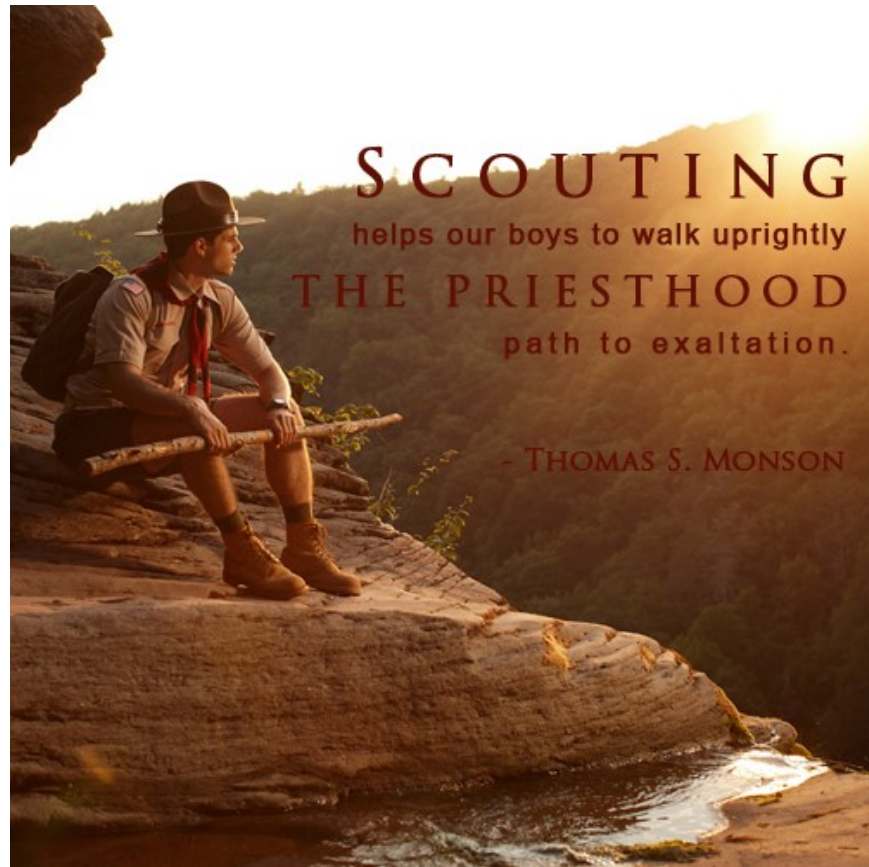


2017

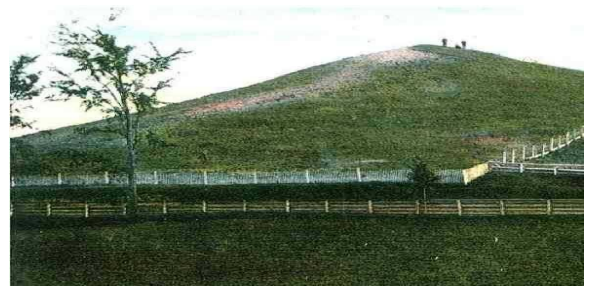


# Program Guide

## Zion's Camp at Cumorah hosted at Camp Dittmer



Iroquois Trail Council  
Boy Scouts of America  
201 E. Main St.  
Batavia NY 14020  
Phone: (585) 343-0307



“Scouting is a game  
with a purpose.”

- Baden Powell



## TO OUR SCOUT LEADERS AND 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 you 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 all the success and joy of Scouting in the week to come.

Jess Markel - [jesse.markel@scouting.org](mailto:jesse.markel@scouting.org)

Here at Camp Dittmer we will do our best to meet all dietary needs. We do ask that you let our kitchen director know your special needs prior to camp so that we can be prepared to meet them. It is difficult to meet these needs when camp is already under way.

Please contact Jim Tyx @ 585-752-2690

# INSTRUCTIONS FOR PROGRAM PRE-REGISTRATION

Each Scout and leader should pre-register their program choices to enable the staff to allocate camp resources for maximum efficiency. Review the Program Guide for the program offerings. Decide on the program activities (merit badge classes, high adventure, training, etc.) each Scout and leader wishes to participate in during camp. We recommend that unit leaders collect program planning worksheets from each Scout BEFORE registering online. We request units complete the online registration process no later than May 31.

Planning note: the rifle & archery ranges are on the opposite side of the lake from the other program areas. For example, travel time from the ranges to the waterfront is approximately 20 minutes.

Go to [zionscamp2017.eventbrite.com](http://zionscamp2017.eventbrite.com)

Select the register button

Using the drop down menus in the 'Register' pop-up box, select the number of Scouts and leaders you wish to register.

Select the checkout button

You will have 75 minutes to complete the program registration. If more time is needed, you may break up the unit into multiple registrations.

Your information: First & last name, e-mail address. This is required, as this is where registration confirmation will be sent.

Information for the first Scout

First & last name

E-mail for Scouts is optional

Address, phone, birthdate

Troop #, Ward & Stake

T-shirt size, Rank in Camp, & food allergies

Select activities based on the program area and time, as outlined in the Program Guide

Repeat the process for each Scout being registered

Information for first adult leader

First & last name

E-mail (optional)

Birthdate & Youth Protection date

Troop #, Ward & Stake

T-shirt size

Indicate how long the adult will be at camp

Choose programs options for adult leaders

Repeat the process for each leader being registered.

Submit the plans by selecting the 'Register' button.

# DAILY SCHEDULE

7:15 am –7:30 am	Morning Flag Ceremony
7:30am– 8:00 am	Breakfast A—Lower sites
8:10 am—8:40 am	Breakfast B—Upper sites
9:00 am– 9:50 am	Period A
10:00 am—10:50 am	Period B
11:00 am—11:50 am	Period C
12:10 pm-12:50 pm	Lunch A– lower sites
1:00 pm—1: 40 pm	Lunch B—Upper sites
1:00 pm—2:00 pm	Siesta
2:00 pm—2:50 pm	Period D
3:00 pm– 3:50 pm	Period E
4:00 pm—4:50 pm	Period F
5:00 pm– 5:15 pm	Evening Flags
5:15 pm— 5:50 pm	Dinner A—Lower sites
6:00 pm– 6:45 pm	Dinner B– Upper sites



## **Monday - special schedule**

7:00 -8:00	Arrival at camp
8:00 -9:00	Camp set up
9:00-11:30	Swimmer tests and Health Lodge Visit
11:30– 12:00	Lunch A—Lower sites
12:10– 12:40	Lunch B—Upper Sites
12:55-1:25	Period A
1:30—2:05	Period B
2:10– 2:45	Period C
2:50– 3:25	Period D
3:30– 4:05	Period E
4:10-5:25	Period F
6:00-6:30	Dinner A—Lower
6:45– 7:15	Dinner B—Upper
7:20 –7:30	Evening Flags
8:00 pm	Opening Campfire
Immediately following Campfire– Cracker Barrel	

# SPECIAL EVENTS

Activities will be announced daily – They will be listed in the daily schedule which will be available to each unit on arrival to camp.

Special Activities include the following options:

**Hill Cumorah Pageant - Wednesday evening - all Scouts and Leaders**

Polar Bear Swim—will be taking place before breakfast

Mile Swim

BSA Paddleboard Award can be earned

Open COPE

Open Rifle

Open Water Front– Swimming, kayaking, paddle boarding, rowing

Campwide Games– Capture the Flag, GaGa Ball, Volleyball, Tetherball,  
and other large group activities

Nature Hikes with the Ecology Conservation Team

Hike in Movie - held outside—weather permitting– Bring a camp chair

Trading Post –hours will be posted

## 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	Photography Engineering	Archery
Life Saving	Sports		Indian Lore	Communications	Mammal Study	Fishing	Space Exploration	Rifle
Swimming	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:**

**14-15 years old -Silver Heron**—For the Scout who is looking for more outdoor adventure.

**16– 18 years old– Historic Lands Venture Program**—Canoeing the Erie Canal, Church site tour, Geo Caching in Historic locations and a service project.

## 2017 Merit Badge Schedule - Camp Dittmer

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

## 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						



# 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) (Eagle Required)

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

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

### **COPE -Must be 13 years old**

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

### **Craft Barn**

Wood carving– supplies will need to be purchased

Art

### **Eagle Trail**

First Aid (Eagle Required)

Citizenship in Nation (Eagle required)

Camping (Eagle required)

### **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-**

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

Engineering— Class size limit is 30 scouts

# MERIT BADGE DAILY SCHEDULE

## Period B– 10:00 AM

### Athletics

Sports

### Craft Barn

Indian Lore

Art

### Eagle Trail

First Aid (Eagle required)

Citizenship in the Nation (Eagle required)

### Ecology Conservation

Soil and Water Conservation

Environmental Science—Starts at 10am Ends 12pm.(B and C) 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-

Geocaching– Class size limit is 30 scouts

# MERIT BADGE DAILY SCHEDULE

## Period C– 11:00 AM

### Aquatics

Snorkeling—Bring a mask and snorkel

Motor Boating

### COPE-

Challenging Outdoor Personal Experience—

This class is 2 sessions long. ( C and D) There will be a break for lunch and siesta between period C and D) Class will Start at 11am, break at 11:50 am and resume at 2:00—End at 2:50

Must be 13 years old to participate

Class Size 30 participants

### Craft Barn

Basketry– Wear a swim suit to class

Leather Working—supplies must be purchased at an additional cost

### Eagle Trail

First Aid (Eagle required)

Citizenship in the World (Eagle required)

### Ecology Conservation

Nature

### 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-

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

Programming- 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 D– 2:00 PM

### Athletics

Personal Fitness (Eagle Required)

### Aquatics

Motor Boating

Kayaking

### Craft Barn

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

Basketry

### Eagle Trail

Communications (Eagle required)

Emergency Preparedness ((Eagle required)

Camping (Eagle required)

### Ecology Conservation

Environmental Science-Starts at 2pm ends 4pm (D and E) .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-

Electronics-Class size limit is 30 scouts

Digital Technology-Class size limit is 30 scouts

# MERIT BADGE DAILY SCHEDULE

## Period E- 3:00 PM

### Aquatics -

Canoeing- This class is 2 sessions long each day (E and F)

Rowing-This class is 2 sessions long each day (E and F)

Small Boat Sailing-This class is 2 sessions long each day (E and F)

Swimming - This class is 2 sessions long each day (E and F)-( Eagle Required)

### COPE

Starts at 3pm Ends 4:50 pm. ( E and F) This class is 2 sessions long each day

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

Citizenship in the World (Eagle required)

### Ecology Conservation

Animal Science

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-

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

Silver Heron-starts at 3:00 and continues until 5 pm.—Please see Silver Heron page in this program

# MERIT BADGE DAILY SCHEDULE

## **Period F– 4:00 PM**

### **Athletics**

Athletics

### **Craft Barn**

Indian Lore

Wood Carving- supplies will need to be purchased

### **Eagle Trail**

Communications (Eagle required)

### **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-**

**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

Emergency Preparedness: 6c , 9b

First Aid: Must have all 1st aid completed for the Scout Ranks of up to and including 1st Class

## **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)

Canoeing and Small boat sailing-Scout must pass BSA Swimmers test—highest level

## **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 require 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

Electronics 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-

See Silver Heron description on page 15

Must be 1st class Scout

Must have Wilderness Survival Merit Badge



# ZION'S CAMP HISTORIC VENTURE PROGRAM

## 16-18 YEARS OF AGE

An older scout adventure program for Priest aged young men 16 to 18 years and their advisers, highlighting the Church's historical sites and strengthening gospel and priesthood purpose.

Young men will set out on an adventure of a lifetime. They will prepare and participate in a canoe trek down the famous and historic Erie Canal passing in and out of locks and traveling through scenic areas.

The adventure will continue as they go back in time to discover meaningful treasures by locating geocaches and visiting historical church sites. They will experience the Hill Cumorah Pageant seeing the incredible story of the *Book of Mormon* with the rest of camp.

Young men and their advisers will have an opportunity to attend a baptismal session in the Palmyra Temple and participate in gospel centered discussions with prominent visitors and church leaders. Gospel centered discussions and morning devotionals will allow them to reflect and tie their experience to priesthood purposes.

To top off the activities, young men will be able to participate in a service project that benefits the local community.

By participating in this program young men will qualify to earn the "Historic Trails Award".

In addition to The *Historic Venture Program*, young men will be able to participate in some of the activities in camp such as COPE, shooting sports, and other activities that may be of interest.

If your Scouts will be participating in this program, pre-registration is required.

**If you are planning on attending the Temple Session, a Temple Recommend is required from your Bishop.** Alternate plans are available for those not attending the Temple.

***Please register online by May 31. An accurate count of participants is needed. Some preparation will be needed prior to camp. These pre-requisites will be sent to each registered unit to prepare for the journey.***



## SILVER HERON

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. Breakfast and 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 evening camp 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.

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 sent to the camp director at [jesse.markel@scouting.org](mailto: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 31**

# ADULT TRAINING

“The Scoutmaster teaches boys to play the game by doing so himself.”

Every Scout deserves a trained leader.

## LDS Leadership Training

*LDS Scouting Vision*

*Strengthening Presidencies/Boy-Led*

*Strengthening Quorums using Scouting*

*Age-specific Scouting (11yr, Varsity,*

*Venture) Duty to God*

*Mentors*

*Your Role*

*Bind to Act*

Beginning on Monday afternoon, there will be ongoing Leadership Training scheduled for a two-hour block each morning and afternoon.

All Adult Troop Leaders are encouraged to fully participate in both daily sessions throughout the week.

9:30 am — 11:30 pm Morning Leadership Training Block  
2:30 pm — 4:30 pm Afternoon Leadership Training Block

Training Lessons are drawn directly from the Philmont Training Center Syllabus for the *Priesthood Leadership Conference on Scouting*

## BSA Training

### 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.

## General Information

**Accreditation** Camp Dittmer is licensed by New York State and the BSA to operate a youth camp.

We are inspected periodically by the New York State Health Department and meet or exceed all of their requirements. Additionally, Camp Dittmer is an accredited camp through the National Council Boy Scouts of America. To be an accredited camp, Camp Dittmer must meet a long list of very strict quality standards, which encompass everything from Health & Safety, program, long range planning, staff qualifications and training. We are inspected annually both prior to and during camp operations to ensure that we are meeting the National Camp Standards.

**Facilities** For general camp use, Camp Dittmer provides shower facilities, a dining hall, First Aid building staffed 24 hours a day by certified medical personnel, supervised boating and swimming, shooting sports ranges, nature area, craft lodge, outdoor skills area, high adventure ropes & climbing course, and more. Recent improvements include a new camp shower house, waterfront tower and refurbished waterfront area, as well as the Austin J. Boyd Memorial Brownsea Pavilion for our 1st-year Scout program.

**For troop use,** Camp Dittmer provides each troop with a campsite, which contains two-man tents on wooden platforms, bunks, picnic tables, dining fly, bulletin board, flag pole, equipment storage shed, campfire area, washstand and latrine, and site maintenance tools. Troops are encouraged to bring their own dining flies, cooking equipment, lanterns/stoves, woods tools, “rainy day” equipment, and other such items that will make their stay at camp more enjoyable for their Scouts.

**Staff Camp** Dittmer has a trained staff of around 30 men and women, headed by a Camp Director, assisted by a Program Director, and a Camp Commissioner. Most staff members are over the age of 18 and most have many years of camp staff experience. The staff completes rigorous training prior to your arrival. The staff will assist and accommodate your troop in every way possible as we work to ensure that your Scouts’ needs are met. The role of the camp staff is not, however, to assume the leadership or programming for your troop (except in an emergency). Our staff will work to smoothly coordinate the needs of your Scouts and troop to take full advantage of the camp program. Occasionally, it may be necessary to shift or rearrange certain program plans so that we may accommodate the largest number of campers. We will try to keep you informed of any such changes well in advance of your arrival.

**Program** Not all troops are alike. That is why troops can develop a program at summer camp that suits their needs. Each troop has a custom made program. The Camp Dittmer staff will support your troop’s program by providing you with all kinds of unique and fun opportunities!

**Advancement,** older Scout programs, introductory 1st-year camper programs, troop and patrol activities (troop shoots, polar bear swims etc.), and individual Scout achievements are all on the menu. It is our hope that each troop sits down with this manual and the Camp Dittmer Program Guide at a Patrol Leaders’ Council Meeting to develop your troop’s camp program based on your needs and what the camp has to offer!

**Mailing Address** Name of Scout Troop #, Campsite, Week # Camp Dittmer 2212 Toll Rd. Phelps, NY 14532 Daily postal deliveries and collections are made at camp. Mail will be picked up from the mailbox at the Camp Office at 10:00am each day. It would be very helpful if the Scouts would ask their correspondents to include their troop number and campsite and week # in the address. Mail sent to camp will be delivered to the troop at meal times.

**Emergency Phone Numbers** When calling to contact a camper for an emergency, please be sure to include the troop number and campsite as part of the message. Contact phone numbers are: Camp Office 315-548-3474 if no answer -Camp Ranger 315-548-3479 or the Council’s Batavia Service Center 585-343-0307.

## Services and Facilities

**Shower Facilities** Camp Dittmer offers 2 separate shower facilities. In order to keep these areas clean and neat, we have created a daily shower cleaning schedule that troops will be expected to follow. Thank you for your help in keeping our showers fresh and clean.

**Dining Facilities** Seating assignments will be made with your troop during check in on Sunday with an attempt toward seating patrols together. Please plan on having at least one staff guest at each of your tables each meal. Troop leaders are responsible for the supervision of their tables and in ensuring the waiter system is being correctly used. Meals are served on time; latecomers will be asked to wait to be seated. Leaders are asked to watch that tableware is not removed from the dining hall or thrown out.

**Waiters** – Waiters are required for every meal starting with Sunday dinner and excluding in-site meals. One troop representative per table should report to the dining hall 15 minutes prior to the meal. Under the direction of the Dining Hall Steward, they will set the table, deliver food during the meal, and clean the table and surrounding area after the meal. Waiter duty should be rotated among the members of your troop. Waiter duty is a normal camp assignment and is not to be used as a punishment. An experienced camper, not a first-year camper, should be your first waiter as Sunday can be confusing enough for a first timer.

**Special Diets** - Scouts or leaders who require special diets due to medical or religious requirements will be accommodated wherever possible. So that the camp cook can make proper preparations, it is urgent that all special dietary needs be communicated to the Camp Director at least 2 weeks prior to your stay at camp. Please give us specific instructions as soon as possible so that we can work toward making the week a good one for that person.

**Trading Post** The Trading Post is open most of the day except during meals (and vespers service). Camp Dittmer makes every effort to provide our campers with a well-stocked trading post that contains all of the camp souvenirs, craft items, merit badge books, Boy Scout supplies, and snacks that the Scouts expect to find at camp. Items can be purchased with cash, check, or credit card. Scouts should bring spending money for refreshments, craft materials, merit badge books and souvenirs. There is no specific

# Camp Policies

**Lost and Found** Lost and found articles can be brought to or picked up from the camp office during office hours. At the end of the camp season, found items may be claimed at the Service Center until September 30 when they are donated to Goodwill.

**Camp Leaders' Meetings** On the first day of each week all troop leaders will be instructed in the procedures listed within this guide. Topics include: • Out of Bounds Areas • Troop Roll Call & Flag Ceremonies • Use of In-Campsite/Sign-Out Boards or Notices • Proper Implementation of the Buddy System • Tour of the Camp Facilities • Accepted Adult to Scout Ratios • Shower Uses • Special Program Schedule • Emergency Procedures

**Scoutmaster Meetings** will be held each day after breakfast. This short meeting will allow us to answer any questions you may have as well as bring you up to date on the happenings at camp. We encourage each troop to have one adult attend these morning roundtables. We cannot solve your problems or concerns if we are unaware of them just as you cannot get the most out of camp if you do not know what is going on. Senior Patrol Leaders will meet daily with the Camp Program Director and senior staff. Troop leaders who wish to use FRS radios to keep in contact with each other are welcome to do so. Please check with the camp director for available camp frequencies.

As a means of improving our Camp program, each troop leader and Senior Patrol Leader will be asked to evaluate their camp experience near the end of their week at Camp. Of course, comments and criticisms (compliments too) are welcome at any time. Our daily leadership meetings offer you additional opportunities to share ideas and concerns.

**Campsite Inspections** "A Scout Is Clean." In an effort to help teach your Scouts good camping habits, we will be inspecting campsites daily, Monday through Friday. The campsite inspections will be conducted by the Camp Commissioner and will determine the clean campsite awards. Inspections will be conducted during the morning program times before lunch.

**Garbage** Daily trash pickups will be made by the Camp Ranger. If your trash needs to be picked up, please tie the bag and set it by the side of the road near your campsite at the designated time that will be announced during the leader meeting on arrival day. IV. Camp Policies - General Please review and discuss these standards with your Scouts.

**The law of camp** is the Scout Law. If ever in doubt of whether or not something is appropriate for camp, ask this question. "How does this lead to Citizenship Training, Character Development, or Physical and Mental Fitness?" Troop Leadership & Supervision Requirements Proper supervision is required at all times.

While the camp provides a staff to handle programming, instruction and supervision in the program areas, individual troops are required to ensure that Scouts are supervised whenever they are in the campsite and that the buddy system is in effect when scouts are traveling between the campsite and other areas of camp.

## Camp Policies Cont.

**Under NO** circumstances may the troop be left with one leader. If adult leadership changes during the week, please advise the Camp Management. Remember, per Iroquois Trail Council and National Regulations, all adults must be trained in BSA Youth Protection. This includes all parents who plan to stay overnight in camp!

**Signing In and Out of Camp** Anytime a visitor, leader, or camper enters or leaves camp, they must sign in or out at the camp office. There is a sign in/out book available 24 hours a day. NO SCOUT will be permitted to leave camp without permission of the Scoutmaster and parent/guardian. Campsite sign out systems An individual sign out system must be used in each campsite. Each troop may have a system of their own design, but it must be in use and able to be understood by others in the event of an emergency. It is recommended that individuals be able to 'sign out' for up to three consecutive locations at a time. This coincides with the daily schedule a boy is likely to follow. The camp leadership team reserves the right to inspect the use of sign out systems. If you need more specific instructions on how to meet this requirement please ask prior to your arrival at camp. The Buddy System For safety purposes all Scouts are required to use the buddy system at all times in camp. Buddies do not have to be from the same troop. Any Scout found without a buddy will be escorted to his destination and his name will be given to the camp director. A second offense will lead to a conference with the Scout, his Scoutmaster and the camp director. A third offense will lead to the dismissal of the Scout from camp. Scout Discipline The law of the camp is the "Scout Law" – simple yet all-inclusive. All rules and regulations of year-round camping also apply during summer camp. **The Camp Director reserves the right to dismiss anyone from camp for violation of the camp policies and standards which are listed in this book.** Normally, discipline of a camper is the responsibility of the adult troop leader in charge of the troop. All discipline problems shall be reported to the Camp Director immediately. Under no circumstances shall a camper be deprived of food; isolated; subjected to corporal punishment or abusive physical exercise; or verbally abused as a means of punishment. Initiation or hazing of Scouts is not allowed. Raiding of other campsites or of program areas is prohibited and will result in those responsible being removed from camp. Uniform It is recommended that a Scout have a complete Official **Boy Scout Summer uniform** for his stay at camp. The summer uniform consists of a short-sleeved Scout shirt, Scout shorts, Scout socks and belt. Scouts respond best to a good example. Leaders are encouraged to set a good example by wearing a proper, complete BSA uniform. The complete uniform is to be worn at dinner and for camp wide events such as campfires and vespers services.

**Transportation and Parking** Transportation to and from camp is the responsibility of each Scout's parent and should be coordinated through the troop. Drivers must be at least 18 years old and properly licensed. Vehicles must be registered, insured and inspected. Upon arrival in camp, leaders' vehicles will be unloaded and gear will be transported to the campsite by way of the camp vehicles. No vehicles are allowed to be moved in camp without the permission of the Camp Director. No one is allowed to ride on trailers or in the back of pickup trucks (whether or not it has a cap). Drivers who break this rule will be asked to leave camp immediately. Troop leaders who knowingly allow this to happen will risk having their troop dismissed from camp. All personal vehicles and drivers are subject to the terms as stated on the local tour permit application.

**Vehicle Permits** Because of potential safety hazards, vehicle permits are restricted to Camp service vehicles only. Heavy traffic ruins our roads and creates a hazard for campers who are traveling on foot. Any requests for special permission to drive in camp for health reasons must be submitted in writing to the Camp director, two weeks prior to arrival at camp and MUST include Doctor's signature. Camp Staff will be available for the delivery of materials to a campsite during the week.

**Special Needs** Scouts or adults who have special needs due to a physical or developmental disability will be accommodated to the best of our ability. Please be sure to let the camp office know as soon as possible regarding any special needs or equipment.

**Restricted Areas and Activities** Please help us ensure your Scouts' safety by enforcing these policies. • **Waterfront Areas:** Swimming is only allowed in the waterfront area and only when the area is open and under staff supervision. Entry to the waterfront is restricted to an approved entrance and exit and then only when the waterfront personnel permit such use. Waterfront personnel are in complete charge of all waterfront activities. Certain weather restrictions apply to all waterfront activities. • **Fishing** is a great activity but can also be a dangerous one. Scouts must use the buddy system when fishing. Camp Dittmer is private property therefore no permit is required for fishing. • **Shooting Sports:** Use of the rifle, shotgun & archery ranges is under the direct supervision of the appropriate Range Officers. The Range Officers will control the exit from and entrance to the Range. Certain weather restrictions apply to all shooting range activities. • **COPE / Climbing Area:** With the exception of COPE activities, Scouts are not allowed on any activity that is over 6 feet off the ground. Troop projects such as monkey bridges, etc must be approved by the camp management and COPE director. Use of the C.O.P.E. and climbing areas is restricted to approved entrance and exit areas. Assigned camp staff members are in complete charge of all area activities. Per BSA standards all participants of Project C.O.P.E. must be 13 years old. No exceptions can be made. Certain weather restrictions apply to all C.O.P.E./Climbing activities.

**Camouflage and other inappropriate** clothing Camouflage type clothing is discouraged. All campers are to wear proper footwear at all times to prevent stone bruises, cuts, and thorn punctures, which may prohibit swimming. Camp terrain is not suitable for walking sandals. No bare feet will be allowed. Any article of clothing with foul language or images will not be permitted. Per national policy, the Confederate flag is inappropriate for the Scouting Program. We should all keep in mind the Scout Oath and Law as it pertains to our clothing. Scoutmasters should enforce this rule in their campsites.

**Rifles, Bows and Knives** Only camp-owned rifles, bows, and ammunition may be used in camp. Privately owned rifles and bows are not allowed in camp. Non-folding sheath knives are not allowed to be carried in camp.

**Alcohol, Illegal Drugs, Fireworks, Tobacco Products** Alcohol, illegal drugs and fireworks are prohibited at any BSA camp. Anyone caught in possession of them will be arrested by the local authorities and removed from the camp property. Since Scout camp is hardly the place for a boy to learn to smoke (or to further the habit) troop leaders should not permit any Scout to smoke or use smokeless tobacco. Troop leaders are encouraged not to smoke; however, there are limited designated areas for those leaders who do smoke. Leaders are requested to confine their smoking to these areas and away from the youth campers. This is in accordance with National BSA policy.

**Fuel & Fire Safety Liquid Fuels** must be used with care. Only trained adults may fuel or light liquid fuel items Liquid fuels/propane must be locked up at all times. Liquid Fuels Training will be offered for adults. Aerosols are not only bad for the environment but damage the waterproofing of the tents. DO NOT bring them to camp. No flames are allowed in tents. Only battery operated lights or glow sticks are allowed in tents.

**Tree & Property Damage** Camp Dittmer exists as a service to you and to your troop. Please do not destroy or deface any equipment, facilities, or trees. No trees are to be cut down at any time without the prior approval of the camp ranger or camp management. A \$10.00 fee per inch of diameter penalty will be enforced. Troops will be billed for equipment, tents, etc. that are damaged, destroyed, or lost. The BSA is also a low impact "Leave No Trace Organization." We discourage the use of fires that are continuously burning. Dismissal from camp for policy violations will not result in a refund of any fees



## Personal Gear

- Pack or footlocker • Sleeping Bag/2 Sheets & Blanket • Mattress/Foam Pad • Full Scout Summer Uniform • More than one pair of comfortable Walking Shoes • Underwear (shirt & shorts)- 7 pair • Extra Clothing (shorts, pants, shirts)- 3 each • Sneakers • Cap or Hat • Jacket • Socks- 7 pair • Swim Trunks • Rain Gear • Mess Kit and Mug • Hand Towel • Wash Cloth • Personal first aid kit • Soap • Toothbrush • Toothpaste • Brush or Comb • Health & Cleanliness • Bath Towel
- **Completed Medical Form** Scouts cannot be admitted to camp without a completed medical form.
- ~~**For Advancement**~~ Merit Badge Pamphlets • BSA Handbook and Field book • Pens, Pencils & Paper • Merit Badge Partials • Merit Badge Projects (pre req. Started or Completed)
- **Special Optional Items** • Flashlight • Fishing Gear • Camera and Film • Extra Batteries • Bug Repellent • Musical Instrument • Bible, Testament or Prayer Book • Canteen • Pocket knife • Old shoes or water socks • Spending Money • Alarm Clock • Pillow • Compass
- **NOTE:** Scouts interested in taking waterfront merit badges (Swimming, Lifesaving, Rowing, or Canoeing) or the BSA Lifeguard training should bring long trousers, a long-sleeved button-down shirt, and a pair of old sneakers. They will use these clothes for rapid undress and/or emergency swim requirements and should plan to get them wet. For this reason, old clothes are suggested.
- Also anyone participating in any C.O.P.E. activities should bring long, durable pants; blue jeans are recommended. Lightweight footwear is required; sneakers are preferred, and boots are prohibited. Large belt buckles are not allowed on the course. Gloves must be leather or leather-palmed.
- Participants should leave watches, knives, keys, and jewelry in their campsite. Proper headgear will be issued.
- **What to Leave Home** Fireworks, ammunition, firearms, sheath knives, camouflage and military clothing, valuables, motorized or remote controlled toys, personal CB radios, and aerosol cans of any type. For self-protection, valuables that are merely “creature comforts” (radios, iPods, Game Boys etc.) should be left at home.
- We carry no insurance on personal items.

# Medical Health Information

**Medical Forms** The BSA Medical Form undergoes annual revision. Please use the current version posted on [www.scouting.org](http://www.scouting.org)

**BSA standards** require that all campers and leaders annually complete a new Medical Form that is dated within the 12 months preceding (and including) their camp week. The Camp Health Officer will make a medical recheck upon arrival at Camp. Any Scout or Leader who does not have a complete and signed medical form will be UNABLE to take part in camp activities. The completed health form must be in camp within 24 hours of arrival or you cannot stay in camp! Only the official BSA form is acceptable. All information must be complete. Please review these forms before you turn them in; this will help eliminate problems at check in. Specifically, please review completed forms for parent and doctor signatures, immunization dates, insurance information, emergency contact names and numbers, etc. A consent form for over-the-counter and prescription medications, signed by both parent and doctor, must be included for everyone under 18 years of age. Without it, our Health Officer is restricted from providing even minor remedies such as headache medicine & calamine lotion. This is a NYS Health Department regulation.

**Medication** All youth medication must be turned in at the designated area during check-in. Medication must be in the original container and must be listed on the participant's Medical Form. The Health Officer will observe the Scout's administration of his medication. Rescue Inhalers, Bee Sting kits, and Epi-Pens will be allowed to be carried by Scouts as long as the appropriate section of the medical form is completed. Scouts may not possess nor administer over-the-counter medication. Treatment of minor ailments can be obtained at the Health Lodge per the individual's doctor and parent permissions. Please make sure that any medication turned in at camp is properly labeled as to what it is, dosage info, Scout's name, troop #, and campsite.

**Medical History** Please make every effort to get to know the medical history of your Scouts

**Emergency Contact** Parents are required to leave notice of their whereabouts with the Scoutmaster if they plan to be away from home while their son is at Camp. If the parents cannot be reached, it is necessary for the Scoutmaster to have the name and phone number of another person who can be contacted in case of emergency.

**Injuries** A Health Officer is present in Camp at all times and a local doctor is on call for emergencies. All first aid treatment will be given and recorded at the Health Lodge. Serious cases are sent to local hospitals. All injuries must be reported to the Health Officer, even minor bumps and scrapes treated by Troop Leaders.

**Blood Borne Pathogens** We encourage all troops to take precautions when it comes to blood borne pathogens. When treating a wound, the first aider should wear appropriate gloves. All contaminated materials (gauze pads, clothing, etc.) should be set to the side so that they can be properly disposed of by the Camp Health Officer. Surfaces that have been contaminated (tables, cots, etc.) need to be disinfected by the Health Officer. For more information and training in blood borne pathogens, please talk to the Health Officer when you arrive in camp. While first aid may be initiated by any camper, leader or staff member, the Health Officer must be notified immediately.

**Rest at Camp** The amount of sleep a boy gets can make the difference between a great camping experience and a poor one. Each person needs an adequate amount of sleep to function in a cheerful and positive manner. The Scoutmaster is responsible to see that each boy has the opportunity to get at least 8 hours of sleep each day. Each troop should respect the quiet time 10:00pm to 7:00am. There will also be a one-hour siesta each afternoon.

## **Senior Patrol Leader's Responsibilities**

You are the leader who helps your Patrol Leaders to plan the camp week. You make assignments to Patrol Leaders for this part in the Troop's program and follow through to ensure that these assignments are carried out.

### **Before Camp:**

1. Plan the program with your Scoutmaster.
2. Call at least two (2) meetings of the Patrol Leader's Council. The first meeting to help you plan the program and the second to make arrangements.
3. Make sure each Patrol has its own Patrol Flag and Patrol Cheer.
4. With the Quartermaster, check on Troop equipment needed and make tent assignments before you leave for camp. Use natural Patrols whenever possible.
5. Instruct Patrol Leaders to strive for advancement objectives for each Scout in his Patrol and to have a "FULL" patrol for camp.

### **At Camp:**

1. On arrival, post on bulletin board: Advancement Charts, Troop's program for the week, Fireguard Chart, Duty Roster, Emergency Procedures.
2. Meet with the Scoutmaster, Quartermaster, and Camp Program Director to review the program.
3. Represent your Troop on the Camp Senior Patrol Leaders Council.
4. Conduct appropriate flag ceremonies in your troop's campsite.
5. After the noon meal each day, conduct a meeting of the Troop Leader's Council to review the program for the next day. a. Designate responsibility for each activity b. Have Patrol Leaders report on the advancement of each Scout in his Patrol. c. Discuss the results of the morning inspection with the Patrol Leaders.
6. Make the program work by checking up on all assignments that you make to Patrol Leaders.
7. Give leadership to your Troop program at summer camp just as you do the rest of the year.

### **Scoutmaster's Responsibilities DO:**

1. Set a tone and example that will give your troop real class. Insist on manners, good fellowship, clean sportsmanship, clean fun and a clean camp.
2. Allow Patrols to plan and carry out some things they thought of and want to do. This is accomplished by PLC meetings prior to and during camp.
3. Have enough program to keep everyone busy – BUT...
4. Allow for and suggest some time when each Scout can "go and do something with a friend."
5. Keep the OUTING in Scouting
6. Be sure there is personal achievement, advancement possibilities and fun in the program. Counsel each Scout on the appropriate number of Merit Badges he should be working on. There is more to camp than the merit badge program!
7. Keep in personal touch with what is happening in the troop. Get verbal patrol reports each day.

.8. Make the method succeed by expecting and helping it to work.

9. Plan an afterhours program in your campsite at night

A Scout Camp is a TRAINING CAMP. Be kind, but firm when necessary.

**DON'T:**

1. Allow too many activities to be scheduled. Camping should be relaxing, not a weeklong sprint.

2. Be alarmed if things happen that are not in the published schedule – some circumstances warrant changes in plans.

3. Engage in activities that can be done better in town, like baseball and football.

4. Overlook the four big items in the program – WOODCRAFT, CAMPCRAFT, AQUATICS, and PHYSICAL FITNESS.

5. Judge the success of the camp experience by the number of merit badges earned.

6. Give boys a title and a camp leadership job and then do all the leading yourself. You are there as an advisor and counselor.

7. Permit a camp violation or an error in operation to persist or continue – correct it immediately.

## Advancement at Camp

**Advancement at Camp** Advancement can and should be a big part of your Troop's program. Take inventory of your Troop's advancement needs and build the troop and patrol programs around these needs. Advancement will be a natural result of a Scout's participation in that program. Various camp program activity areas and personnel offer special help for training on skills required for advancement. In order to keep track of achievements, make sure each Scout takes his Boy Scout Handbook to Camp.

**Merit Badge Applications:** Proper merit badge applications must be used at camp. Please try to have the 'blue cards' completed before camp so as to hasten the sign up procedure; however, merit badge cards may be purchased in the Trading Post. Troop leader signatures are required on all cards. Completed cards will be distributed to the Scoutmaster on Friday afternoon after completion. Scouts need to bring a 'blue card' with them at the start of Monday's merit badge sessions.

**All Merit Badge Counselors** are qualified members of the camp staff under the direct supervision of an area director. Recognized merit badge counselors at camp may not necessarily be recognized counselors in the community, but all are fully qualified instructors in their fields and are approved by the Council Advancement Committee. At no time should a requirement be waived or altered by any member of the camp staff. Camp conditions may require the limitation of optional requirements (i.e. if there are 3 options to complete a requirement, it is possible that only 1 or 2 will be available at camp). If prerequisites are not completed before camp the scout will be given a partial. The scout will have to finish the Merit Badge at home and contact the counselor when the badge is completed.

**Merit Badge Completions:** Scouts who finish some, but not all of a merit badge's requirements will receive a partial completion form (blue card). This form is valid until the Scout's eighteenth birthday. The partial completion will be honored at camp and at home. Any merit badge counselor can be contacted for the completion of a merit badge started at camp.

**Advancement Reports:** Troop Leaders must file the Standard Advancement Report for any advancement in merit badges or rank. These forms are available at the camp office. More and more Troop leaders are using the online advancement system which speeds up the whole process.

**Service Projects:** Star and Life service projects may be carried out at camp with the approval of the Scoutmaster and the related camp personnel. Eagle service projects cannot be done at camp.

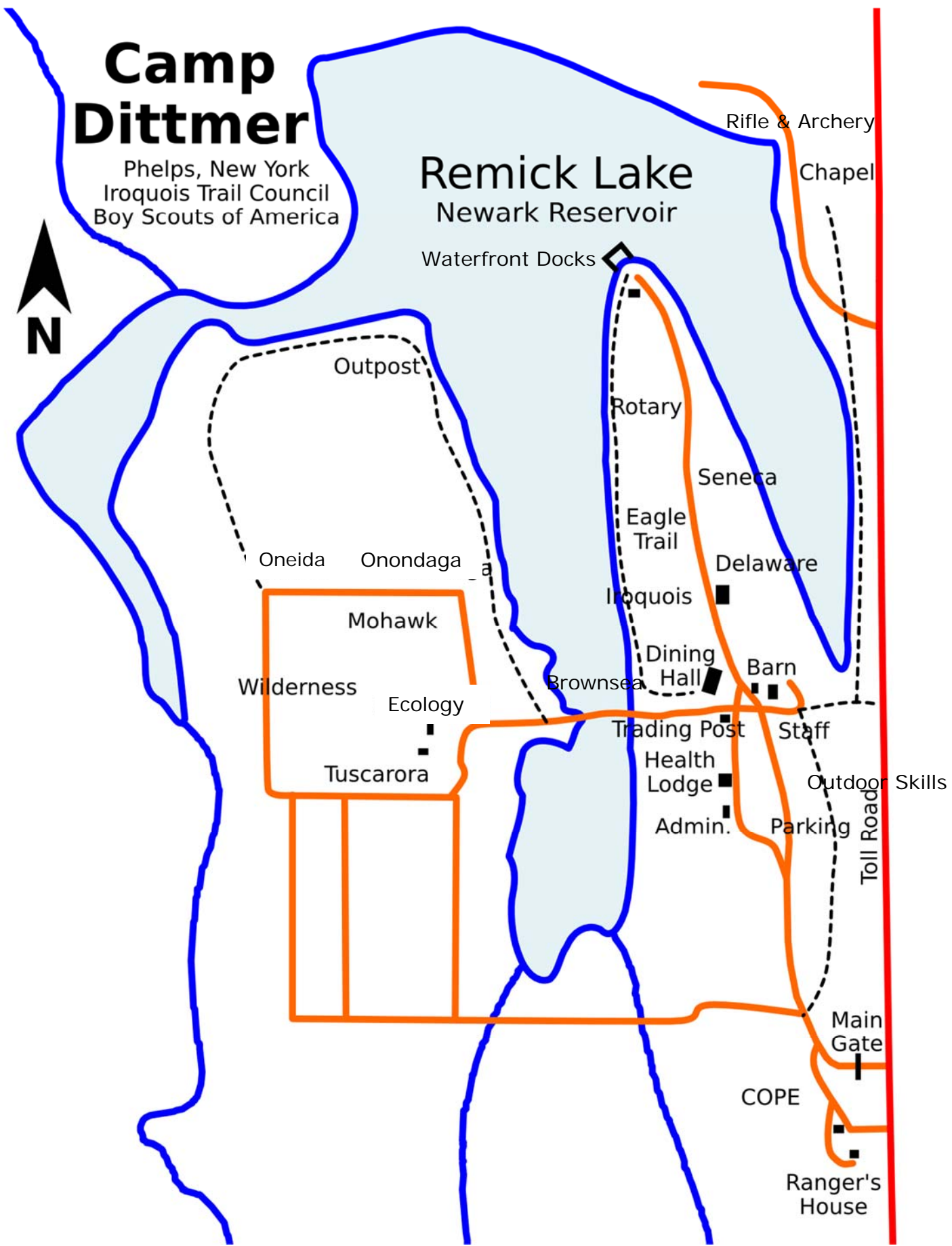
**Advancement Methods** All advancement at our Camp is accomplished in four distinct steps by the same methods that are standard in the BSA.

- Learning A Scout learns by doing. He learns outdoor skills by hiking and camping. He learns Scout skills in Patrol and Troop sessions. He advances naturally by doing things with his fellow Scouts.
- Testing A Scout demonstrates his ability to his counselor or to members of the Patrol Leader's Council or other Troop staff members.
- Review Three or more members of the Troop Committee conduct the Board of Review. The Board of Review for the Ranks of Star, Life, and Eagle will usually occur when a troop returns home. If there are enough bona fide members of the Troop Committee in camp, then this step may be accomplished in an outdoor setting
- Awards The Scout is "recognized" in front of his fellow members for his accomplishments. Awards should be presented as soon as they have been earned - at a campfire while a troop is in camp. Merit Badges and Badges of Rank should be awarded as soon as possible after a Scout is reviewed.

# Camp Dittmer

Phelps, New York  
Iroquois Trail Council  
Boy Scouts of America

## Remick Lake Newark Reservoir



Rifle & Archery

Chapel

Waterfront Docks

Outpost

Rotary

Seneca

Eagle Trail

Delaware

Oneida

Onondaga

Iroquois

Mohawk

Dining Hall

Barn

Wilderness

Ecology

Brownsea

Trading Post

Staff

Tuscarora

Health Lodge

Outdoor Skills

Admin.

Parking

Toll Road

Main Gate

COPE

Ranger's House

# SCOUT'S MERIT BADGE SCHEDULE

Name: \_\_\_\_\_ Troop # \_\_\_\_\_

Period A: 9am-

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Period B: 10 am-

---

Period C: 11 am-

---

Period D: 2 pm-

---

Period E: 3pm-

---

Period F: 4pm-

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**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: \_\_\_\_\_