

Griswold Scout Reservation **2012 Pre-Requisite Guidebook**



For all advancement offerings at:
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
relate to the standards found within the
2012 Boy Scout Requirements book.**

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

New Merit Badges at GSR in 2012:

Chess
Fly Fishing
Geocaching
Kayaking
Public Health
Public Speaking
Scuba Diving (APEX Week Two, only)
Search and Rescue

Previous GSR Merit Badges with minor revisions in 2012:

Archery
Astronomy
Camping
Climbing
Hiking
Motorboating
Personal Fitness
Woodwork

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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; not just the one listed/offered

General Rules of Thumb

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
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.

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)
Base Camp	Refer to Daypack checklist
Challenge Valley	Clothes & footwear you do not mind getting very dirty Change of clothes Towel
Climbing Barn	Appropriate shoes/clothing for climbing
Equestrian	Long pants Footwear / Boots with a 'heel' is preferred
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

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
LAUNCH! (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)
SUMMIT! (older Scouts)	Refer to Overnight Outpost checklist
Travois Race	All equipment will be supplied by Camp Bell
Venturing Day	Venture Crew Uniform (optional)

Hidden Valley

Considerations for Program Areas

Action Center	All equipment will be supplied by Hidden Valley
Aquatics	Bathing Suit (one-piece suit for females) Standard clothing, as well Towel to drying off Personal Goggles (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
Older Scout Morning Program	Pre-Requisite Materials / Proof for Merit Badges
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

Other Hidden Valley Considerations

Camp-Wide Game	All equipment will be supplied by Hidden Valley
Fishing Derby / Fishing in General	Personal Fishing or Fly Fishing Equipment
Flag Ceremonies	Troop Flag & Patrol Flags
Order of the Arrow (OA) Day	OA Sash (optional)
Patch Trading	Scouting Memorabilia / Patches (optional)
Trail to Eagle	Project proposal / write-ups, drafts, etc. (optional)
Valley Vaudeville	Costumes or Props needed for each 'act'
Venturing Day	Venture Crew Uniform (optional)




GSR Merit Badges - Alphabetically






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

	Archery	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	Great for new Scouts Good for middle/older Scouts	May bring personal supplies, if desired If off-site visit (Req. 4) took place, bring proof Sketch pad is recommended
	Astronomy	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
	Backpacking	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	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
	Camping	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	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	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	Older Scouts only (14+)	Req. 2 must be completed outside of camp Req's 6 & 8 should be done before camp
	Citizenship in the World	Older Scouts only (14+)	Req's 4b & 7 should be done before camp
	Climbing	Not preferred for new Scouts Good for middle Scouts Preferred for older Scouts	All personal gear must be approved by the Staff










	Communication	Not for new Scouts Preferred for older Scouts	Must allocate hours for 'outside of class' req's Req's 1, 3, 4, 5, 7 must be done outside of class Req's 3 & 7 should be done before camp
	Cooking	By special arrangement only Not for new Scouts Good for middle/older Scouts	Review & plan for Req's 3-7 before camp Personal stoves / gear must be approved by Staff
	Disabilities Awareness	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
	Emergency Preparedness	Not for new Scouts Preferred for older Scouts	Must have completed First Aid MB (cannot take simultaneously with First Aid MB) Req. 2c 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).
	Environmental Science	Not for new/middle Scouts Preferred for older Scouts	Req's 3b2 & 3f1 should be done before camp Requires hours of observation outside of class Lots of hiking around Reservation Requires several written reports
	Fire Safety	Not for new Scouts Good for middle/older Scouts	Req. 6 should be done before camp Involves a Thursday visit to Gilmanton Fire Dept.
	First Aid	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	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of hiking around Reservation
	Fishing	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Bring personal fishing gear (or buy at TP) Must attend Monday cooking demo for Req. 9 Will require several hours of fishing outside class
	Fly Fishing	For older Scouts only (14+)	Must bring personal fly fishing gear Bring water shoes / waders for standing in water Must attend Monday cooking demo for Req. 10 Will require several hours of fishing outside class
	Forestry	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of hiking around Reservation
	Geocaching	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	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of hiking around Reservation
	Hiking	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
	Horsemanship	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
	Kayaking <i>**New: May, 2012**</i>	By special arrangement only 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 <i>(subject to change in May, 2012)</i>
	Leatherwork	Great for new Scouts! Good for middle/older Scouts	Bring (or buy at TP) a kit for Req. 3
	Lifesaving	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	Great for new Scouts! Good for middle/older Scouts	Some hiking around Reservation
	Metalwork	For older Scouts only (13+)	Leather-palmed work gloves are recommended
	Motorboating	For older Scouts only (14+)	Must pass BSA swimmer's test Completed Swimming MB preferred
	Nature	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Lots of walking around Reservation Scouts should review Req. 4 before camp
	Orienteering	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
	Personal Fitness	For older Scouts only (14+)	Req. 8 cannot be completed in camp

	Pioneering	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
	Public Health	Not for new Scouts Good for middle/older Scouts	Req. 7 should be reviewed before camp
	Public Speaking	Not for new Scouts Good for middle/older Scouts	Will involve outside of class preparation time
	Pulp and Paper	By special arrangement only Good for new Scouts Preferred for middle Scouts Good for older Scouts	Req. 6 should be reviewed before camp
	Rifle Shooting	Not for new Scouts Good for middle/older Scouts	Do NOT bring rifles or ammo to camp Req. 1f should be reviewed before camp May need extra practice / shooting time
	Rowing	Not for new Scouts Good for middle/older Scouts For larger-bodied Scouts	Must pass BSA swimmer's test Completed Swimming MB preferred
	Scuba Diving	Only available at Aquatics APEX (Week Two)	Must pass BSA swimmer's test Must have completed Swimming MB Must be enrolled in SCUBA APEX, Week Two
<i>image not yet released</i>	Search and Rescue <i>**New: May, 2012**</i>	Not for new Scouts Older Scouts preferred Offered at S&R APEX (Week Four)	<i>Pre-Requisites / Requirements not yet released Will be announced at Pre-Camp meetings</i>
	Shotgun Shooting	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 Additional shots: \$2.50 for 5; \$12 for 25
	Small-Boat Sailing	Not for new Scouts Good for middle/older Scouts	Must pass BSA swimmer's test Completed Swimming MB preferred
	Soil and Water Conservation	Not for new Scouts Preferred for middle Scouts Good for older Scouts	Some hiking throughout the Reservation Involves some written reports
	Swimming	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 Bring long-sleeve buttoned shirt and long pants Bring belt, socks & low shoes Req. 10c should be reviewed before camp

	Water Sports	By special arrangement only For older Scouts only (14+) Requires balance & strength	Must pass BSA swimmer's test Bring water ski(s) or wakeboard
	Weather	Good for new Scouts Preferred for middle Scouts Good for older Scouts	Req. 9 should be reviewed before camp
	Wilderness Survival	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	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	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

Other Awards

	Fire'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 have proof of completed Totin' Chip Req. 2 requires training others
	SCUBA BSA	Not for new Scouts Available at SCUBA APEX (Week Two)	Must pass BSA swimmer's test Must be enrolled in SCUBA APEX (Week Two)
	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

APEX Weeks Considerations

Week One	GSR Trail Crew	Must be First Class	Refer to: Forestry, Soil & Water Conservation, Camping & Cooking MBs & LNT Awareness Bring personal backpacking gear
Week Two*	Aquatics (basic)	Must be First Class Must have Swimming MB	Must pass BSA swimmer's test Refer to: all Aquatics MBs and Awards
Week Two*	Aquatics (SCUBA)	Must be First Class For older Scouts only (14+) Must have Swimming MB	Must pass BSA swimmer's test Refer to: Scuba Diving MB and SCUBA BSA
Week Three	NYLT National Youth Leader Training	For Older Scouts (13+) For incoming SPL / ASPL Must be First Class	Must have two complete Class A uniforms Must have home Unit Leader approval Must be accepted into the program
Week Four	Search & Rescue	Must be First Class Must have First Aid MB	Refer to: First Aid, Emergency Preparedness and Search & Rescue MBs
Week Five	Venturing	Must be 14-20 years old Can be male or female New or already registered	Refer to: Venturing Outdoor Bronze Award Refer to: Venturing Ranger Award Will include some Kodiak leadership components
Week Six	Epic Scout Skills	Must be First Class	Refer to: Camping, Cooking, Orienteering & Pioneering MBs Bring personal backpacking gear
Week Seven	COPE & Climbing	For older Scouts only (13+)	Refer to: Climbing MB & COPE All personal gear must be approved by Staff
Week Eight	Shooting Sports	Must be First Class	Refer to: Rifle Shooting, Shotgun Shooting & Archery MBs Will involve Black Powder Musket Shooting

Overnight Outposts (including Launch & Summit)

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 must also be registered at the Pre-Camp Planning Meeting.

Valley Voyageur / SPOKE / Older Scout Morning Program

Adventure Program Packing List

for SPOKE, Valley Voyageur and some Older Scout Morning Program Expeditions

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.