

2016 Hidden Valley Schedule

	SUNDAY	DAILY SCHEDULE	MONDAY CHAR. DEV. DAY		TUESDAY OA DAY	WEDNESDAY PERS.FITNESS DAY	THURSDAY VENTURING DAY	FRIDAY HIGH ADVENTURE DAY	SATURDAY	
7:00 AM		Reveille	Reveille		Reveille	Reveille Polar Bear Swim 6:30am	Reveille	Reveille	Reveille Campsite Checkout Continental Breakfast 7:00-8:30am	
		Campwide Flags 7:50	Flags (Class B)		Flags (Class B)	Flags (Class B)	Flags (Class B)	Flags (Class B)		
8:00 AM		Breakfast	Breakfast		Breakfast	Breakfast	Breakfast	Breakfast		
	SM/SPL Arrival 8:30-9:30am	Free Time	Free Time	Free Time		Free Time	Free Time	Free Time	Closing Ceremony 8:45am	
9:00 AM	SM/SPL Leader Meeting 9:30-10:30am	Merit Badge Period 1 9:00-10:00am (Adult Ldr Mtg 9:15am)	Merit Badge Period 1		Merit Badge Period 1	Merit Badge Period 1	Merit Badge Period 1	Merit Badge Period 1	Dismissal by 9:30am Camp Closed	
10:00 AM		Merit Badge Period 2 10:00-11:00am	Merit Badge Period 2		Merit Badge Period 2	Merit Badge Period 2	Merit Badge Period 2	Merit Badge Period 2		
	SPL Meeting 10:30-11am		Merit Badge Period 2		Merit Badge Period 2	Merit Badge Period 2	Merit Badge Period 2	Merit Badge Period 2		
11:00 AM		Merit Badge Period 3 11:00-12:00am	Merit Badge Period 3		Merit Badge Period 3	Merit Badge Period 3	Merit Badge Period 3	Merit Badge Period 3		
12:00 PM	Leader Lunch <i>4 per Troop only</i>	Free Time/ SPL Mtg Assembly 12:20	Free Time/SPL Meeting Assembly 12:20		Free Time/SPL Meeting Assembly 12:20	Free Time/SPL Meeting Assembly 12:20	Free Time/SPL Meeting Assembly 12:20	Free Time/SPL Meeting Assembly 12:20		
		Campwide Lunch 12:30pm	Campwide Lunch 12:30pm		Campwide Lunch 12:30pm	Campwide Lunch 12:30pm	Campwide Lunch 12:30pm	Campwide Lunch 12:30pm		
1:00 PM	Check-in Begins Meet Staff Guide	SIESTA	Siesta		Siesta <i>Order of the Arrow Q&A (SM & AD Program Mtg)</i>	Siesta <i>(Catholic Mass)</i>	Siesta <i>(Venturing Q&A) (GSR Staff Promo)</i>	Siesta (Adv. Base Q&A)		
2:00 PM	Orientations led by Staff -Photos -Dining Hall & Waterfront Orientation -Swim Checks Troop Mtgs	Troop Activities 2:00-3:00pm	Assault Boats		Watermelon Scramble	Fire Safety MB	Fire Safety MB	Fire Safety MB	Notes Free swim every afternoon: 2pm at Chase Waterfront 3pm at Sunset Waterfront 4pm at Main Waterfront	
3:00 PM		Troop Activities 3:00-4:00pm	Fire Safety MB		Fire Safety MB	Troop Volleyball	Archery	Troop Sail	Fire Safety MB	Waiters need to arrive 20 minutes before each meal for set-up.
4:00 PM		Troop Mtgs	Troop Activities 4:00-5:00pm	Open Shotgun		Open Shotgun	Open Shotgun	Open Shotgun	Open Shotgun	Arrive at: 7:40am for Breakfast 12:10nm for Lunch 5:40pm for Dinner
			Aquatic Craze	1/4 mile Swim		SM: Aims & Methods	1/2 mile swim	Mile Swim		Class A uniform is to be worn for Evening Flags & Dinner
5:00 PM		Free Time	Free Time		Free Time Patrol Showers OA: Meet the Chief	Free Time Patrol Showers Den Chief Training	Free Time Patrol Showers	Free Time (Tear-down) Patrol Showers		
	Flags 5:50pm	Flags 5:50pm	Flags (Class A)		Flags (Class A)	Flags (Class A)	Flags (Class A)	Flags (Class A)	10:45pm Curfew - All Scouts MUST be in their own tents & quiet	
6:00 PM	Dinner	Dinner (Class A)	Dinner		Dinner (SM Supper)	Dinner	Dinner	Dinner		
			Free Time		Free Time	Free Time	Free Time	Free Time		
7:00 PM	Opening Campfire All Faiths Service	Evening Programs Free Time	Free Swim (Main WF) Open Shoot		Water Carnival Open Shoot	Fingerprinting MB	Free Swim (Main WF) Open Shoot		Open Shoot = Rifle, Archery & Shotgun. Open Shotgun is 13+ yrs	
8:00 PM					COPE Games	HV Ironman!	COPE Games/Zipline		Red: Troop-wide activity Blue Patrol activity Orange: 4th MB Green: Older Scouts (14+)	
		Troop Time Troop campfires			InterTroop 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 10:00pm	Taps		Taps	Taps	Taps	Taps		
Patrol Duties		See Duty Roster for Daily Tasks								

Adult Training

Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:00-9:15	Coffee with the Commissioner				
9:15-10:30	Welcome to Scouting! Cub to Boy Scout Transition 4 Priors of Scouting Troop Committee Challenge	Mission, Aims & Methods	"Bell Side" Fleatham Room Weather Hazards Training	"Bell Side" Fleatham Room How to Conduct an ILST Course Safe Swim Defense & Safety Afloat	"Bell Side" Fleatham Room How to Conduct an ILST Course Advancement Policies & Procedures - Boards of Review & Paperwork
10:45-Noon	"Bell Side" Journey to Excellence: Explaining & Coaching	Fleatham Rm Youth Protection (YPT)	Scoutmaster / Leader- Specific Training Fleatham Room Outdoor Ethics Leave No Trace Awareness Climb on Safety Trek Safety	How to Conduct an Annual Planning Meeting, Manpower/ Unit Calendars/ budgets	Mandatory Leader Meeting
After Lunch		SM/Area Dir. Mtg. Scoutmaster Supper		AHA Advanced First Aid & CPR	
7pm-10pm					
9:00-Noon	Introduction to Outdoor Leader Skills (IOLS)				

Trainings are offered for adults in Carter Lodge

Youth Training

Den Chief Training : Wednesday 5pm -5:45pm (at Carter Lodge)

EMERGENCY SIRENS / SIGNALS

GATHERING ALARM: When you hear a swooping siren, report to Carter Lodge.

NON-GATHERING ALARM: When you hear repeating tones, report to the nearest Program Area.

Note: In the event another method of alarm is used to notify you, follow the directions of the Camp Staff.

ALL CLEAR: Three long and distinctive blasts on the siren. Regular operations commence again.

Don't forget to:

- check the Duty Roster every day for patrol chores & waiter duty
- keep food out of your tents (you don't want critters)
- stay with a buddy
- hang your wet towels & swimsuits when you get back to the campsite
- do your merit badge "homework"
- leave plenty of time to get to flags/assembly before meals
- **HYDRATE** (That means drinking water! Soda does not hydrate)

Hidden Valley Scout Camp

**Daniel Webster Council
Gilmanton Ironworks
New Hampshire**

