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Scouting Around the World



DAILY SCHEDULE

7 :45–8:00 am	Morning Flag Ceremony
8:00am– 8:45 am	Breakfast
9:00 am– 9:50 am	Period A
10:00 am—10:50 am	Period B
11:00 am—11:50 am	Period C
12:30 pm—1:00 pm	Lunch
1:00 pm—2:00 pm	Siesta/ open activities
2:00 pm—2:50 pm	Period D
3:00 pm– 3:50 pm	Period E
4:00 pm—4:50 pm	Period F
5:45 pm—6:00 pm	Evening Flag Ceremony
6:00 pm– 6:50 pm	Dinner
7:30 pm– till dark	Camp wide Events

SPECIAL EVENTS SCHEDULE

Monday

6:00 am– 6:30 am	Polar Bear Swim
7:00 pm—7:45 pm	Vespers
8:00 pm—9:00 pm	Quarter Mile Swim
7:30 pm– till dusk	Camp Wide Activities

Wednesday

6:00 am– 6:30 am	Polar Bear Swim
1:00 pm—1:45 pm	Brown Sea—at waterfront
7:00 pm—8:00 pm	Camp Wide activities
7:00 pm—8:00 pm	Brown Sea only—open zip

Friday

6:00 am– 6:30 am	Polar Bear
2:00 pm	Camp Wide Activities

Tuesday

7:00 pm—8:00 pm	Open shotgun
7:00 pm— dusk	Half Mile Swim
7:30pm—8:30 pm	Camp Wide Activities
8:30pm– 9:15 pm	OA ice cream social

Thursday

7:00 pm—dusk	Mile Swim
7:00 pm—8:00 pm	Camp Wide activities
7:00 pm—8:00 pm	Open Zip

TO OUR SCOUTS, LEADERS AND ADULT VOLUNTEERS

The founder of the World Scouting movement, Baden—Powell, once said:

“One week at camp is worth six months of learning in a meeting room.”

Your week at camp is the most important part of the Scouting year. You will be able to refine the knowledge that you need in order to make your Boy Scout career a success. From camp craft to nature studies, first aid and citizenship, you will have an array of counselors to help you achieve your goals. We have added several new merit badges and even a new program area for older scouts and leaders to hone their skills.

Don't forget , however, that you are in the great outdoors, nature's playground . Visit the waterfront, climb and then take a fast trip down the zip line at the COPE course, break some clay pigeons at the shotgun range or gather your friends and go for a hike.

Adventure Awaits!



A MESSAGE FROM THE CAMP DIRECTOR

Thank You for choosing to share part of your summer with us here at Camp Dittmer. We hope you experience the success of Scouting in the week to come.

Jess Markel

MERIT BADGES OFFERED AT CAMP DITTMER

Aquatics	Athletics	COPE	Craft Barn	Eagle Trail	Ecology Conservation	Outdoor Skills	STEM	Shooting Sports
BSA Guard	Athletics	Climbing	Art	First Aid	Nature	Camping (Eagle Trail)	Photography Engineering	Archery
Life Saving (Eagle Trail)	Sports		Indian Lore	Communications	Mammal Study	Fishing	Space Exploration	Rifle
Swimming (Eagle Trail)	Personal Fitness		Basketry	Citizenship in The World	Reptiles and Amphibians	Pioneering	Geocaching	Shotgun
Motor Boating			Leather Work	Citizenship in the Nation	Environmental Science	Orienteering	Programming	
Snorkeling			Wood Carving	Emergency Preparedness	Animal Science	Forestry	Robotics	
Kayaking					Fish and Wildlife Management	Wilderness Survival	Digital Technology	
Canoeing					Geology		Electricity	
Rowing					Soil and Water Conservation		Electronics	
Small Boat Sailing					Weather			

SPECIALTY PROGRAMS OFFERED AT CAMP

For the New Scout : Brown Sea Program—Program dedicated for advancement toward 1st Class Scout.

For the Older Scout: Silver Heron—For the scout who is looking for more outdoor adventure.

MERIT BADGE DAILY SCHEDULE

Period A– 9:00 AM

Brown Sea Program— Starts at 9 am and Ends at 12pm

This program is for the new scout who is looking to earn advancements toward all ranks up to First Class

Athletics

Athletics

Aquatics

Life Saving—Starts at 9am Ends 11am .This class is **2** sessions long each day. (A and B)

Swimming—Starts at 9am Ends 11am .This class is **2** sessions long each day . (A and B)- (Eagle Required)

BSA Guard—Starts at 9am and Ends at 12 am . This class is 3 sessions each day (A,B, and C)

COPE -Must be 13 years old

Challenging Outdoor Personal Experience and Climbing. Starts at 9am Ends 11am .This class is **2** sessions long each day

Craft Barn

Wood carving– supplies will need to be purchased

Art

Eagle Trail

First Aid

Life Saving -Starts at 9am Ends 11am .This class is **2** sessions long each day

Swimming-Starts at 9am Ends 11am .This class is **2** sessions each long day

Citizenship in Nation

Camping

Ecology Conservation

Weather

Reptile and Amphibian

Fish and Wildlife management

Outdoor Skills

Fishing

Pioneering

Camping—(Eagle Required)

Shooting Sports-

Rifle– Maximum Class Size 8- Must be 12 years old.

Shot Gun—Must be 13 years old.

Archery– Class maximum size: 18- all ages may participate

STEM— Science ,Technology, Engineering, and Mathematics

Photography—bring your own digital camera—**Can Not** be your cell phone.

Engineering— Class size limit is 30 scouts

Space Exploration– additional purchase of a rocket is required—available in the Trading post

MERIT BADGE DAILY SCHEDULE

Period B– 10:00 AM

Athletics

Sports

Aquatics

Continuation of 9am session

COPE- Challenging Outdoor Personal Experience

Continuation of 9am session

Craft Barn

Indian Lore

Art

Eagle Trail

First Aid

Environmental Science—Starts at 10am Ends 12pm.

Citizenship in the Nation

Ecology Conservation

Soil and Water Conservation

Environmental Science—Starts at 10am Ends 12pm. This class is 2 sessions long each day (Eagle Required)

Geology

Outdoor Skills

Pioneering

Fishing

Wilderness Survival

Shooting Sports—Ammunition must be purchased at an additional fee

Rifle— Maximum class size : 8- Must be 12 years old.

Shot Gun—Must be 13 years old.

Archery— Maximum Class Size : 18 -all ages may participate

STEM-Science, Technology, Engineering, and Mathematics

Geocaching— Class size limit is 30 scouts

MERIT BADGE DAILY SCHEDULE

Period C– 11:00 AM

Athletics Program Area

Space Exploration

Aquatics

Snorkeling—Bring a mask and snorkel

Motor Boating

Continuation BSA guard

COPE-

Troop team building

Craft Barn

Basketry– Wear a swim suit to class

Leather Working—supplies must be purchased at an additional cost

Eagle Trail

Environmental Science—continued this class starts at 10 am

First Aid

Citizenship in the World

Ecology Conservation

Nature

Environmental Science—continued this class starts at 10 am (Eagle Required)

Outdoor Skills

Orienteering

Fishing

Shooting Sports

Rifle– Maximum Class Size : 8 -Must be 12 years old.

Shot Gun—Must be 13 years old.

Archery– Maximum Class Size : 18- all ages may participate

STEM-Science ,Technology, Engineering, and Mathematics

Electricity-Class size limit is 20 scouts– Kit needs to be purchased at trading post

Programming- Class size limit is 20 scouts

MERIT BADGE DAILY SCHEDULE

Period D– 2:00 PM

Athletics

Personal Fitness

Aquatics

Motor Boating

Kayaking

COPE—Must be 13 years old—Starts at 2pm Ends 4pm .This class is **2** sessions long each day –D and E
Challenging Outdoor Personal Experience and Climbing Merit badge—Maximum Class size—30

Craft Barn

Leather Working-supplies will need to be purchased at an additional cost

Basketry

Eagle Trail

Communications

Environmental Science-Starts at 2pm Ends 4pm .This class is **2** sessions long each day

Emergency Preparedness

Camping

Ecology Conservation

Environmental Science-Starts at 2pm Ends 4pm .This class is **2** sessions long each day (Eagle Required)

Nature

Amphibians and Reptiles

Outdoor Skills

Orienteering

Fishing

Wilderness Survival

Camping (Eagle Required)

Shooting Sports -

Rifle- Maximum Class Size : 8 Minimum age: 12

Shot Gun– minimum age : 13

Archery– Maximum Class size: 18— all ages may participate

STEM-Science ,Technology, Engineering, and Mathematics

Electronics-Class size limit is 30 scouts

Digital Technology-Class size limit is 30 scouts

Silver Heron– Starts at 3pm to 5—Please see the Silver Heron page in this program guide

MERIT BADGE DAILY SCHEDULE

Period E- 3:00 PM

Athletics

No classes this period

Aquatics - please note that all 4 Aquatics badges require attendance both E & F periods

Canoeing

Rowing

Small Boat Sailing

Swimming (Eagle Required)

COPE

Challenging Outdoor Personal Experience and Climbing Merit badge—Maximum Class size—30

Craft Barn

Art

Leather Working-supplies will need to be purchased

Eagle Trail

Camping

Swimming

Citizenship in the World

Environmental Science –continues

Ecology Conservation

Animal Science

Environmental Science –continues (Eagle Required)

Geology

Outdoor Skills

Camping (Eagle Required)

Fishing

Shooting Sports

Rifle— Maximum Class Size : 8 Must be 12 years old.

Shot Gun— Must be 13 years old.

Archery— -Maximum Class Size : all ages may participate

STEM-Science, Technology, Engineering, and Mathematics

Robotics— This class starts at 3 and Ends at 5 (sessions E and F)- Class size limit is 20 scouts

Space Exploration- additional purchase of a rocket is required—available in the Trading post

MERIT BADGE DAILY SCHEDULE

Period F– 4:00 PM

Athletics

Athletics

Aquatics

Classes continued (double-periods for Canoeing, Rowing, Small-Boat Sailing, and Swimming)

COPE

Troop Team Building

Craft Barn

Indian Lore

Wood Carving- supplies will need to be purchased

Eagle Trail

Communications

Ecology Conservation

Mammal Study

Weather

Outdoor Skills

Forestry

Fishing

Shooting Sports

Rifle– Maximum class size: 8- Must be 12 years old

Shot Gun- Must be 13 years old

Archery–Class maximum size: 18 -all ages may participate

STEM-Science ,Technology, Engineering, and Mathematics

Robotics– This class starts at 3 pm and ends at 5pm (Sessions E and F)

PRE-REQUISITES

Pre-requisites are designed to be completed before the Scout comes to camp so the Scout can complete the merit badge by the end of the camp week. If the Scout does not complete the pre-requisites before camp he will be sent home with a partial and will have to contact the area director at a later time to sign for the completion. Any Scout who comes to camp and has not completed the pre-requisites may be denied entrance to the class if the class size becomes too large— A **PREPARED** Scout will have priority.

Eagle Trail

Citizenship in the Nation: 2a or 2b or 2c

Citizenship in the World: 4b, —Do and two: 7a, or 7b, or 7c, or 7d, or 7e

Outdoor Skills

Pioneering: 2a, 2b, 2c

Camping: 3, 4a, 4b, 7a, 7b, 8c, 9a, 9b, 9c

Fishing: 7

Forestry: 5a, 5b, 6, 8

Ecology Conservation

Reptiles and Amphibians: 8

Aquatics

BSA Guard: Swimming Merit Badge —Must be 16 years old

Motor Boating: Must have Swimming Merit Badge (Blue Swimmer)

Shooting Sports

Rifle: Must be 12 years old

Shot Gun: Must be 13 years old

\$ for ammunition—our recommendation is to bring \$5 for Rifle merit badge ammo & \$10 for Shotgun ammo

(If you wish to do additional recreation shooting during free times please bring extra \$.)

COPE

Must be 13 years old

Craft Barn

\$ for Craft Projects – project kits may cost approximately \$10

Basketry: Requires the scout to make 2 baskets and a camp stool

Leather Working: :Requires 1 kit—can not be already hole punched

PRE-REQUISITES CONTINUED

STEM

All Classes required a spiral notebook, graph paper and a folder for each class. Kits maybe required to purchase.

Programming: none

Electricity: #2 Kit: Build your own doorbell

Electronic: Find out about 3 career opportunities that interest you. Discuss and explain to your counselor what training and education are needed for each position.

Engineering: #4 a, b, c, d, e

Geocaching: none

Digital Technology: #6

Robotics: none

Photography: Bring your own digital camera– not a cell phone

Space Exploration: Rocket kit

Silver Heron

Must be 1st class Scout

Must have Wilderness Survival Merit Badge



SILVER HERON

This year Silver Heron is being taken to a whole new level.

With the expertise of some of our most seasoned staff, your Scout can spend the whole week as a mountain man.

While staying at our newly dedicated camp site, Scouts in the Silver Heron program will embark on an experience of a life time.

As a Silver Heron participant a Scout will prepare some meals at the Mountain Man camp site. Lunch will be in the dining hall. The Scout can attend regular program in the morning sessions but will be engaged in activities related to the Silver Heron starting at 3pm and into the evening. Activities will include muzzle loader shooting, tomahawk throwing, fire building, and making regalia among many other things. They will fellowship together in their own camp site in the evening and share the tales of the mountain man.

Scouts in the program will be able to participate in the some of the regular camp evening activities if desired.

For each youth who plans to attend—one adult may also participate in the program as long as the Troop has 2-deep leadership remaining in the Troop campsite.

There will be an additional charge for the purchase of regalia materials.

There is a **registration deadline of May 5** to be able to participate in this program. There are additional items that will be needed and will need to be pre ordered. No late registrations will be accepted. This is not a limited attendance program but it is necessary to register on time to be able to participate.

A Silver Heron letter will be emailed to each Scout who registers by the deadline. They will receive a packing list and instructions for when they arrive at camp.

Emails for registration -can be mailed to the camp director at jesse.markel@scouting.org

Please state the Scout's name, age, Troop, and email address of each Scout and adult wishing to participate.

Registration Due date: May 5

SPECIAL EVENTS

Gateways and campsite inspections

Compete with the other troops for the best campsite and best gateway. Prizes will be awarded at Friday's closing camp fire.

Camp Wide Evening activities

Each evening there will be an event held for anyone in camp interested in participating- We will be offering some of the following activities: Capture the Flag, Hike in Movie, Compass Course Scavenger Hunt, Euchre in the dining hall, and Find the Staff Member of the Day, just to mention a few.

Fishing Derby-

1st, 2nd, and 3rd place trophies will be awarded.

OA Day-

Come and have ice cream with members of the Order of the Arrow. While you enjoy this tasty treat the members of the OA will be telling you about the Lodge and showing you what they have been doing this year.

Throwback Thursday-

Is your Dad or Grandpa's old scout uniform still kicking around the house? Bring it to camp and wear it on Thursday. Scouters are also encouraged to put on their old uniforms (if they still fit) and show the boys what you use to wear.

Eagle Recognition Day-

This is an opportunity for us to recognize all of the Scouts and Scouters who have worked so hard to earn the Boy Scout's Highest Rank of Eagle Scout.

Polar Bear Swim-

Feeling furry? Let's rinse it off in Lake Remick. There is nothing like an early morning swim to get you ready for the fun-packed day for camp.

Mile Swim-

Many will try—will you finish? There are 2 prequalifying activities for this event—the 1/4 mile and the 1/2 mile Swim. Each of these needs to be finished in order to attempt the Mile.

ADULT TRAINING OPPORTUNITIES

“The Scoutmaster teaches boys to play the game by doing so himself.” (Baden-Powell)

Every Scout deserves a trained leader.

Leave No Trace

This course teaches the 7 principles of leave no trace and tips on outdoor etiquette.

Climb on Safely

Learn the BSA way to take the adventure to a new level.

Safety Afloat and Safe Swim Defense

Learn the basics of how to safely conduct swimming or boating outings at the unit level

Chemical Fuels Chit

(age 14 and up)

Learn the proper care and handling of liquid fuels and stoves.

Every Unit wishing to utilize fuels

MUST have at least one leader certified with this card.

Hazardous Weather

Don't let Mother Nature get the best of you. Know how to react in severe weather situations and make clear decisions for the safety of your Troop.

SCOUT'S MERIT BADGE SCHEDULE

Name: _____ Troop # _____

Period A: 9am-

Period B: 10 am-

Period C: 11 am-

Period D: 2 pm-

Period E: 3pm-

Period F: 4pm-

2017 Merit Badge Schedule - Camp Dittmer

Area	Merit Badge	A	B	C	D	E	F
Aquatics	BSA Guard	X					
Aquatics	Canoeing					X	
Aquatics	Kayaking				X		
Aquatics	Lifesaving	X					
Aquatics	Motorboating			X	X		
Aquatics	Rowing					X	
Aquatics	Small Boat Sailing					X	
Aquatics	Snorkeling			X			
Aquatics	Swimming	X				X	
Athletics	Athletics	X					X
Athletics	Personal Fitness				X		
Athletics	Sports		X				
Brownsea	Brownsea	X					
COPE	Climbing	X			X		
Craft Barn	Art	X				X	
Craft Barn	Basketry				X		
Craft Barn	Indian Lore						X
Craft Barn	Leatherwork			X	X		
Craft Barn	Woodcarving	X					X
Eagle Trail	Citizenship in the Nation	X					
Eagle Trail	Citizenship in the World			X		X	
Eagle Trail	Communications				X		X
Eagle Trail	Emergency Preparedness				X		
Eagle Trail	First Aid	X		X			
Ecology	Animal Science					X	
Ecology	Environmental Science		X				
Ecology	Fish and Wildlife Management	X					
Ecology	Geology		X			X	
Ecology	Mammal Study						X
Ecology	Nature			X	X		
Ecology	Reptile and Amphibian Study	X			X		
Ecology	Soil and Water Conservation		X				
Ecology	Weather	X					X
Outdoor Skills	Camping	X			X	X	
Outdoor Skills	Fishing	X			X		X
Outdoor Skills	Forestry						X
Outdoor Skills	Orienteering			X	X		
Outdoor Skills	Pioneering	X	X				
Outdoor Skills	Wilderness Survival		X		X		

2017 Merit Badge Schedule - Camp Dittmer (continued)

Area	Merit Badge	A	B	C	D	E	F
STEM	Digital Technology						
STEM	Electricity						
STEM	Electronics						
STEM	Engineering						
STEM	Geocaching						
STEM	Photography						
STEM	Programming						
STEM	Robotics						
STEM	Space Exploration						
Shooting Sports	Archery						
Shooting Sports	Rifle Shooting						
Shooting Sports	Shotgun Shooting						
Mountain Man	Silver Heron						

Scoutmaster verification Sheet for completed pre-requisites:

Please make sure your Scouts bring this to the appropriate merit badge class on the 1st day of classes along with their blue cards.

Scout's Name _____ Troop # _____

Pre-requisite Completed: _____

Date completed: _____

Scoutmaster's Signature: _____

Scout's Name _____ Troop # _____

Pre-requisite Completed: _____

Date completed: _____

Scoutmaster's Signature: _____

Scout's Name _____ Troop # _____

Pre-requisite Completed: _____

Date completed: _____

Scoutmaster's Signature: _____

Scout's Name _____ Troop # _____

Pre-requisite Completed: _____

Date completed: _____

Scoutmaster's Signature: _____

Scout's Name _____ Troop # _____

Pre-requisite Completed: _____

Date completed: _____

Scoutmaster's Signature: _____