

Valley Voyageurs Hidden Valley's & Camp Bell's Older Scout Intro to High Adventure

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The Valley Voyageur program is for older Scouts growing weary of the same old camp routines. Are your older Scouts looking for new challenges? Valley Voyageurs may be the answer.

Perhaps it's time to apply those hard-earned merit badge skills. Patterned after the Philmont Trek Program, Valley Voyageurs provide a "High Adventure" "Out-of-Camp" experience with plenty of challenges and lots of fun. Spending 5 days & 4 nights backpacking and camping in the wilderness, Voyageurs carry their tents, sleeping bags, stoves, food and clothes. This gives the group the flexibility to modify their routes and camps on the fly. One should always have a plan "B" in the backcountry.

A Scout must be at least 14 years old, a swimmer and happy about carrying a backpack. The experience begins Sunday afternoon when the Scouts meet with the highly experienced Valley Voyageur Staff. Together, the week's itinerary is planned using detailed topographic maps of the camp and surrounding areas. The menu for the week is discussed and finalized. Personal gear is checked. Supplemental gear is issued and backpacks are packed. A few games are thrown in to help develop a working group dynamic. Monday morning food & group gear is issued and final preparations are made. The Voyageurs leave main camp Monday morning, not to return till Friday supper. The adventure truly begins once the Voyageurs head into the 3,500-acre Hidden Valley backcountry and the adjoining state forests. The staff will lead, but from the back of the line. Scouts will navigate the backcountry and undoubtedly make some wrong turns along the way. Knowing how to recognize and cope with such mistakes is important in the backcountry. The Scouts will, of course, prepare all meals. (The staff, hungry themselves, watches this quite carefully.)

Some lessons are taught through experience, others during breaks on the trail or when prompted by situations or questions. This is an informal interactive classroom with an invisible lesson plan. Some of those lessons include: gear selection, camp site selection, water source protection, water purification, trail leadership, group dynamics, rock climbing knots, commands & technique, trail etiquette & "Leave No Trace" low impact backcountry travel.

A typical week would include: climbing 5 to 12 summits, visiting 3 to 6 lakes, kayaking on at least two lakes, one or more bushwhacks to untrailed summits, waterfalls or historical sites using map & compass. There may be some night hiking or boulder cave exploration. One entire day is set aside for rock climbing at wonderful backcountry cliffs. Another day is dedicated to kayaking, snorkeling and

general fun in the water. This may sound like an over packed week, but be assured everyone has a blast on these adventures.

WHO: 14 years and older. First 10 to sign up. Available to scouts coming to camp on their own or with their home scout troop.

COST Per Scout/week:

**\$325 w/\$50 deposit w/application by 3/15 and balance paid in full by 5/15 or
\$335 with full payment made by 5/15 or
\$350 with full payment after 5/15**

(add \$25 for non Daniel Webster Council Scouts)

PAYMENTS MUST BE POSTMARKED BY DATES LISTED

A minimum \$50 nonrefundable, nontransferable, deposit is due with the application

WHEN: Available all weeks of summer camp

How to Apply: Print out and fillout the application.

- *For scouts coming on their own: Mail in application with deposit*
- *For scouts coming with their home chartered troop, give application to your Scoutmaster to submit with the troops camp fees.*

Send to: Daniel Webster Council, 571 Holt Ave, Manchester NH 03109