden Valley Merit Badges & Individual Opp's

MERIT BADGE / PROGRAM	9:00am	10:00am	11:00am	2:00pm	3:00pm	4:00pm	5:00pm	7:00pm
WATERFRONT								
Swimming (or Swim Instruction)	X**	X	X					
Rowing		X	X					
Canoeing		----- X -----						
Small-Boat Sailing	----- X -----							
Motorboating		----- X -----						
Lifesaving		X	X					
Kayaking		----- X -----						
SCOUTCRAFT								
Camping	X	X	X					
Orienteering		X						
Pioneering	X		X					
Wilderness Survival	X	X						
Geocaching	X		X					
Signs, Signals & Codes *NEW*		X	X					
SHOOTING SPORTS								
Archery / Rifle Shooting / Shotgun	X	X	X					
ECOLOGY								
Mammal Study	X**							
Soil & Water Conservation	By special arrangement w/ Prog. Dir.							
Oceanography *NEW*			X					
Energy		X						
Fish & Wildlife Management			X					
Forestry	X							
Geology / Mining in Society *NEW*		X						
Nature			X					
Weather	X**							
Environmental Science	----- X -----							
		----- X -----						
HANDICRAFT								
Basketry	X**							
Leatherwork	X**		X					
Woodcarving		X	X					
Art	X**	X						
Fishing	X	X						
Chess	X	X	X					
Fingerprinting MB								Wed only
Pottery			X					
Game Design *NEW*			X					
EMERGENCY SKILLS								
Emergency Preparedness	X		X					
Communications	X	X	X					
First Aid	----- X -----							
		----- X -----						
Search & Rescue	X	X						
Fire Safety				X				
STEM AREA								
Welding	X	X						
Radio		X						
Space Exploration	X		X					
Programming	X							
Electricity *NEW*			X					
Robotics *NEW*		----- X -----						
SPECIAL INTEREST								
First Year Program	Pick**MBs	----- X -----		----- Fri. Hike -----				
SPOKE (see page 49 for specific info)	----- X -----							
Disabilities Awareness MB		X						
Bugling MB & Cooking MB	By special arrangement with the Program Director							
Snorkeling BSA			X					
Lifeguard BSA				----- X -----				
Project COPE	----- X -----							

Hidden Valley Scout Camp

First Year Camper Program 2016

Hidden Valley – First Year Camper Program

TIME	MONDAY*	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
9:00	Merit Badge Block <i>(then meet in Upper Parade Field)</i>	Merit Badge Block	Merit Badge Block	Merit Badge Block	Merit Badge Block
10:00am	Group Presentation Flag Ceremony & Etiquette Totin' Chip (Knife Safety) Patrol Leader Elections EDGE Method	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Leadership Position Changes Scout Motto & Slogan	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Leadership Position Changes Hydration / Heat Stroke, etc.	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Leadership Position Changes Meaning of Scout Symbol	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Leadership Position Changes Safe Hiking Techniques
10:10am	Opening Ceremony Flags, Oath/Law, O.C., Toast Word & Thought of the Day Buddy System - Purpose & Usage Scout Sign Four Pillars of Advancement	Group Presentation Pioneering Projects on display Commando Ropes Camp Gadgets Square Knot	Group Presentation Five Signs of a Heart Attack Steps of CPR / Rescue Breathing Heimlich Maneuver Hurry Cases Demo First Aid Kit	Group Presentation Directions w/o a Compass How to use a Compass / GPS How to take a Compass Bearing Height / Width of Objects	Challenge Hike Begins Review of Week's Material Retesting of Week's Material Team Games Visit Last HV Program Areas Visit the Top of Mt. Shannon Visit a Secluded Swamp Directions & Map & Compass Trail Lunch Identifying 10 Plants Review of First Aid Log-Sawing Race String-Burning Race Tour of Camp Bell - all Areas "Evolution Game" Basics of Leave No Trace Weather Signs & Hazards
10:25am	Patrol Skills Axe Yard Sharpening / Care of Tools Bow Saw Hatchet / Hand-Axe	Patrol Skills Whipping / Fusing of Rope Timber Hitch Clove Hitch Bowline & Sheet Bend Tautline Hitch / 2 Half-Hitches	Patrol Skills Animals / Ticks / Bites / Snakes Cuts / Nosebleed / Puncture Fishhook / Object in Eye Shock / Heat / Hypothermia	Patrol Skills Map Symbols Orienting a Map How to Pack a Pack Footwear & Trail Clothing	
10:50am	Camp Tour Visit an HVSC Program Area	Camp Tour Visit an HVSC Program Area	Camp Tour Visit an HVSC Program Area	Camp Tour Visit an HVSC Program Area	
11:15am	Gathering Game "Blob Tag" or Patrol Flag Making	Gathering Game "Elbow Tag"	Gathering Game "Sharks & Minnows"	Gathering Game "Groups"	
11:25am	Inter-Patrol Games Perm./Low-Impact Fire Rings Types of Wood Firem'n Chit (Fire Safety) Stove Safety / Usage / Lighting	Inter-Patrol Games Square/Shear/Diagonal Lashings Useful Camp Gadget	Inter-Patrol Games Frostbite / Sunburn Blisters / Burns Bandage & Carries Stretcher Race	Inter-Patrol Games Circle Compass Game Find Your Pace Distance & Direction Games	
11:55am	Closing Ceremony Oath/Law/O.C./3R's/Flags	Closing Ceremony Oath/Law/O.C./3R's/Flags	Closing Ceremony Oath/Law/O.C./3R's/Flags	Closing Ceremony Oath/Law/O.C./3R's/Flags	
12noon-5pm	n/a	n/a	n/a	n/a	Challenge Hike Returns Oath/Law/O.C./3R's

* Monday morning, the First Year Program gathers directly upon dismissal from breakfast. Staff will lead Scouts to their Monday, 9am Merit Badge.

Hidden Valley First Year Program Descriptions

The First Year Program is designed exclusively for the brand new, “never been to summer camp” Scouts from your Troop.

The First Year Program meets each day from 10:00am to 12noon Monday through Thursday, and 10am to 5pm on Friday (Monday it meets immediately from breakfast). The format of the program each day is modeled after an “ideal Troop meeting.” All First Year campers will be grouped with scouts from other Troops so as to form patrols and a “First Year Troop.” Patrols will elect Patrol Leaders each day, make a flag to show Patrol unity and spirit, and do all sorts of things together. Fun and learning is the name of the game! The First Year Troop will spend each day learning about and experiencing the basic outdoor and Scouting skills that a new Scout needs to know. Because of the large volume of material to be covered, it is highly recommended that Troops retest and review skills – before and after – which are learned in First Year.

*First Year Scouts should always carry a water bottle, raingear, and other supplies needed for that day in a personal daypack. See the Daypack Packing List for more details.
Be Prepared!*

Each day in First Year has a theme:

Monday: Totin’ Chip & Firem’n Chit!

Come prepared with your pocketknife!

Tuesday: Knots & Lashings!

Learn by using your own practice rope!

Wednesday: First Aid to First Class!

Learn how to help your friends in need!

Thursday: Map & Compass!

Bring your compass and learn to find your way!

Friday: End of Week Challenge!

Ecology, String Burning, Log Sawing and more!

Friday afternoon: Challenge Hike!

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 across the Reservation and through Camp Bell.

You’ll never forget this!

Each patrol will also visit a different Hidden Valley Program Area every day to learn about what they can do in future years at Hidden Valley! The fun never stops! This program is all-encompassing!

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 all be taught, also.

NOTE: At the time this Guide was written, the 2016 Boy Scout Requirements were most current. Any changes will be indicated at your pre-camp meeting.

First Year Scouts are requested to pick one of the highlighted 9am Merit Badges available to them. **PLEASE ONLY CHOOSE ONE OF THESE MB SELECTIONS!** Other badges may be more enticing, but are not suited to the First Year camper. Look for the double asterisks (**) that denote the best badges for your First Year Scouts! (Staff will guide First Year Scouts to their Monday morning badge immediately from dismissal at breakfast).

In order to receive a First Year Certificate, the Scout must complete every requirement listed above (including the hike) and attend all periods. If no certificate is presented, please check with the Area Director on Saturday morning prior to departure to review which requirements were not completed. The unit is responsible for the final passing of the requirements achieved. Though we are confident the Scout will know all material presented, we encourage Troop Leaders to retest their Scouts each night in the campsite – as well as when you return home from summer camp.

Please refer to the First Year Program Grid which shows the schedule for each morning in the First Year Program!