

THE NORTHERN NEXUS OF ADVENTURE

SPIRIT OF ADVENTURE CAMPS



2018

Program Guide



BOY SCOUTS OF AMERICA®
THE SPIRIT OF ADVENTURE COUNCIL

Welcome to the NeXus!

Just a few short hours outside of Boston in Southern New Hampshire lays 30,00 acres of adventure just waiting for you. The NeXus is a network of the Spirit of Adventure Council's northern camps; Wah-Tut-Ca Scout Reservation, TL Storer Scout Reservation, and Parker Mountain. The NeXus enables units staying at any of our camps to have the best summer camp experience possible through dynamic programs on various levels. Our approach is to allow for units and individuals to choose their own adventure by customizing the program to meet their needs. We recognize that "one-size does not fit all".

Wah-Tut-Ca and T.L. Storer will still offer the same great programs that you remember, love, and participate in. Wah-Tut-Ca will still operate under the open program philosophy that a lot of units value and T.L. Storer will still continue with organized advancement opportunities.

Over the past year we have continued to develop RARE Adventures and improve this signature program of the NeXus. RARE Adventures range from short one hour treks to overnight expeditions. They bring you out on the water, out on the bike trails, into the old frontier and pioneer towns, and up the steepest obstacles. So what are RARE Adventures? They are individual, patrol, and unit based activities that occur both within the camp and out around the NeXus in staff guided and self guided formats. More about RARE Adventures can be read about at the end of this guide.

This guide serves to showcase the programs offered in the NeXus at all of our camps. It has been carefully crafted to properly illustrate our existing programs and highlight newer programs such as the rebirth of So-Kee-Tay (the first-year program at WTC), the addition of an Iron Chef tournament, the return of the full COPE program to TLS, Welding Merit Badge at the forge, and countless other new adventures. I encourage you all to take a thoughtful look at this guide as we start planning our summer season, but also stay posted for additions to the programs within as we approach the summer.

The theme of the Nexus is "Choose Your Own Adventure!" We really hope you will take this saying to heart, and really create a summer camp program you and your scouts can call your own. The NeXus staff will provide unparalleled customer service flexibility. There is nothing like a Spirit of Adventure Camp. The leadership team of the NeXus is here to answer your questions and help you prepare for an amazing 2018 camping season.

We can't wait to see you at the NeXus!

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2018 Area Program Guide

Welcome to Program 2018! This portion of this booklet is here to acquaint you with the basic features of the camp programs and to assist your Troop in preparing for the summer and to ensure you can maximize your adventures. In order to get the most out of your Troop's week at camp, careful planning is essential. Your Troop's patrol leader council should use the information in this booklet to define their goals for the week and to establish a schedule that meets these goals while allowing plenty of opportunities for fun and adventure. If you have any questions about the schedule, we'd be happy to discuss it with you and make any adjustments necessary to help you have the best summer camp experience possible.

Wah-Tut-Ca Scout Reservation is operated under a Montessori type "open program" philosophy, allowing each scout to work at his own pace. This means there are few merit badge "classes" and no centralized program schedules. All program areas will be open from breakfast until 12 PM, 2 PM until 5 PM, and from 6:30 PM until 8:00 PM.

T.L. Storer Scout Reservation runs on a scheduled program. There will be scheduled merit badge sessions between breakfast and lunch everyday. The three merit badge sessions in the morning will start at 9 AM, 10 AM, and 11 AM. Program areas will be open in the afternoon and evenings for all to participate in RARE Adventures. Patrols are encouraged to design their own afternoon program schedule.

We believe that the variety of program formats offered by the NeXus give Troops flexibility and allows them to take full advantage of their time in camp. The staff members are here to support your program. We are here to help you choose your own adventure.

Please remember areas (even the trading post) are closed during Siesta. Project COPE at Storer and AII at Wah-Tut-Ca are week-long programs that meet at scheduled times. In addition to the normal camp program, there are a variety of camp-wide programs and special events throughout the week including RARE Adventures.

A Scout may work on three different kinds of advancement during his stay at camp: Rank Advancement, Merit Badges, and Special Awards. Under the open program system, the amount of advancement a Scout completes during a week depends on his own initiative and desire. Each program area maintains records of every Scout's progress. Scoutmasters are more than welcome to examine these records during the week so that they can keep track of their Scout's progress.

Scoutmasters and Troop leaders are invited and encouraged to visit and spend time in any of the program areas in camp during the week. During the week feel free to offer suggestions to the staff and offer to help with program. You can also be helpful in giving guidance to individual scouts in completing rank advancement and merit badge requirements.

Merit Badges

The area staff supports the following merit badges:

Merit Badge	WTC	TLS	Area [WTC/ TLS]	Complete/ Partial
Animal Science		X	Nature	Complete
Archery	X	X	Archery	Complete
Art	X	X	Handicrafts	Complete
Astronomy		X	Nature	Complete
Athletics	X		Sports	Partial
Automotive Maintenance		X	Reservation Office	Complete
Basketry	X	X	Handicrafts	Complete
Camping	X	X	Frontier/ Scoutcraft	Partial
Canoeing	X	X	Aquatics	Complete
Chemistry	X		Discovery	Partial
Chess	X	X	Sports/ Nature	Complete
Climbing	X	X	Climbing	Complete
Cooking	X	X	Frontier/ Scoutcraft	Partial
E- Science	X	X	Discovery/ Nature	Complete
E- Prep	X	X	Frontier/ Scoutcraft	Partial
Exploration	X		Discovery	Complete
Fire Safety		X	Scoutcraft	Partial
First Aid	X	X	Sokeetay/ Scoutcraft	Complete
Fishing		X	Nature	Complete
Forestry		X	Nature	Complete
Geocaching	X	X	Frontier/ Scoutcraft	Partial
Geology	X	X	Discovery/Nature	Complete

Golf	X		Sports	Partial
Horsemanship		X	Horse	Complete
Indian Lore	X	X	Frontier/Handicrafts	Complete
Kayaking	X	X	Aquatics	Complete
Leatherworking	X	X	Handicrafts	Complete
Lifesaving	X	X	The Bay/Aquatics	Complete
Mammal Study	X	X	Discovery/ Nature	Complete
Metalworking	X		Workshop	Complete
Painting	X	X	Handicrafts	Complete
Personal Fitness	X		Sports	Partial
Pioneering	X	X	Frontier/ Scoutcraft	Complete
Pottery	X		Handicrafts	Complete
Reptile & Amphibian Study		X	Nature	Partial
Rifle Shooting	X	X	Shooting Sports	Complete
Rowing	X	X	Aquatics	Complete
Safety		X	Scoutcraft	Partial
Salesmanship	X	X	Trading Post	Complete
Sculpture	X	X	Handicrafts	Complete
Search & Rescue		X	Frontier/Scoutcraft	Complete
Shotgun Shooting	X	X	Shooting Sports	Complete
Small Boat Sailing	X		Aquatics	Complete
Soil and Water Conservation	X		Discovery	Complete
Space Exploration	X		Discovery	Complete
Sports	X		Sports	Partial
Swimming	X	X	The Bay/Aquatics	Complete
Veterinary Medicine		X	Horse	Complete
Water Sports	X		Aquatics	Complete

Welding	X		Workshop	Complete
Wilderness Survival	X	X	Frontier/ Scoutcraft	Complete
Wood Carving	X	X	Workshop/ Handicraft	Complete

Badges listed with (partial) are badges that have requirements that keep a scout from being able to complete the badge at camp. National BSA Advancement Standards prevent us from accepting notes that suggest the scout completed any requirements. If a scout has worked on these requirements under the supervision of an approved council merit badge counselor, we provide documentation of the requirements they completed while at the NeXus as well as proof of our counselors qualifications. The scout can take that partial completions back to his home counselor who can then sign off the badge as complete. We do typically accept merit badge partials from other Scout camps assuming proper documentation is included. Anyone who would like further information about requirements they cannot complete in camp or if there are any questions concerning this policy, they should be referred to the Program Director.

If there is a specific merit badge that a scout would like to do that is not mentioned above, please talk to the Program Director before or during camp and we will do our best to help provide the necessary resources.

Note: If you are a merit badge counselor for non-camp merit badges and would like to counsel during your stay at camp, or if you have an interesting skill that you would like to share, please see the Camp Director or Program Director to volunteer your time! We appreciate the help

Below are the number of block for each merit badges. You can sign up for as many badges as you'd like as long as they add up to 15 blocks for the week.

Merit Badge Blocking	
Badge	# blocks
Aquatics	
BSA Guard	15
Canoeing	5
Instructional Swim	5
Kayaking	5
Lifesaving	7
Motor Boating/ Rowing	5
Swimming	5

COPE & Climbing	
Climbing	7
COPE	10
Handicraft	
Art	3
Basketry	3
Indian Lore	5
Leatherworking	3
Painting	3
Sculpture	3
Woodcarving	3
Nature	
Animal Science	5
Astronomy	5
Environmental Science	10
Fishing	7
Forestry	5
Geology	5
Reptile & Amphibian Study	5
Shooting Sports	
Archery	10
Rifle Shooting	10
Shotgun Shooting	5
Scoutcraft	
Camping	5
Cooking	10
Emergency Preparedness	5
Fire Safety	5
First Aid*	10
Geocaching	5
Pioneering	7
Safety	5
Search & Rescue	5
Wilderness Survival	5
Trailblazer	
Trailblazer	10
Mammal Studies	5
Pioneering	5
Art & Painting	5
Other	

Automotive Maintenance	5
Chess	5
Salesmanship	2
Horsemanship	5
Veterinary Medicine	5
Older Scout Program	10

Rank Requirements

There are several ways to work on rank requirements while at camp. Scouts may go to program areas such as Discovery/ Ecology, Frontier/ Scoutcraft, Sports or Aquatics program areas and work on rank requirements. Patrol leaders and other instructors are encouraged to bring their Scouts to the program areas and use the areas' facilities to provide help with rank requirements and other basic skills. If there is a specific rank requirement you would like any of the Scouts to work on please refer to the respective area director or Program Director. We can accommodate most rank requirements up until first class.

All first-year Scouts are highly encouraged to participate in the So-Kee-Tay or Trailblazer programs; this is a perfect way to get a jump start on their way to First Class.

Other Awards and Recognition

Leave No Trace	BSA Snorkeling	World Conservation Award
Mile Swim	Paul Bunyan Woodsman	Firem'n Chit
Tot'n Chip	BSA Kayaking	

Certifications and Programs Geared Towards Adults

Leave No Trace	Safe Swim Defense	Safety Afloat
Climb On Safely	Youth Protection	Trek Safely
BSA Aquatics Supervision Swimming and Water Rescue		
BSA Aquatics Supervision Paddle Craft Safety		

Wah-Tut-Ca Scout Reservation

Camp Wide Events

Camp Wide Carnival

The evening program on Thursday will consist of a camp-wide BBQ and fair. There will be plenty of BBQ food grilled for the festivities. Enjoy crazy carnival excitement like tomahawks, dart games, branding as well as numerous other activities. During this time as part of the inter troop competition will be a relay race, so make sure to find the fastest runner and swimmer in your patrol. Program areas will be closed as the staff will all be enjoying the carnival festivities.

Wah-Tut-Ca After Dark

Following eat-in site night on Wednesday, program hours will be pushed back to run from 8:00 PM to 10:30 PM. During these hours special nightly programs will occur that will be unique to each area. Activities include spotlight night climbing, late night wilderness nature hunts, glow sports, movie night and other great programs!

Program Areas and Descriptions

So-Kee-Tay (First-Year Program)

The So-Kee-Tay program is designed to provide first year Scouts with a structured introduction to camp program. The name “So-Kee-Tay” comes from the name of the junior program of Camp Chadwick and early Wah-Tut-Ca. So-Kee-Tay utilizes other program areas such as Discovery, Frontier, and Aquatics to promote fun and the learning of basic skills in a patrol environment where rank requirements will be covered organically.

Opportunities Summary:

Merit Badges: First Aid

Rank Requirements: Various Requirements from Tenderfoot, 2nd Class, and 1st Class will be covered throughout the week including Tenderfoot 4abcd, Second Class 6abcde, First Class 7abcdef

Other: Totin’ Chit, Firem’n Chip

Archery

As always, qualified instruction is available to improve shooting for the first time archer as well as the seasoned archer. Instruction is also available for Scoutmasters! Scouts may go into the area to learn about the parts of the bow and arrow, or how to repair and make arrows and bowstrings.

Awards will also be given to the best shooters in camp. Scouts may earn the Silver arrow for beating their Scoutmaster's score, the Gold Arrow for the highest score in the troop and the Platinum Arrow for the highest score in camp.

Opportunities Summary:

Merit Badges: Archery

Other: Free shoot, Tomahawks, Silver Arrow, Gold Arrow, Platinum Arrow

Rifle Range

Shooters may go to the Rifle Range to use a .22 caliber rifle. There are multiple staff members on the range at all times who provide personal instruction to the first time shooter who wants to learn the basics or for the experienced marksman who just wants to improve his shot.

Shotgun shooting is also available during the week. We recommend the use of the 20 gauge shotgun for smaller Scouts or first time shooters. However, for those experienced shooters, the 12 gauge is all yours!

Scouts may earn the Silver Bullet for beating their Scoutmaster's score, the Gold Bullet for the highest score in his Troop, and the Platinum Bullet for the highest score in camp for that week. There are many fun and exciting activities, such as shotgun shooting and muzzleloader interactive demonstrations, so go check it out!

Opportunities Summary:

Merit Badges: Rifle Shooting, Shotgun Shooting

Other: Free shoot, Silver Bullet, Gold Bullet, and Platinum Bullet

Trading Post

The Trading Post offers Salesmanship merit badge. Due to the nature of the area we are only able to offer this badge during certain times. The badge will be offered Monday through Friday during morning and afternoon program. The merit badge will not be offered during evening program due to the increased demand for treats. We really encourage you to start the badge on Monday or Tuesday so that you can do your project and finish before the end of the week. If you have any questions about their availability just check in with the Trading Post staff.

Opportunities Summary:

Merit Badge: Salesmanship

DiscOvery

Discovery is Wah-Tut-Ca's technology, nature, science and exploration center. The Discovery program consists of every activity from a simple scientific hike around camp to a night long Leave No Trace Backpacking Outpost in the backwoods. The natural world of WTCSR can be explored through Discovery's self-directed Nature Trail. These stations allow Scouts to explore a wide range of topics at their own pace. Among the many interesting topics studied at the Discovery are: astronomy, ecology, natural history, native history, oceanography and the exploration of the many mysteries buried within the land of Wah-Tut-Ca.

Opportunities Summary:

Rank Requirements: Scout 1E; Tenderfoot 4b, 5abc 7b; Second Class 1b, 3abcd, 4, 8e ; First Class 1b, 4ab, 5abcd, 9d

Merit Badges: Environmental Science, Mammal Study, Soil and Water Conservation, Space Exploration, Chemistry, Geology, Exploration

Other: Archeology, Astronomy, Bird Studies, Oceanography, Nature Hikes, Nuclear Science, Leave No Trace Outpost Camping, Geology, Swamp Stomps, Soil Study, Native American History, Meteorology, Bottle Rockets (Please bring your own 2-liter bottles), Troop Conservation Award, World Conservation Award, Leave No Trace Certification

Frontier

Frontier is the outdoor skills program founded in the Outdoor Code of Scouting. This area is a unique place in which scouts can learn about camping, how to survive in the wilderness, how to build pioneering structures including forts in the area, and how to cook, as well as several other skills. In addition to working on merit badges and rank advancement, scouts can also build fires in fire pits, tie knots, make rope, and use wood tools in the ax-yard.

Opportunities Summary:

Rank Requirements: Scout 4ab, 5; Tenderfoot 1c, 2bc; Second Class 2abcdefg; First Class 2abc, 3abcd

Merit Badges: Camping, Cooking, Emergency Preparedness, Pioneering, Wilderness Survival, Indian Lore (with handicrafts)

Other: Paul Bunyan Woodsman, Leave No Trace, Trek Safely, Axe yard

Sports

Not only can you work on merit badges, but you'll be able to get in a pickup game of anything from Basketball to Gaga Ball, to Pickle ball, to Bocce ball, to even pogo stick competitions. If you want serious competition you can enter your Troop or friends into one of our sports brackets and challenge other teams to a game.

Opportunities Summary:

Rank Requirements: Tenderfoot 6abc

Merit Badges: Sports, Athletics, Golf, Personal Fitness, Chess

Other: Various tournaments, pick up games, water polo, GaGa ball

Handicrafts

Handicrafts is the Reservation's arts and crafts center. Scouts can work on a variety of projects in paint, clay, wax, etc. There are a wide variety of projects and materials for Scouts to use as they please to stimulate their creativity. The area provides Scouts every opportunity to express themselves through all types of artwork. Handicrafts will run programs such as tie dye, finger painting, splatter paint, sand art, making wax models, clay sculpting, etc. Scouts are given an opportunity to display their work in an art gallery at the end of the week. Also, housed in a shed next to Abbott Lodge is the infamous Dorothy, the kiln. Scouts can make clay projects by hand or use the pottery wheel, and have the staff fire them for pick up later in the week.

Opportunities Summary:

Merit Badges: Art, Basketry, Painting, Indian Lore (With Frontier), Sculpture, Pottery,

Other: Patrol Flag Making, Wire Art, Tie-Dyeing, Craft Stick Sculptures, Hemp Jewelry, Fused Glass, Wax Candle Making, And Much, Much More!

Workshop

As subset of the handicrafts program at Wah-Tut-Ca is the Workshop. The workshop is geared toward older, creative, crafty Scouts. The Workshop will run programs that include leatherwork, woodwork, and metalwork. Continuing this year we will be offering Metalwork merit badge with our FORGE alongside our brand new welding program! (must be 13 years or older to use equipment)

Opportunities Summary:

Merit Badges: Leatherworking, Wood Carving, Metalworking, Welding

Other: Leather Tooling, Metalworking, Woodworking, Wood burning, Spoon Rings, and much more!

Aquatics

The aquatics program at Wah-Tut-Ca has been greatly expanded this year, with some major scheduling changes as a result . With over a mile of shoreline, we have two separate staffed waterfronts! Each waterfront will have its own expertise and program delivery. Make sure you advise your Scouts to go to the correct waterfront depending on what they are looking to do.

The main waterfront that you and your scouts are used to going to will offer the boating merit badges, and free swim and free sailing whenever program is open. This is also the waterfront to go to for mile swim. Our new schedule will feature an earlier merit badge time and skills extravaganza at 9-10:30am in the morning, and 2-3:30pm in the afternoon. For those interested in Mile Swim, BSA Snorkeling, and Free

boat, these programs are offered from 10:30am-12pm and 3:30-5:00pm. Free swim will continue to be offered from 11am-12pm and 4-5pm.

The Bay waterfront (down by Lower Wannalancit) is the waterfront for swimming and lifesaving merit badge whenever program is open. This is also the place to go to learn to become a better swimmer and solidify the skills and techniques needed to pass the swim test.

We offer many exciting opportunities and adventures on Northwood Lake with our Aquatics program. Scouts will be able to play on our water-park, search for a sunken motorboat, or take a variety of vessels beyond our boating area to explore the lake. Our motor boat, The Red Zeppelin, is available for scouts to go tubing, water skiing, and wakeboarding. These activities had been limited in the past to our Aquatics II (AII) program but are now, instead, open to Troops and Patrols who sign up for through the Rare Adventure Program. This means that although the official Aquatics II program has been discontinued, the same activities are offered with more frequency and allow for scouts to better fit the activities into their day.

The waterfront is also a place for pure recreational use. Troops may schedule a Safe Swim and use the Craig Ryder Whaleboat or the ten-man canoes. You should contact the Waterfront Director upon your arrival at camp for more information.

Opportunities Summary:

Rank Requirements: Second Class 5ABCD; First Class 6ABCDE

Merit Badges: Canoeing, Lifesaving, Rowing, Small Boat Sailing, Swimming, Kayaking, and Water Sports

Other: Swimming and Boating skills instruction, Free swim, Free boat, Mile Swim, BSA Kayaking, BSA Snorkeling, Safety Afloat, Safe Swim Defense. BSA Aquatics Supervision Swimming and Water Rescue, BSA Aquatics Supervision Paddle Craft Safety.

Climbing

Climbing is a fun and exciting program whose popularity is growing quickly in Scout camps across the nation. Scouts taking the Climbing merit badge will begin the week with a basic introduction to climbing knots, gear, and skills. Participants will then work their way through the Climbing merit badge requirements. Basic skill work will be done on our bouldering wall. More intensive work can be done with our climbing tower once the basics are understood. By the end of the week we'll venture out of camp to some great natural climbing routes in Pawtuckaway State Park. People just looking for something to do will also be able to get some hands on instruction and try out the wall as well.

Opportunities Summary:

Merit Badges: Climbing

Other: The Helix, bouldering wall, Climb on Safely

TL Storer Scout Reservation

Camp Wide Events

Magee Cup Relay Race

Compete as patrols in this relay race around the camp. The race is comprised of running, biking, swimming, and kayaking. Whichever patrol finishes the race first wins the Magee Cup. Directly following the Magee Relay Race we will have a Camp Wide Ice Cream Social outside the Dining Hall. Come celebrate the Magee Race with your Troop and meet new friends.

Camp Wide Games

Thursday Evening, every area in camp will turn into a challenge or team building activity station. During this time each patrol will go around to every program area to participate in each areas game. Units will be judged on speed, skill and spirit. Each activity will correspond with the area it is located in and could involve three Scouts to perform the skill or the entire patrol to participate. The best overall score for all of the games wins!

Program Areas and Descriptions

Aquatics

All of our Aquatics program happen at Adams Waterfront. In order to participate in the Aquatics program, all Scouts and leaders must take a swim test during check-in. To help facilitate the check-in process there will be swim test opportunities at different locations around the council prior to the summer. Check out the great aquatic activities we have this year!

Polar Bear Swim

Wake up early and come down to Adams Waterfront to go swimming! The polar bear swim is offered Tuesday, Wednesday, Thursday, and Friday at 6:30AM – 7AM, but you must attend three of the four mornings in order to get the Polar Bear Award!

Mile Swim

This national award is given to Scouts and Scouters who complete an incremental training program and swim a full mile. The pre-qualification training will take place during the 3rd afternoon block.

BSA Lifeguard

This is a weeklong course for anyone aged fifteen or older interested in becoming a lifeguard. The BSA Lifeguard certification is equivalent to that received from the YMCA or Red Cross. Current CPR and First Aid Certification are required before arrival at camp. A CPR trainer may not be available for each week of camp so it is strongly recommended that anyone interested in this program come with prior certification.

Opportunities Summary:

Merit Badges: Canoeing, Kayaking, Lifesaving, Motorboating, and Swimming

Other: Instructional Swim, Mile Swim, and BSA Guard

Afternoon Activities:

Water Polo:

The Soccer of the sea. Patrols take over the beginners area in this staff favorite as they try to score on the opposing team. For those advanced polo players tak on a new challenge and try the deep water addition in the swimmers area.

Water Trampoline:

Do you love jumping around all day on a trampoline and love swimming? Great then you will love our water trampoline! All participants must be swimmers.

Watermelon Tussle

Come and play the tough game of watermelon tussle at Adams waterfront! Two patrols or two Troops will face off and try and slip and slide a watermelon to their side of the water. *Watermelons not included, watermelon tickets can be purchased at the trading post.

Canoeing:

Swimmers may pair-up to take canoes.

Kayaking:

Swimmers can cruise around at their leisure in our kayaks.

Rowing:

Beginners may use rowboats if accompanied by a swimmer.

Kayak Soccer:

Become the champion of Adam's Pond using kayaks to play soccer out on the pond. Boies mark out the goals whilst each side uses there paddles to score on the other team.

In and Out Canoe Race:

In this wacky relay race, Patrols can face off or divide to take on this swimming and boating challenge. Whenever the whistle is blown the Scouts need to get out or back into the canoe depending on their current position.

C.O.P.E. & Climbing

Climbing is a fun and exciting program whose popularity is growing quickly in Scout camps across the nation. The newest climbing element coming to the NeXus is the vertical cave. Remember the NeXus is being built on the premise of providing scouts and units program opportunities you won't get at any other scout camp. The five-story structure will provide that level of program. This one of a kind COPE like element challenges scouts in every way. Each level provides a new obstacle to work through. Participants will need to work together to explore the caves on their way to the top and repel down at the end.

Like all COPE elements this is a challenge by choice, the excitement and challenge of the cave comes from the teamwork, strategy, and the use of the their entire scout and climbing knowledge in a real world situation.

Scouts taking the Climbing merit badge will begin the week with a basic introduction to climbing knots, gear, and skills. Participants will then work their way through the Climbing merit badge requirements. People just looking for something to do will also be able to get some hands on instruction and try out the wall as well.

Project COPE

Project C.O.P.E. is an area in camp that is designed for the older boy who has been at camp for a few years. C.O.P.E. stands for Challenging Outdoor Personal Experience. There are seven objectives associated with activities used in the C.O.P.E. program:

Leadership

Problem Solving

Decision Making

Trust

Communication

Teamwork

Self Esteem

Program activities are comprised of group initiative games and low and high course activities. Some of the activities involve group challenges, while others test the individual's self-confidence.

The program begins with some low level initiative games then moves onto our low course that includes 10 elements. It is then off to our high course featuring the 300-foot zip line.

Activities include scaling the spider's web, challenging the high traverse, and flying down the zip line. Participants climb, swing, jump, balance, rappel and devise solutions to a variety of challenges.

Project C.O.P.E. provides an opportunity for every participant to achieve success both as individuals and as a member of a patrol group. The activities are not designed to be competitive, though participants may race the clock as a group to reach a new best time or beat a world record. Important objectives include building each individual's confidence, developing leadership skills and a sense of cooperation among the patrol and group members.

Project C.O.P.E. runs all morning and participants must be 13 years of age or older and approved by their Scoutmaster.

Opportunities Summary:

Merit Badges: Climbing

Other: Project COPE

Afternoon Activities:

Climbing:

Old but still gold. Come tackle our climbing wall with carefully crafted roots, our staff will be there to guide you up. So make sure to stop on by and see just how high you can go.

Handicraft

Located near the center of camp, the Beaver Lodge is the home of all things arts and crafts. Handicraft takes time to encourage Scouts creativity and imagination as they work in many different mediums. Scouts will have the opportunity to work in clay, leather, and the typical paint, pen, and paper. Handicrafts also provides many afternoon opportunities designed to engage and better the Scout.

Opportunities Summary:

Merit Badges: Art, Basketry, Indian Lore, Leatherworking, Painting, Sculpture, and Woodcarving

Afternoon Activities:

Survival Bracelet Making:

Learn how to make the nifty and useful survival bracelets that will give you up to 10 feet of cord that will be useful in troubling situation!

Ice Cube Candle Making:

Come to Handicraft to make some cool looking candles using ICE CUBES! What's that all about!?!?

Leather Slide Making:

Make a memorable neckerchief slide out of leather and stamp and design it anyway you want! So you can finally have a neckerchief slide for when you are looking for one just before a meeting or court of honor!

Graffiti Wall:

Over in Handicraft we will have a wall of canvas to come paint, sign, and just express your artwork on a big scale! The wall will be open for any Scout in the afternoon some come down to Handicraft and express yourself!

Merit Badge Sewing:

Still have that art merit badge in your pocket instead of on your sash? Still wearing your Second Class patch even though you are a Star Scout now? Come to Handicraft and learn how to sew on those badges!

Patrol Flag Making:

Show your patrol pride and come to handicraft and have your patrol make a flag together! Note: Units can preregister for this activity, but patrols are welcome to come down in the afternoon in their down time as well

Patrol Sign Making:

Show your Troop sign and come to handicraft and make a Troop sign to be hung in the Dining Hall so years from now you can remember your time at Storer!

Tie-Dye:

Don't have enough tie dye in your life? Well you're in luck! At Handicraft we will be offering tie dying for Troops or Crews.

Kite Making:

Hey Ben Franklin did it, you can to. Come to handicraft and make your very own kite.

Stencil Making:

Come try out this new and evolving art. Make your own stencil(s) and try them out our graffiti wall. If you're up for a real challenge try creating a layered stencil!

Sandpaper Screen Printing:

If you've tried tie-die you have to come back and try sandpaper screen printing new this year. Make your own custom image and get it stamped onto a shirt.

Horse

Located across from Adams Field, what was once the base for our Horse Trek has become the new home of our weekly Horse Program Area. That's right – now your Scouts can take Horsemanship or Veterinary Medicine for their merit badge classes and still spend the whole week with the Troop or Crew.

Opportunities Summary:

Merit Badges: Horsemanship and Veterinary Medicine

Nature

Storer's Nature Center is the perfect spot for Scouts to begin to venture out into the forests, ponds, and streams of camp in search of the many wonders of nature. The Nature area is located on Adam's Pond Road on the left as you walk toward the chapel and our satellite classrooms are located throughout camp.

Opportunities Summary:

Merit Badges: Animal Science, Astronomy, Environmental Science, Fishing, Forestry, Geology, and Reptile & Amphibian Study

Afternoon Activities:

Swamp Romp:

For those on the adventurous side, wade your way through the unique environment of the TL Storer swamp. Leave camp nice and clean, and return covered with muddy, slimy filth! This is always a great way to spend the afternoon with friends

Glacier Ice Cream of Doom:

It's essentially an ice-cream social where you take a few tubs of ice cream, Oreo, m&m and other toppings (like worms) and spread them out on a cookie sheet. Then you release a large chunk of ice cream off a slope (tilt the cookie sheet) while the ice cream moves down the sheet staff can explain Glacier Erratic to the Scouts and possibly other things related to glaciers and geology.

The "Bug" Hike

Scouts first take a hike down a short nature trail and observe different things quietly for self-reflection. Then they repeat the same trail only this time Scouts are spaced out more and are told to take the same path they did before but this time they have to crawl on all fours or commando crawl on their belly. The change in height gives Scouts a different perspective on the hike they take and then as a group are led through a guided discussion on what they saw and how it changed.

Nature Games:

Come experience nature as you and your patrol participate in nature. Learn more about nature in this fun and exciting activity based guided experience.

Zombie Tag

Blob Tag

The bat and the bug

Camouflage

Conservation Project:

Want to work on your World Conservation Award or give back to the camp? Sign your Troop, Crew or Patrol up for a Conservation project guided by our Nature Staff.

Flora and Fauna Identification:

Who doesn't want to learn more about the plants and animals around New England! Let our Nature Staff teach your Scouts all about flora and fauna through games and hands-on activities.

Edible Food Hike:

"Is that a piece of chocolate or is there a rabbit hole nearby?" If you're hungry and maybe a little bit TOO adventurous, this Edible Food Hike is just the thing for you. See if you can figure out what you can and can't (or should we say shouldn't) eat!

Older Scout Program

Our Older Scout program is designed for Scouts who have been coming to camp for a few years and are looking for new, more advanced and fun activities to do while at camp. This program provides older Scouts the opportunity to expand their outdoor experiences at camp while working on more advanced merit badges.

Activities Included

Scouts in this program will participate in programs throughout camp that are targeted for older boys and Venturers. Activities will include climbing the high course at COPE, learning how to do CPR in the middle of the lake, shooting, and even a Mountain Biking overnight trek.

Scoutcraft

Scoutcraft is the perfect place for Scouts to learn and refine their camping and outdoor skills. The staff teaches many of the traditional scouting skills that teach scouts to be capable and conscientious in the wilderness. In the afternoon the Scoutcraft staff has set up different activities to test and fine tune your skills in fun and new ways!

BSA Paul Bunyan Award

Come to Scoutcraft for a Totin' Chip session and work to earn your BSA Paul Bunyan Award. This award shows a mastery of woods tools and allows the Scout to cut trees with a diameter of 4 inches or smaller at the discretion of the Camp Ranger.

Opportunities Summary:

Merit Badges: Camping, Cooking, Emergency Preparedness, Fire Safety, First Aid, Geocaching, Pioneering, Safety, Search & Rescue, and Wilderness Survival

Afternoon Activities:**Bake a Cake:**

Come down to Scoutcraft to bake and fry the day away! Come learn some outdoor cooking skills from the Scoutcraft staff and then enjoy a nice treat after you're done.

Make Fried Dough:

Try your hand at this carnival favorite down at Scoutcraft. The oil is always hot and ready to fry.

Extreme Cooking Challenge:

Scout Craft will challenge a unit to create a meal or dessert with the ingredients and utensils they provide. A Troop can have two patrols challenge each other or two different Troops can challenge each other!

Realistic First Aid:

There will be "victims" that your Patrol will need to assess their injuries and then properly treat them before time runs out!

Pioneering Projects:

Did you ever want to build a giant tower, monkey bridge, catapult, or your own contraption? In pioneering you will learn about different lashings, knots and techniques that will help you build countless rustic structures with just rope and spars. It's one of the oldest Scouting skills and will allow Scouts to connect with generations of Scouts, pioneers, and frontiersmen.

CRAZY Compass Courses:

Put your compass skills to the test with this crazy orienteering challenge! Each location you find will yield clues to the next as they get harder and harder. Troops and individuals can challenge each other to find out who the real Compass Masters are! Looking for something a little easier? No Problem, we have a variety of courses for varying skill levels and lengths.

Patrol Knot Board:

Come to Scoutcraft and make a Patrol knot board with all the crazy and intricate knots you can think of! It will be yours to keep so you can always have a reference board for your Patrol!

Shooting Sports

T. L. Storer's shooting sports area includes a target archery range, rifle range, and shotgun range. Instruction for the Shotgun, Rifle, and Archery merit badges occurs each morning. New this year we will also have Chalk Ball and Skeet Archery! Try your hand at these new spins on the classic action archery and skeet shooting. Available to all again this year will be our collection of black powder rifles. So head up the hill and try something new or see how your shot lines up.

Opportunities Summary:

Merit Badges: Archery, Rifle Shooting, and Shotgun Shooting

Afternoon Activities:

Archery:

Come as a patrol and work on your archery skills or hold a patrol archery competition.

Rifle Shooting:

See if you and your patrol has what it takes to be a sharpshooter up at our 16-seat rifle range.

Shotgun Shooting:

Looking to test your skills on a moving target? Head up the hill and enjoy skeet shooting on the shotgun range.

Sports

The sports area is back and filled with all kinds of activities to keep Scouts active and engaged. Regular sports competitions will occur everyday with the addition of our very own gaga pit. If you're feeling really adventures come and create your own game.

Afternoon Activities:

GaGa Ball:

New to Storer come check out this rapidly growing sport. A little bit of dodgeball, a little bit of handball, all fun. Step in the ring and see for yourself.

Obstacle Course:

Create your own obstacle course and see if you have what it takes, try the staff challenge, or take a walk on the other side and partake in disabilities awareness experiences.

Assorted Sports:

Come play down at sports! Choose from the list of existing games or make your own. The possibilities are endless.

- Basketball
- Volleyball
- Badmitten
- Softball
- Baseball
- Kick Ball

Ultimate Frisbee

Trading Post

We welcome back the Trading Post this year with our new model of Salesmanship, Snacks, and Swag or, in short, “sss”. With all kinds of new swag this year and all the supplies you would possibly need to live in the woods for a year our trading post staff will keep everyone well stocked. During the Salesmanship Merit Badge Scouts will be able to learn all the tips and tricks of sales every morning.

Opportunities Summary:

Merit Badges: Salesmanship

Trailblazer

Trailblazer provides a comprehensive program to all 1st year campers leading to completion of many of the outdoor requirements for Tenderfoot, Second Class and First Class ranks. Scouts who have just crossed over or may be new to Scouting will find this program ideal for giving them confidence in outdoor skills and also allow a strong beginning along the Scouting trail for advancement.

Opportunities Summary:

- Safe Hiking and the Buddy System (Req. T5a, T5b, T5c, F5c, F5d)
- Map and Compass (Req. S3a, S3d)
- Totin’ Chip (Req. T3d, S2a)
- Firem’n Chit (Req. S2b, S2c)
- Basic Scout Knots (Req. T3a, T3b, T3c, S2f, S2g)
- Swimming and Diving (Req. S5b, F6a)
- Water Safety and Rescues (Req. S5a, S5c, S5d, F3b, F6b, F6c, F6d, F6e)
- Basic First Aid and Carries (Req. T4a, T4c, S6a, S6b, S6c, S6d, S6e, F7a, F7b F7c)

Merit Badges: Swimming, Mammal Studies, Pioneering, or an Art and Painting combo

TL Storer Patrol Activities List

This Year Storer is taking a step back to the Basics by increasing our support of the patrol system; most noticeably the creation of Patrol Activities to replace the previous troop activities. Along with the historic activities such as watermelon tussle have been added new activities specifically geared toward patrols of 6-11. Below is a complete list of patrol activities at Storer including RARE Adventures. For more information please view the respective area page or RARE Adventure Description.

COPE & Climbing

Climbing
COPE Games*
Low COPE*
High COPE*
Zip Line*
Caving Tower*
Milk Crate Challenge*

Shooting Sports

Archery
Rifle Shooting
Shotgun Shooting
Knife Throwing*
Tomahawk 21*
Black Powder Rifles *
Archery Skeet*
Chalk Ball*

Nature

Swamp Romp
Glacier Ice cream of Doom
The "bug" hike
Nature Games
Conservation Project
Flora & Fauna Identification
Edible Food Hike

Aquatics

Water Trampoline
K-2
Watermelon Tussle
Water Polo
Canoeing
Kayaking
Rowing
Kayak Soccer
In and Out Canoe Race
PaddleBoard Jousting*

Scoutcraft

Bake a Cake
Make fried dough
Extreme Cooking Challenge
Realistic First Aid
Pioneering Projects
CRAZY Compass Course
Troop Knot Board
Advance S & R*
Shelter Building*
Native American Pioneering*
Geocaching*
Melon-Chuckin*

Handicraft

Survival Bracelet Making
Ice Cube Candle Making
Leather Slide Making
Graffiti Wall
Merit Badge Sewing
Patrol Flag Making
Patrol Sign Making
Patrol Tye-Dye
Kite Making
Stencil Making
Sandpaper Screen Printing

Sports

GaGa Ball
Obstacle Course
Basketball
Volleyball
Badmitten
Softball
Baseball
Kick Ball
Ultimate Frisbee

* RARE Adventure

Additions may be made prior to camp, stay tuned for what's next.

To Register for activities use the same form as for RARE Adventures which goes live on May 1st.

<https://sites.google.com/scoutspirit.org/nexuspatrolprogram>

Additional Opportunities

Amature Film Makers Club

Learn and perfect the art of filmmaking around camp. Create a remake of your favorite or something new in this summer movie project. Basic equipment and film editing software will be

provided along with the necessary instruction. Completed films may be aired at the closing campfire, provided oversight from the program director.

Scoutmaster Scavenger Hunt

On Thursday any adult leader that wants to participate in the Scoutmaster Scavenger Hunt will receive a list of clues from their Commissioner. Your job then is to go around camp and try to identify which staff member the clue corresponds with and have them sign off your sheet. The fastest and most accurate leader will win! All sheets will be due no later than the beginning of Siesta on Friday.

Wooden Golf Club Challenge

All Scout leaders are encouraged to participate in this friendly competition. During your week stay at Storer, Leaders can spend some of their down time constructing wooden golf clubs and a wooden golf ball. During Thursday's Camp Wide Games, each area will have a separate golf hole set up for leaders to use. This counts towards your Troop or Crew's final score for the Camp Wide Games and can win you a special prize for being the best golfer in camp.

Golden Acorn Challenge

Scouts that want to participate can get the clues Tuesday after dinner from the Nature staff. Staff member will be given golden acorns in advance to give to Scouts who properly complete the clues. Scouts will have until Friday Siesta to collect as many Golden Acorns as possible.

Magic Mondays

Come down to the dining hall and see if you have enough mana to brave the storm in this Magic the Gathering competition.

Lifeguard Challenge

This activity is open to all Scouts and leaders that are swimmers. Try your best to complete the Lifeguard Challenge that includes climbing, swimming, running and crawling down at the waterfront.

Lumberjack Challenge

Do you like hauling logs and eating pancakes? Yes, then this challenge is for you. Come to Scoutcraft Wednesday evening for this log-themed physical challenge complete with pancakes and Caber Toss.

Mountain Man Program

Every Wednesday night, any Scout over 14 may participate in a chance to be like a real Mountain Man. We will shoot a Native American longbow, use a muzzle loading rifle & shotgun, throw knives & tomahawks, cook your own meal, share stories around a fire and spend the night under the stars.

Older Scout Night

Every Monday night, any Scout over the age of 13 will be invited to the High Adventure Area for a fun filled night of competition and new friendships. Start your night with a staff verses campers field game in the COPE and Climbing area and then finish the night with a bonfire songs, stories and snacks.

Dessert Dynamo

Be one of the top three desserts in camp and your patrol is entered into the iron chef competition. Desserts should be brought to the camp office prior to the start of the magee relay for testing from our impartial judges.

Iron Chef

Scoutcraft is the team to beat in this cooking challenge. Using the ingredients provided participants will need to create a meal within the allotted time Thursday at 4pm. The winning Patrol will be called first for meals the rest of the week. Must be one of the top three patrols from the dessert dynamo to participate.

The Star Hike

Let the Nature Staff lead your Scouts through an exploration of our galaxy! This guided star hike is a must while your Troop is up at Camp. It will occur on a clear evening at camp.

Evening Program

Please remember that RARE Adventures will be offered Monday, Wednesday, and Friday Evenings. In addition to RARE Adventures and camp wide activities on Tuesday and Thursday the below listed programs will be open for Scouts and Leaders.

Sunday - Opening Campfire at Adams Fire Circle

Monday

- Free Swim at Adams Waterfront
- Open Climbing Tower
- Scoutmaster Shoot
- Magic Mondays
- Older Scout Night

Tuesday

- Dessert Dynamo
- Vespers Service
- Magee Relay Race and Ice Cream Social

Wednesday

- Eat-In-Site Night
- Mountain Man Program
- Wilderness Survival Overnight
- Lumberjack Challenge
- Lifeguard Challenge

Thursday

- Camp Wide Games
- OA movie night and ice cream social

Friday - Closing Campfire at Adams Fire Circle

Northern NeXus of Adventure Programs and Descriptions

Order of the Arrow

The Order of the Arrow program at the Northern NEXUS of Adventure will provide a mechanism for Arrowmen to gather with brothers from other units, to learn about upcoming events, and to provide an opportunity to conduct basic lodge business. Every Thursday will be "OA Day"; Arrowmen are encouraged to wear their sashes and Order of the Arrow apparel. After evening program on OA Day, all Arrowmen are invited to attend an ice cream social.

Calling all Arrowmen, help Pennacook Lodge run their year round program and pay your dues today. Dues are \$20 per calendar year and can be paid online, with cash, or by check. Want to pay dues at summer camp? Please download the form from opennacook.org/resources or talk to your OA Camp Coordinator on Thursday.

Campfires

There will be two campfires over the course of your week at camp. The opening campfire will be on Sunday at 8:30 PM. This campfire will include songs, skits, and

cheers, all done by the staff. The closing campfire will be on Friday at 8:30 PM. This campfire will include a closing show featuring pictures of all your scouts from during the week. The songs, skits, and cheers will all be done by the scouts in camp. If your troop or patrol would like to participate, please make sure you talk to the program director during your week in camp so he can get you on the campfire program!

Eat-in-Site Night

Eat-in-site night, Wednesday night at Wah-Tut-Ca and Tuesday night at Storer, is an opportunity to do some Troop cooking while at camp. On that night, food may be picked up between 3:00 p.m. and 5:30 p.m. from the Dining Hall, and all unused food should be returned by 6:30 p.m. We ask that all Units submit their eat-in-site night food request form to the kitchen by Monday Lunch.

The form is available here, <http://www.scoutspirit.org/camping/overnight-camping/> and it is recommended that your Unit plan your meal before arriving in camp. This form will also be available to you when your Unit meets with the dining hall steward on Sunday. If there are other items you wish to purchase, we will be happy to provide directions to the local supermarket. If your Unit is planning an elaborate meal on Wednesday night, you may find it easier to bring some of your own ingredients.

Vespers Service

A Scout is Reverent. The Chapel is available for those Units or individuals wishing to hold services at any time. Any unit wishing to invite their spiritual leader or Troop Chaplain to conduct a service may do so. Your spiritual leader is the guest of the Camp for meals while serving the spiritual needs of your Unit. The nondenominational services and inspirational talks at Wah-tut-Ca will be on Monday immediately after dinner. The non-denominational services and inspirational talks at Storer will be on Tuesday. The entire staff will be in attendance which means no program will be open until the service is complete. Attendance at these services is highly encouraged because a Scout is reverent.

Flag Ceremonies

Units are asked to participate in running flag ceremonies at both breakfast and dinner. The staff will run the flag ceremony on Sunday night. Units are encouraged to bring their own history and traditions. There are 10 opportunities during the week to run ceremonies so all interested Units are asked to sign up at the Sunday night Senior Patrol Leaders' meeting.

Spirit of Adventure Camping Award

This is an award that can be earned on the individual, patrol, and troop level by completing 6, 7, and 8 of the listed activities respectively. If all scouts in your patrol have completed the scout and leader award you can complete the patrol award by doing 6 items. If 80% of your scouts and leaders have completed the individual award or all patrols have completed the patrol award you can complete the troop award with 7 items. Any of these can be earned by completing all items on the checklist without earning any of the previous awards.

Scout and Leader:

1. Participate in 3 RARE Adventures
2. Attend the interfaith service
3. Participate in Polar Bear Swim at least one morning
4. Make a new friend from outside your unit and learn an interesting fact about them
5. Wear your field uniform to dinner each night
6. Must participate for an hour long service project
7. Demonstrate scout spirit over the course of the week

Patrol:

1. Participate in a patrol conservation project approved by the Discovery/Nature Director
2. Have a patrol name, flag, and yell
3. Challenge and Compete against another patrol in GaGa Ball
4. Complete an activity in each area of camp
5. Have each patrol member complete at least one Merit Badge while at camp
6. Participated in the campsite duties as assigned by the SPL on Sunday
7. Participate in both camp wide activities during the week
8. Take a photo of your patrol having fun at the Northern NeXus during the week and send it to the Program Director

Troop:

1. As a troop participate in at least one RARE Adventure as a unit
2. Maintain an 80 average on your troops dailey campsite inspection
3. Complete a site improvement project approved by the Camp Commissioner
4. Have at least one patrol participate in a camp-wide flag ceremony
5. The Unit flag must be present at the retreat ceremony every evening
6. Have at least one scoutmaster join Chuck for tour of both camps and the Scoutmaster dinner
7. At least one patrol participate in the closing campfire
8. Invite at least two staff to join your troop for Eat-in-Site Night
9. At least one Scoutmaster present at all Scoutmaster Meetings and SPL or Representative present at all SPL Meetings

Specialty Weeks

Browsea is a unique approach to teach youth leadership skills with a strong focus on scout skills, including camping, hiking, pioneering, and nature studies. Browsea makes a special effort to impart the patrol method and imparts leadership and skills knowledge through program, leadership exercises, and patrol competition.

Prerequisites: All Scouts need to be First Class or above and have attended a one week summer camp experience. We are looking for those Scouts that will be the future leaders of your home troops.

National Youth Leadership Training (NYLT)

July 1-7 and July 29- August 4

NYLT is an exciting, action-packed program designed to provide all 13- to 20-year-old youth members of the Boy Scouts of America, both male and female, with leadership skills and experience they can use in their home units and in other situations demanding leadership of self and others.

Prerequisites: At least 13 years of age, must be at least a First Class and have completed Introduction to Leadership Skills for Troops (ILS-T). Venturers must have completed Crew Officer Orientation and Introduction to Leadership Skills for Crews (ILS-C). All Scouts must also be recommended by their unit leader.

Eagle Week

July 8-14 and August 13-17

This program is a unique blend of traditional Summer Camp, Eagle merit badge classes, and group activities. The purpose is to help Scouts advance toward achieving the Eagle Scout rank. Activities in the afternoon and evening are set up for the full Troop and everyone must attend.

Prerequisites: At least 13 years of age, must be at least a First Class

SCUBA Week

July 22 - 28

Participants age 15+ will earn their PADI Open Water Diver, and those under age 15 will earn their Jr. Open Water Diver, which automatically converts to Open Water Diver when they turn 15. Scouts also have the opportunity to complete SCUBA Diving Merit Badge, Snorkeling BSA and the National Outdoor Aquatics Award.

Prerequisites: At least 13 years old and have completed Swimming Merit. Scouts, Venturers, and Leaders are all welcome and must be able to pass the BSA Swimmer's Test (Limited to 24 participants.)

Prerequisites: At least 12 years of age

RARE Adventures

Bringing the High-Adventure Experience to Your Local Council Camps!

This year, by combining the resources of Wah-Tut-Ca and T. L. Storer, scouts will be able to participate in incredible new opportunities of which cannot be found in any other camp. This exciting new program, titled RARE Adventures, will provide Scouts and Units interesting, challenging, and fun daily adventures that go above and beyond the normal scope of camp activities. Varying in subject and size, these programs will serve to supplement the traditional camp experiences everyone has come to cherish.

Spend an hour on an excursion with the Craig Ryder Whale Boat; form a team and take on the vertical caving tower; gather your patrol and spend the night on a survival adventure at Parker Mountain! Everyone who attends a NeXus camp deserves adventure like never before, and it's our mission to bring the High Adventure experience to you!

Remember, units can and are encouraged to sign up for RARE Adventures at either camp! Additionally, all RARE Adventures must be registered for prior to attending said adventure!

RARE Adventures can be signed up by going to:

<https://sites.google.com/scoutspirit.org/nexuspatrolprogram>

REGISTRATION GOES LIVE MAY 4TH
DON'T MISS YOUR CHANCE, SIGNUP TO RECEIVE UPDATES NOW
[LET THE ADVENTURE BEGIN!](#)

Have Questions or Looking for something you don't see? Let us Know:

RAREAdventures@scoutspirit.org

Below you will find a list of our 2018 RARE Adventures! As summer camp draws nearer and the first day of camp gets closer, more adventures may be added based upon developments, equipment acquisitions, and staff availabilities. For now, take a look below and see which of our RARE Adventures sparks your interest, and in the meantime, keep your eyes and ears peeled for additions to the 2018 RARE Adventures Roster.

TL Storer

Adventure	Scouts	Hours
COPE Games	3-20	1-2
Low COPE	6-11	2
High COPE	6-11	2-3
Zip Line	6-11	1
Caving Tower	6-11	1-2
Milk Crate Challenge	6-11	1
Shelter Building	6-11	1-3
Advanced S & R	6-11	2
Native American Pioneering	6-11	1-3
Black Powder Rifles	6-11	1
Tomahawk 21	6-11	1
Knife Throwing	6-11	1
Archery Skeet	6-11	1
Chalk Ball	6-11	1

Wah-Tut-Ca

Adventure	Scouts	Hours
The Craig Ryder	12-28	1-2
Trek to the Cliffs	3-20+	2-3
Extreme Waterpark	10-20	1-2
Lost Treasure of the Northwood Pirates	3-20+	2-3
Cove Expedition	3-20+	1-2
Mysteries of the Black Gum	3-20+	3-4
The Bunganut Cup	6-16	1-2

Adventure Descriptions can be Found in the Following Pages

This list may grow before camp, for the most up to date information on RARE Adventures make sure to sign-up for our mailing list using the link above.

[The Adventure Begins Here!](#)

ADventures oFFered at Both Camps

Adventure	# of Scouts	# of Hours
Geocaching	6-11	1-2
Melon-Chuckin	6-11	2-3
Paddleboard Jousting	6-11	1
Nocturnal Life Safari	6+	1-2

Out-of-Camp ADventures

Adventure	Scouts	Hours	Notes
Canoe Trek 2: The Suncook River	6+	3-5	Prepare for trouble! Water Incoming!
Canoe Trek 2: The Mighty Merrimack	6+	3-5	And make it double! Wate Overload!
Cross-Camp Trek	6+	3 - 5	Scouts should prepare for an overnight survival simulation
Local Peak 1: Saddleback Mountain	6+	3 - 5	Approximately 10 mile round trip hike from Wah-Tut-Ca
Local Peak 2: Parker/Evans Mountain	6+	3 - 5	Approximately 8 mile round trip hike from T. L. Storer
Mountain Bike Expedition	6+	2 - 5	Treks of differing lengths are offered for all ages; troops must bring their own mountain bikes (open to WTC as well)
Survival Overnight Challenge	8 - 30	Overnight	Approximately 10 mile round trip; 1 - way transportation can also be arranged

Staff Guided Adventures

Advanced Search & Rescue (TLS): 2 hours

In this adventure, scouts will have to track down and rescue a stranded and injured person! Using nothing but the materials provided to them and their years of scouting experience, scouts will have to do everything in their power to save the target before the clock runs out!

Archery Skeet (TLS): 1 hour

Bored of plane target shooting? Try your hand at archery skeet. Add the elements of a moving target to your archery experience.

Black Powder Rifle Bonanza (TLS): 1-2 hours

Come over to the NeXus shooting range at T.L. Storer and unleash the beast that is a black powder rifle! Shoot at the provided targets, or even bring your own paraphernalia to shoot at if you so choose! Got an old handkerchief? Shoot it with a black powder rifle! Have a fruit or vegetable you particularly dislike? Shoot it with a black powder rifle! Get a hideous sweater from a family member for your birthday? You know what to do!

Note: The Spirit of Adventure takes no responsibility for damaged ugly sweaters, even if they were a birthday present from a family member.

The Bunganut Cup (WTC): 1-2 hours

Once upon a time there lived a King who gave away vast treasure within a chalice to the best sailor in his kingdom. Today you can compete for the treasure within the Bunganut Cup! Test your sailing ability by racing your ship from the Main Waterfront Harbor, up to the Bay, back across to the island and then back to the waterfront. The winner will receive a grand prize from the King of the Bunganuts himself!

Chalk Ball (TLS): 1 hour

A new take on an old favorite, chalkball gives all the thrills of action archery using high powered chalk guns. Come follow our course and see if you can make your mark, pun intended.

COPE Games (TLS): 1-2 hours

Looking for a fun new way to challenge your patrol and grow as a team. Test your skills and strengthen your bonds in this fun patrol oriented experience.

Cove Expedition (WTC): 1-2 hours

Learn about the unique ecosystems of the NeXus and visit one. Where the water meets the land you will find plants, animals and MUD! Be prepared to get messy because you won't be clean until the free swim afterwards. Join the mud fight, discover the wildlife, and enjoy this one of a kind adventure.

Caving Tower Challenge (TLS): 1-2 hours

Scouts will need all of their combined strength and wit to overcome this all-new addition to the NeXus ropes course at T. L. Storer! Rappelling, climbing, ascending, and more, scouts can take on the Caving Tower Challenge and try and navigate the vertical one-of-a-kind tower maze!

High COPE (TLS): 2-3 hours

Gather your patrol and use the skills you learned in Low COPE to take on the High Ropes Course at T. L. Storer. Climb, swing, balance, and maneuver your way to victory 30 feet in the air!

Note: This program is only offered to units that have completed the Low COPE RARE Adventure.

Knife Throwing (TLS): 1 hour

Tired of your Scoutmaster yelling at you for throwing knives in the site? Head over to the TLS shooting ranges and practice your throwing skills with direction from our skilled instructors.

Low COPE (TLS): 2 hours

Perfect for Troops and Patrols who want to be pushed into that next step of teamwork and leadership, or at least Troops and Patrols who want to come down and have *tons of fun*. This program is personalized to best suit the needs and goals of the group. Give the low ropes course a shot and try to conquer the many elements using teamwork, or squabble amongst yourselves and risk losing it all! Troops that complete the Patrol COPE challenge will be able to return later in the week to take on the High Ropes Course at T. L. Storer, navigating an obstacle course 30 feet in the air!

Melon-chuckin: (TLS/WTC) 1-2 Hours

Like watermelon? Like engineering cool devices? Like watermelons launched from catapults? Get your troop or patrol together to build a device capable of launching a watermelon down range to a target. Special points will be awarded for ingenuity in the launching device. Construction outside of camp is encouraged!

Milk Crate Challenge: (TLS) 1 Hour

Think you got the skill to pay the billz? tackle the milk crate challenge and make it up onto the catwalk with nothing but milk crates. Sounds simple enough until you're standing 17 milk crates high and you feel a gentle breeze. So I guess there's only one thing to ask, Got Milk?

Mysteries of the Black Gum: Wah-Tut-Ca Backwoods 5-Mile Hike (WTC): 3-4 hours

Hike through the backwoods of Wah-Tut-Ca and learn about some of North America's Oldest indigenous trees and so much more. This hike will help you to appreciate and experience the nature of the NeXus.

Native American Pioneering (TLS): 1-3 hours

Come and experience the building techniques of the Native Americans as we construct wigwams and learn from the original pioneers in our new Indian Village.

Nocturnal Life: Wildlife Safari Expedition (WTC/TLS): 1-2 hours

Take an expedition out at nighttime and experience the diverse nightlife of your camp! While you won't find many clubs, restaurants, or concert venues as a part of the nightlife, what you will find is incredible nocturnal ecosystems right outside your tent flaps!

Paddleboard Jousting (WTC/TLS): 1 hour

Ready, set, go, SPLASH! Mount your paddleboard, arm yourself with your staff, and try and knock your opponent into the water. Last man standing wins!

Tomahawk 21 (TLS): 1 hour

Mind games won't do you any good here.... Scouts will need precision and a good arm to get to 21 in this variation of Blackjack! Line up and challenge your friends to split playing cards from a distance, throwing tomahawks as precisely as you can! How close can YOU get to 21?

300ft Zipline (TLS): 1 hour

Ever wondered what it was like to soar through the air? This is your chance. Open again this year the TL Storer Zipline. Experience the TL Storer COPE Area like never before.

Self-Guided Adventures

Advanced Sailing: The Craig Ryder (WTC): 1-2 hours

Northwood lake is a great setting to work together in a team to sail our 28-foot whale boat. The Craig Ryder gives scouts the opportunity to try advanced sailing as you make your way around the lake. Challenge your group and improve your sailing ability.

Extreme Shelter Building Competition (TLS): 1-3 hours

If you think what you've got what it takes to be a survival expert, take on our shelter-building gurus and assemble a shelter as quickly as you can! Extra points awarded for flair and style.

Extreme Waterpark (WTC): 1-2 hours

Come on down to the beautiful NeXus waterfront located at Wah-Tut-Ca and take advantage of all it has to offer! Boating, swimming, challenge park, and more!

GeoCache the NeXus (TLS/WTC): 1-2 hours

Eagerly search for what is over there, in our own backyard! With numerous course options available for all levels of hunters, you will be able to join the world's largest treasure hunt, but don't forget to bring some treasure of your own for future NeXus adventurers.

Lost Treasure of the Northwood Pirates (WTC): 2-3 hours

According to legend, long ago in ye olde times the great lake pirate Captain Gobby Barrahan and his crew buried a treasure of vast wealth deep in the backwoods of Wah-Tut-Ca. To hide this treasure from his enemies, Captain Gobby never made it back to the backwoods, but, the clues to his treasure remain to this day. Are you a swashbuckler? Do you have the will to search the shores of Northwood Lake for this pirate treasure? Find all the clues and become rich!

Trek to the Cliffs (WTC): 2-3 hours

This mini-trek leaves in kayaks from the Wah-tut-ca waterfront, followed by a hike up the side of the cliff to Robinson Lookout. See out across the NeXus and take in the natural wonder of it all. If you truly want an adventure, as a troop or a patrol, you can spend the night on top of the cliffs where the ghosts of Wana Swain is said to haunt. This is a quintessential RARE Adventure that will help you discover the amazing things happening at the NeXus.

Out-of-Camp Self-Guided Adventures

Canoe Trek 1: The Suncook River (TLS/WTC) 3-5 hours

A good canoe trek for beginners to moderate canoers. Experience the beautiful suncook river at the heart of the NeXus.

Canoe Trek 2: The Mighty Merrimack (TLS/WTC) 3-5 hours

Ready to take your Canoe skills to the next level. Good luck staying dry out on the Mighty Merrimack.

Local Peak 1: Saddleback Mountain: 3-5 hours

Gather your friends and summit the beautiful and scenic Saddleback Mountain! Granted, it's no Everest, but it'll sure give any local peak a run for its money! Enjoy a beautiful hike up this mountain and enjoy the spoils of victory once (if?) you reach the top!

Local Peak 2: Parker Mountain: 3-5 hours

Much the same as Saddleback, but with a bit of a different flavor! Can you make it up both peaks in one week? A special prize awaits those who can!

Mountain Bike Expedition (TLS): 2-5 hours

Do you have thighs (and wheels) of steel? Then take on the NeXus mountain bike expedition! Trips vary in length and difficulty, with the easiest only taking a couple hours and the most difficult being a grueling trek through the woods and mountains of southern New Hampshire!

Note: Due to the nature of the mountain bike trek and the arduous terrain, this adventure is only open to scouts aged 14 and up, with exceptions on a case-by-case basis. Additionally, scouts must bring their own bikes to camp, or arrange to borrow one at camp!

Survival Overnight Challenge (Parker Mountain): Overnight

Think you can survive in the wilderness after a plane crash? Do you know what to do if your car breaks down in the middle of the woods? Making use of one of the Boston area council's older camps, Parker Mountain, scouts will be able to travel out to an outpost

and try and make it through an overnight simulation as best they can! Opportunities will also be available to meet up with Troops from both camps and work together in a co-op survival experience!

Individual RARE Adventures

During the week certain program areas of both camps will offer their own special RARE adventures which scouts can participate in on an individual basis. Keep your ears open in the dining hall to learn when and where these RARE adventures will be taking place.

* These activities will take two to three blocks

+ These activities have limited space available; consult the activity descriptions starting on page 42.

Camp Shanawanda and Camp Gilwell

Welcome home and stay for the summer! This summer, the NeXus will be open for your summer long solution at Camp Shanawanda and Camp Gilwell, Wah-Tut- Ca and T.L. Storer respectively. These programs are specifically designed with your long term stay in mind. Come and stay half of the summer or all summer long. Your days at camp have been designed with fun and entertainment, while still providing organic real life and advancement opportunities. No two weeks will be the same, which makes spending the summer that much better! As the summer progresses, each camper will determine which adventure they want to do. Some of these adventures can last multiple weeks, as well as have multiple themes in a week! The focus of the program is to assist each patrol to build their own adventure for the summer. Shanawanda and Gilwell provide opportunities outside of what a traditional Troop week at camp offers. These additional opportunities include, but are not limited to, experiencing new types of fishing, photography and cinematography, hiking mountains around New Hampshire, water sport adventures, and so much more. Your adventure is specifically designed for the youth who are camp sick when they are home

Blank Afternoon Program Planner

Use this Planner to help track your patrols' top afternoon activities and final afternoon schedule. Be sure to leave spaces for RARE Adventures! RARE Adventures can also be scheduled Monday, Wednesday, and Friday Evenings. (Restrictions may be placed on COPE/climbing activities)

	Unit:	Site:	Patrol:	Week of Camp:	
	Monday	Tuesday	Wednesday	Thursday	Friday
6:30 – 8:00	Free Swim Open Climbing Magic Mondays Older Scout Night Scoutmaster Shoot	Eat-In-Site Night Dessert Dynamo Magge Cup Relay Ice Cream Social	Mountain Man Wilderness Overnight Lumberjack & Lifegaard Challenge	Campwide Games OA Ice Cream Social & Movie Night	Camp BBQ & Closing Campfire
4:10 – 5:00					
3:10 – 4:00					
2:10 - 3:00					

** Please Submit Planner using the link below **two weeks prior to your week**. All efforts will be made to keep your desired schedule, but we reserve the right to move and reorder your activities. **

<https://sites.google.com/scoutspirit.org/nexuspatrolprogram>