

CONTENTS

Welcome	2
How to Plan Your Visit	3
Environmental Science Programs	
Grades K-2	4-7
Grades 3-5	8-12
Photos from Programs	13-16
Grades 6-8	17-21
Adventure Programs	22-24
Ropes and Teambuilding	25
Beach Outings	26
Cabin and Site Rentals	26-27
Directions	28



WELCOME

Hale Reservation has provided environmental education and adventure programs for hundreds of schools, colleges, and organized groups since the early 1970's. The programs are led by naturalists and trained facilitators, and participation can take place at Hale Reservation or in your school or community. Programs are aligned around the Massachusetts Curriculum Frameworks.

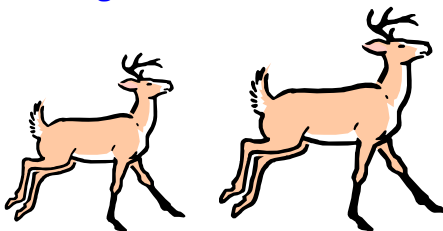
The philosophy that people learn best by doing has remained the cornerstone of our education programs for over 30 years. Whether crossing the Poison Peanut Butter Pit, learning to canoe for the first time, or searching the forest for salamanders, participants in Hale's education programs will be having fun while engaging in a lasting learning experience.

Our experiential approach to education can be the perfect outdoor complement to any classroom curriculum. Similarly, our adventure based programs, including high and low ropes courses and teambuilding activities, aid character development and interpersonal skills. Combining both programs provides an unforgettable experience with positive lifelong results. Programs are individually crafted to meet the needs of each group.

In addition, we offer facilities for organizations seeking a picturesque site for picnics and company outings.

Our goal is to provide all groups with safe, exciting, outdoor experiences that promote group trust, cooperation and an appreciation for the natural environment.

For more information call us at 781-326-1770 or visit our web site at www.HaleReservation.org.



PLANNING YOUR VISIT

1. Review our offerings. Pick an existing program or ask us to design one specific to your needs.
2. Select a few dates and times, determine the numbers of participants and review your budget.
3. Call and speak to a member of our team. Hale's flexible and knowledgeable staff will work with you to structure a fun and informative program, 781-326-1770.

WHAT'S NEXT

1. Finalize program design, dates, times and participant numbers with Hale staff.
2. Hale will then send out a contract with a program overview as well as a map, directions, and waivers if necessary.
3. One week prior to your event, Hale will call to confirm and answer any last minute questions you might have.

If getting to Hale is a problem, let us come to you. Hale staff is happy to visit your school or organization for many of our programs. Call today for details.



ENVIRONMENTAL SCIENCE PROGRAM

GRADES K-2

AQUATIC LIFE

Discover the life cycle of organisms and the ponds and wetlands where they dwell. Using bug boxes and nets see the beginnings of the cycle in our vernal pools and then trace your plant or animals journey to the pond and discuss firsthand adaptations for survival. Explore habitats of animals and plants through hands-on experience.

Fits Frameworks: *Life Science*-Characteristics of Living Things, Heredity, Evolution & Biodiversity, Living Things & The Environment, Life Cycles. *Earth Science*-The Sun as a Source. *Technology/Engineering*-Materials & Tools, Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing.



GHOST OF A WINTER FOREST

Discover which animals stay awake during the winter and which animals choose to hibernate or migrate. Learn how different animals adapt to the changing seasons. Examine fur pelts, feathers, and animal tracks. A naturalist will lead a hike where participants will search for first-hand evidence of creatures that usually pass by us unnoticed.

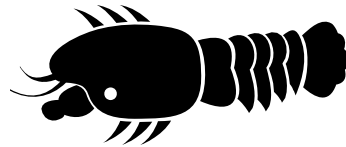
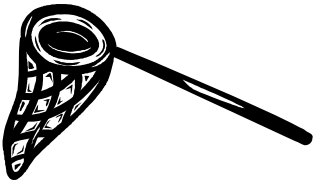
Fits Frameworks: *Life Science*-Characteristics of Living Things, Heredity, Evolution & Biodiversity, Living Things & The Environment. *Earth Science*-The Sun as a Source *Technology/Engineering*-

Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing.

SEEDS, SPROUTS, AND WILD EDIBLES

Discover some of nature's most wonderful plants and delight in the delicious snacks they can provide! Dissect a seed to learn the inner workings of a sprout and then learn the life processes that sustain the plants around us. Join one of our naturalists in a search for edible plants in Hale's forests and learn about the edibles that could be growing in your own backyard!

Fits Frameworks: *Life Science*-Characteristics of Living Things, Heredity, Evolution & Biodiversity, Living Things & The Environment. *Earth Science*-The Sun as a Source, Earth's Materials, The Weather. *Language Arts*-Discussion, Questioning, Listening, and Contributing.



BUGS, BUGS, BUGS!

Walk through the fields and forests of Hale and dip your nets into the wetlands to find both aquatic and terrestrial insects. Learn how insects interact with their environment and how vital they are within our lives. Discover the processes of pollination and decomposition.

Fits Frameworks: *Life Science*-Characteristics of Living Things, Heredity, Evolution & Biodiversity, Living Things & The Environment. *Earth Science*-Earth's Materials, Sun as a Source, Periodic Phenomena. *Technology/Engineering*-Engineering Design *Language Arts*-Discussion, Questioning, Listening, and Contributing.

FOREST LIFE



Explore Hale’s woodlands and view the trees, plants, and animals that make up this wondrous habitat. Discover how the web of life works and the connections of all living things in the forest to one another and to the environment around them.

Fits Frameworks: *Life Science*-Characteristics of Living Things, Heredity, Evolution & Biodiversity, Living Things & The Environment. *Earth Science*-Earth’s Materials, Sun as a Source. *Technology/Engineering*-Engineering Design, Materials & Tools. *Language Arts*-Discussion, Questioning, Listening, and Contributing.

PREDATOR & PREY (OFF-SITE OPTION)

Discover the relationship between predator and prey. Examine the techniques predators use to catch their prey and the methods different prey animals use to avoid capture. See the web of life and how food supply controls animal populations. Explore the amazing physical abilities of both predators and prey animals and awaken your senses to the forest just as a wild animal does.

Fits Frameworks: *Life Science*-Characteristics of Living Things, Heredity, Evolution & Biodiversity, Living Things & The Environment. *Technology/Engineering*-Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing.



SKINS, SKULLS, SCAT & TRACKS (OFF-SITE OPTION)

View the skins, skulls, scats, and tracks of different animals found in the region and discuss the differences between them and the adaptations certain animals require. Learn about habitats, species range, behavior, and physical characteristics. Identify local wildlife and then head out on the trail to find signs of it in its natural environment. Participants can create their own personalized “track books” that will help them identify different mammals. (Facilitators can also create “fields of animal tracks” outdoors to simulate real encounters to ensure a hands-on outdoor experience in case of the regrettable absence of natural tracks.)

Fits Frameworks: *Life Science*-Characteristics of Living Things, Heredity, Evolution & Biodiversity, Living Things & The Environment. *Technology/Engineering*-Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing.



WINGS, TALONS, FEATHERS & BEAKS (OFF-SITE OPTION)

Discover the different traits of the local birds of the New England region. Learn the adaptations different birds must have in order to succeed as waders, forest birds, or birds of prey. Examine the science behind flight and discover the different calls that birds make. Use binoculars in your search for native birds. Identify different species and the places they live and learn how to spot them in your own backyard.

Fits Frameworks: *Life Science*-Characteristics of Living Things, Heredity, Evolution & Biodiversity, Living Things & The Environment.

Technology/Engineering-Engineering Design. Language Arts-Discussion, Questioning, Listening, and Contributing.

GRADES 3-5

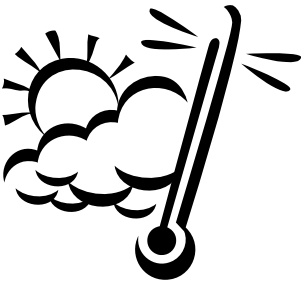
AQUATIC HABITAT

This is an active examination of aquatic environments. Participants will use dip nets and insect boxes to evaluate the organisms, their dependence on vernal pools, wetlands, and ponds, and the adaptations they need to survive in those environments. Analyze and classify organisms through the use of field guides and learn the vital role these organisms fill within their ecosystems.



Fits Frameworks: *Life Science-Characteristics of Plants & Animals, Structures & Functions, and Adaptations of Living Things. Earth Science-Soil & Weather, the Water Cycle. Technology/Engineering-Material & Tools. Language Arts-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.*

WINTER FOREST HABITAT



View fur pelts, feathers, and animal tracks firsthand and analyze the differences between them and identify the animals from which they come. Learn how different animals adapt to a changing climate, whether they remain, migrate, or hibernate and what effect each has on the animal and his environment. Hike through Hale's

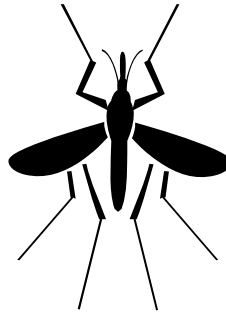
forests in search of first-hand evidence of local wildlife.

Fits Frameworks: *Life Science-Characteristics of Plants & Animals, Structures & Functions, and Adaptations of Living Things. Technology/Engineering-Engineering Design. Language Arts-Discussion, Questioning, Listening.*

SEEDS, SPROUTS AND WILD EDIBLES

Witness firsthand some of nature's most wonderful plants and dissect a seed to discover the inner workings of New England's flora. Learn how plants take root within an ecosystem and how they affect the environment around them. Hike through fields and forests and identify, classify, and sample some of the edible plants growing here at Hale.

Fits Frameworks: *Life Science*-Characteristics of Plants & Animals, Structures & Functions, and Adaptations of Living Things. *Earth Science*-Soil & Weather, the Water Cycle. *Technology/Engineering*-Engineering Design *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



INSECT LIFE

Hike through Hale's fields and forests and examine the wetlands in search of aquatic and terrestrial insects. Learn how different insects interact with their environment and which role a particular insect plays in their ecosystem. Discuss the process of metamorphosis in insects. Discover the processes of pollination and decomposition.

Fits Frameworks: *Life Science*-Characteristics of Plants & Animals, Structures & Functions, and Adaptations of Living Things. *Earth Science*-Soil & Weather. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.

FOREST HABITAT

Explore the woodlands of Hale and the different habitats within the forests. Learn about the plants, trees, animals, and history of a New England forest. Examine predator-prey relationships within the forest and discover the interconnecting relationships of all organisms within this habitat.

Fits Frameworks: *Life Science*-Characteristics of Plants & Animals, Structures & Functions, and Adaptations of Living Things. *Earth Science*-Soil & Weather, Earth's History. *Technology/Engineering*-Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



SCHOOL OF ROCK

Take a trip back in time to a historic Native American quarry located here at Hale. Discover how Hale's geological formations were formed and how those formations have been used through time. Examine how rocks are formed into sometimes strange and wondrous shapes and how these different rock formations change the foundations of our landscape.

Fits Frameworks: *Earth Science*-Rocks & Properties, Soil & Weather, and Earth's History. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.

PREDATOR & PREY (OFF-SITE OPTION)

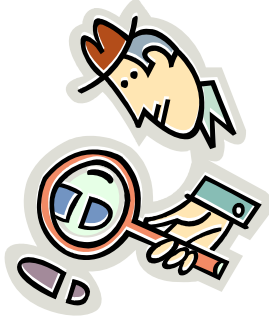
Examine the relationship between predatory animals and their prey. Discover the techniques predators use to catch their prey and the astounding camouflage and evasion prey animals utilize to evade capture. Discuss the web of life and how food supply dictates the biodiversity of an environment. Learn about the amazing physical abilities of both predators and prey animals and awaken your senses as you explore the forest as a wild animal does.

Fits Frameworks: *Life Science*-Characteristics of Plants & Animals, Structures & Functions, and Adaptations of Living Things. *Technology/Engineering*-Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.

SKINS, SKULLS, SCAT & TRACKS (OFF-SITE OPTION)

Learn to identify the different animals of New England by viewing and examining firsthand their pelts, skulls, scat and tracks and then head out on the trail to find signs of local wildlife in their natural element. Discuss habitats, distribution of species, behavior, and physical characteristics. Create a "track book" to help you identify different mammals. (Facilitators can also create "fields of animal tracks" outdoors to simulate real encounters to ensure a hands-on outdoor experience in case of the regrettable absence of natural tracks.)

Fits Frameworks: *Life Science*-Characteristics of Plants & Animals, Structures & Functions, and Adaptations of Living Things. *Technology/Engineering*-Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



WINGS, TALONS, FEATHERS & BEAKS (OFF-SITE OPTION)

Discover the different traits of the local birds of the New England region. Examine nest predators, wading birds, birds of prey, and forest birds. Discuss the science of flight and the biology of different birds. Learn about the lives of secretive birds that dwell deep within the forest. Use binoculars in your search for native birds. Identify these native birds and the regions they inhabit and gain the ability to skillfully seek out many different types and species of birds so that you can glimpse them in their natural setting.

Fits Frameworks: *Life Science*-Characteristics of Plants & Animals, Structures & Functions, and Adaptations of Living Things. *Technology/Engineering*-Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



Kids celebrating on Cat Rock Field



Swimming at North Beach



Canoeing on Noanet Pond



Trading Post



Shelter Building



Exploring Nature



Pond Discoveries



Geocaching



Rock Climbing



Storrow Pond



Wildflower Meadow



Ropes Course Element: Giants Ladder and Cat Walk



Debrief Teambuilding Circle

GRADES 6-8

LIFE IN A WINTER FOREST

Discover the adaptations an ecosystem must go through in order to survive the winter. Examine the adaptations of different plants, trees, and animals firsthand. Compare the living habits of different animals and learn the science behind hibernation. Trek through Hale's forests in search of signs of local fauna in the winter snow.

Fits Frameworks: *Life Science*-Classification of Organisms, Systems & Living Things, Reproduction & Heredity, Evolution & Biodiversity, Living Things & The Environment, Energy & Living Things, Ecosystem

Change. *Technology/Engineering-Engineering Design. Language Arts-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.*



SEEDS, SPROUTS AND WILD EDIBLES

Examine the life processes that sustain the plants around us and dissect a seed to see its inner workings and the beginnings of our forests ecosystems. Discuss how plants take root and reproduce within a forest. Discover the edible plants around us on a hike where we will examine, analyze, and even taste different kinds of wild plants. Be amazed at the edible gardens we often pass through unknowingly.

Fits Frameworks: *Life Science-Classification of Organisms, Systems & Living Things, Evolution & Biodiversity, Living Things & The Environment, Energy & Living Things, Ecosystem Change. Earth Science-Earth's Structure. Technology/Engineering-Engineering Design. Language Arts-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.*

INSECT ECOLOGY

Hike through Hale's fields and forests and examine the wetlands in search of aquatic and terrestrial insects. Learn the different ways pollinators, parasites, and decomposers contribute to their ecosystem and the wider world around them. Discuss the process of metamorphosis in insects. Discover how insects impact our daily lives and how they change the nature of our world.

Fits Frameworks: *Life Science-Classification of Organisms, Systems & Living Things, Evolution & Biodiversity, Living Things & The Environment, Energy & Living Things, Ecosystem Change. Technology/Engineering-Engineering Design. Language Arts-*

Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



FOREST ECOLOGY

Explore Hale’s woodlands and discover local flora and fauna. Examine the delicate, interconnected relationships of New England forests inhabitants. Discuss the problems of localized extinction and top-down regulation in Massachusetts, and examine the processes of habitat management and conservation.

Fits Frameworks: *Life Science*-Classification of Organisms, Systems & Living Things, Reproduction & Heredity, Evolution & Biodiversity, Living Things & The Environment, Energy & Living Things, Ecosystem Change. *Earth Science*- Earth’s History. *History*-Chronology & Cause. *Technology/Engineering*-Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.

SCHOOL OF ROCK

Discover the various rock formations throughout Hale and learn about the different environmental factors that give structure to the land around us. Visit a historic Native American quarry located here at Hale. Learn about common rocks that can be found in your backyard. Discuss how different geological formations and the rocks they are composed of can be broken down and used in everyday life.

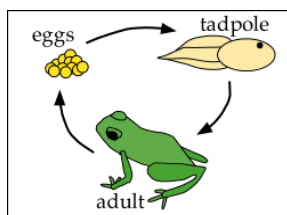


Fits Frameworks: *Earth Science*-Earth's Structure, Heat Transfer, and Earth's History. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.

AQUATIC ECOLOGY

Through utilizing sampling equipment participants will identify present organisms in vernal, pond, and wetland ecosystems on levels of biological, chemical, and physical analysis. Students will gain understanding on the delicate workings and life processes of vernal pools and understand the vital role they play in fostering adaptation and development within and throughout the life cycles of aquatic organisms and the aquatic ecosystem.

Fits Frameworks: *Life Science*-Classification of Organisms, Systems & Living Things, Reproduction & Heredity, Evolution & Biodiversity, Living Things & The Environment, Energy & Living Things, Ecosystem Change. *Earth Science*-Earth's Structure, Heat Transfer, Earth's History. *Technology/Engineering*-Engineering Design. *Mathematics*-Patterns & Relations, Measurement, Data Analysis, Statistics, and Probability. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



PREDATOR & PREY (OFF-SITE OPTION)

Learn the hunting techniques of different animals firsthand. Test the ability of animals to camouflage themselves within their natural environment. Discuss how the web of life, food supply, and top-down regulation operate within the ecosystem and contribute to biodiversity within different regions. Compare the physical prowess of predators and prey with our own abilities and learn how both predator and prey test themselves in their environment.

Fits Frameworks: *Life Science*-Classification of Organisms, Systems & Living Things, Reproduction & Heredity, Evolution & Biodiversity,

Living Things & The Environment, Energy & Living Things, Ecosystem Change. History-Chronology & Cause. *Technology/Engineering-Engineering Design. Language Arts-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.*



SKINS, SKULLS, SCAT & TRACKS (OFF-SITE OPTION)

Learn to identify the varied species of the New England region by viewing and examining their pelts, skulls, scat, and tracks firsthand. Discuss the habitats, distribution, behavior, physical characteristics, gaits, and movement patterns of different animals. Head out on the trail in search of signs of local wildlife and identify them with guidebooks and your newfound knowledge. (Facilitators can also create “fields of animal tracks” outdoors to simulate real encounters to ensure a hands-on outdoor experience in case of the regrettable absence of natural tracks.)

Fits Frameworks: *Life Science-Classification of Organisms, Systems & Living Things, Reproduction & Heredity, Evolution & Biodiversity, Living Things & The Environment, Energy & Living Things, Ecosystem Change. Technology/Engineering-Engineering Design. Language Arts-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.*

WINGS, TALONS, FEATHERS & BEAKS (OFF-SITE OPTION)

Discover the different traits of the local birds of the New England region. Learn the science behind flight and discover the biology of different birds and the adaptations that allow them to succeed as nest predators, wading birds, birds of prey, or forest birds. Use binoculars to aid you in identifying the birds around you. Examine the important role that these winged wonders fill in our ecosystem and gain the ability to skillfully seek out many different types and species of birds so that you can spot them in their natural setting.

Fits Frameworks: *Life Science*-Classification of Organisms, Systems & Living Things, Reproduction & Heredity, Evolution & Biodiversity, Living Things & The Environment, Energy & Living Things, Ecosystem Change. *Technology/Engineering*-Engineering Design. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



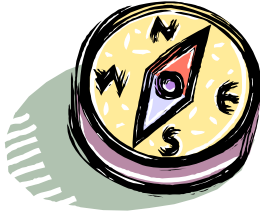
ADVENTURE PROGRAMS

INTRODUCTION TO MAP & COMPASS (GRADES 4 AND ABOVE)

Learn how to read a map and use it in conjunction with a compass so you can easily pinpoint a location. Discover how to navigate to new positions and how to identify your location and plan upcoming movements using compasses, maps, and topographic maps.

Fits Frameworks: *Technology/Engineering*-Engineering Design, Materials & Tools. Machines. Earth Science-Mapping Earth.

Mathematics-Measurement, Geometry. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



ORIENTEERING (GRADES 4 AND ABOVE)

Utilize your newfound proficiency with a map and compass to locate different points within Hale. Once you have located a particular point you will be directed to another destination, with each degree escalating in difficulty. This exercise will allow you to gain hands on experience with the instruction given in Intro to Map & Compass (prior participation is not an absolute requirement) as well as information about contour lines, magnetic north, and other useful techniques to navigate your paths of exploration.

Fits Frameworks: *Technology/Engineering*-Engineering Design, Materials & Tools. Earth Science-Mapping Earth. Mathematics-Measurement, Geometry. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.

GEOCACHING (GRADES 4 AND ABOVE)

Search through the forests of Hale for hidden treasures with the aid of navigation tools. Use GPS software, maps, and compasses to pinpoint the location of hidden objects throughout Hale. Geocachers can then hide an item of their own somewhere on Hale Reservation for the next group of adventurers to find.



Fits Frameworks: *Technology/Engineering*-Engineering Design, Materials & Tools. Earth Science-Mapping Earth. Mathematics-

Measurement, Geometry. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.

SHELTER BUILDING (GRADES 4 AND ABOVE)

Learn the basics of building an outdoor shelter with your hands and the tools the forest has naturally laid all around you. Learn where the best place to build a shelter is and how to take advantage of natural structures. At the end of the session we'll see if your shelter can weather a "storm" that we've got cooked up for you! Discover the thrill of building an outdoor shelter that can withstand the elements.

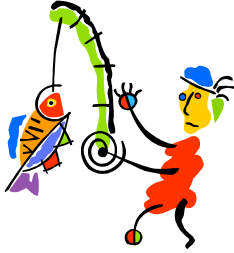
Fits Frameworks: *Technology/Engineering*-Engineering Design, Materials and Tools. *Language Arts*-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.



SURVIVOR (GRADES 4 AND ABOVE)

Test yourselves in the great outdoors as you learn all the basic skills necessary to survive and thrive in the forests of New England without a full pack of camping gear. Camp without a tent, make a fire without matches and catch a fish without a fishing rod, as well as learning the basics needed to navigate your way out of the forest with map and compass. Be amazed at what you can create with nature's own tools. Participants will take part in a real life "Survivor" competition in teams.

Fits Frameworks: *Technology/Engineering-Engineering Design, Materials & Tools. Language Arts-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.*



WILDERNESS FISHING, HUNTING AND TRAPPING (GRADES 4 AND ABOVE)

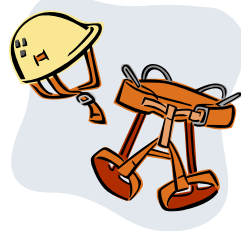
Discover your ability to subsist on the contents of the forests and ponds of Hale without the materials you always believed you had to have. Make a fishing pole with the tools around you and find the best spots for wild bait. Learn how to track game, find the best hunting spots, and conceal yourself from your prey. Examine the methods behind trap lines and the best places to set them. At the end of the days “hunt” discover how to create a fire without matches or a lighter. Learn the abilities you need to survive in the woods and be a “Survivor” for an afternoon. [Note: No Wild Animals will actually be trapped or harmed in any way during this program.]

Fits Frameworks: *Technology/Engineering-Engineering Design, Materials & Tools. Language Arts-Discussion, Questioning, Listening, and Contributing, Vocabulary & Concept Development.*

ROPES AND TEAMBUILDING

ROPES PROGRAM (AGES 9 AND UP)

Our course consists of 11 high ropes elements. The course is universally accessible which provides opportunities for participants, disabled or not.



High Ropes

Catwalk
Multivine
Giants Ladder
Two Line
Giant Swing
Burma Bridge

Sky Surfer
Accessible Catwalk
Zipline
Flying Squirrel
Pamper Pole

Low Ropes

Nitro Crossing
Spider Web
Accessible Whale Watch
Accessible 3 Islands
Accessible Nitro Crossing
Meuse

Whale Watch
Mohawk Walk
Team Wall
All Aboard
Three Islands

We also have various portable team building initiatives including: keypunch, stepping stones, pipeline, etc.

We offer a variety of programs that utilize individual and group challenge activities to achieve a result. Often these programs are referred to as ‘ropes programs’ although frequently no ropes are used and participants may never leave the ground. Ropes programs typically include games, group challenges and trust activities, as well as low and high ropes elements to meet a desired goal. Two key components to a successful program are the “Challenge by Choice” philosophy, which allows individuals to set their own limits, and debrief sessions after activities that allow for group discussion of the process and outcomes.

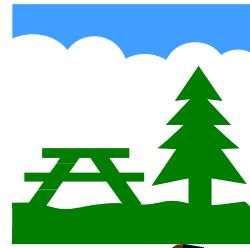
BEACH OUTINGS

SWIMMING AND BOATING

Hale has two beaches ideal for picnics and outings. Activities offered include swimming, rowing, canoeing (only with Hale lifeguards on duty), hiking, fishing, volleyball and horseshoes. Also on site is a pavilion with picnic tables, a charcoal grill and bathrooms nearby.



CABIN AND SITE RENTALS



CABINS

Hale has four cabins for use by your group or organization. Cabins may not be hired for overnights.



Trading Post: Large common room with fireplace, full kitchen, 2 additional breakout rooms, 2 bathrooms, and use of 2 covered porches (weather permitting), handicap accessible ramp and onsite parking. Day Use Meeting Capacity: 48. Equipment Available: Tables, Chairs, AV, Easels, Projector, Screen and Dry Erase Board.

Powissett Lodge: One large room, porch, kitchen - no stove, 2 toilets, electricity, no running water between October and April, heating all year, fire pit outside. Day Use Meeting Capacity: 25.

Fern Valley: Two small rooms, deck, electricity, wall heater, refrigerator, outhouse, camp site & fire pit outside, pavilion nearby. Day Use Meeting Capacity: 20.

Cat Rock Cabin: One small room, deck, electricity, refrigerator, outhouse nearby in woods, fire pit outside. No heating. Day Use Meeting Capacity: 20.

Twin Oaks and Unity Cabin Pavilion: Two small rooms, pavilion, accessible ramp, electricity, picnic tables, bathrooms nearby. Overnight in pavilion allowed. Capacity: 20.

FIELDS AND CAMPSITES

Hale has five campsites, and three fields, which may be used for overnights.

Three Rocks Campsite: Very pretty, 10 - 15 tents, can drive one 4x4 vehicle up, other cars park along road or near Noanet Landing, no water, outhouse, 2 fire pits, and lots of trails nearby.

Chapel Hill Field Campsite: Large field before Trading Post, 10 - 15 tents, parking at Trading Post, no water, outhouse on trail to Storrow Pond, no fire pit. Additional sites available in this area.

Fern Valley Campsite: Huge, 10 - 15 tents, can drive one vehicle up, other cars park at Cat Rock Parking, water available at Cat Rock Parking Lot, outhouse, fire pit. Ideal spot for groups that want a day cabin, pavilion and tenting.

Cat Rock Campsite and Field: Very pretty, near road, 15 tents, can drive 2 vehicles up, other cars park at Cat Rock Parking, water available at Cat Rock Parking Lot, outhouse in woods, no fire pit.

Powissett Campsite and Field: Small or large field, 20 plus tents, pavilion, fire circle, day cabins available, outhouses, parking lot, water must be brought in October through April.



DIRECTIONS

From Route 128 take Route 109 towards Westwood - exit 16B. Follow Route 109 West to your fourth right onto Dover Road. Take the third right off Dover Road onto Carby Street.

MAIN OFFICE

The main office is a log cabin on the left side of Carby Street about 1/8 mile from the turn onto Carby Street.

CAT ROCK PARKING AREA

Go past the main office on the left, continue up the road to the first big paved parking area on the left. This is Cat Rock Parking Area.

NORTH BEACH

Park in Cat Rock Parking Area. Follow the dirt road to the right of the bulletin board. At the bottom of the road turn left to get to the beach.

