

Iroquois Trail Council

Camp Dittmer

2019

Program Guide

Scouts BSA

LEADING THE WAY



BOY SCOUTS OF AMERICA®

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
12:00 pm—12:45pm	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
6:00 pm– 6:50 pm	Dinner—Class A uniform required
7:00	Evening Flag Ceremony—Class A uniform
7:30—till	Camp wide games and activities

Special Events Schedule

Monday

6:00 am– 6:30 am	Dittmer at Dawn
	Nature
7:00 pm—7:45 pm	Vespers
7:30 pm– till dusk	Camp Wide Activities

Wednesday– Cook in Camp site

6:00 am– 6:30 am	Dittmer at Dawn
	Outdoor skills
1:00 pm—1:45 pm	Brown Sea—at waterfront
Dusk– Till the movies over	Hike in Movie

Friday

6:00 am– 6:30 am	Dittmer at Dawn
	STEM
2:00—5:00pm	Camp Wide Activities
7:30	Closing Campfire

Tuesday

6:15 am-7:15	Dittmer at Dawn
	Polar Bear
8:30pm– 9:15 pm	OA Presentation and ice cream social

Thursday

6:15 am– 7:15	Dittmer at Dawn
	Polar Bear
7:00 pm—8:00 pm	Camp Wide activities

Special Events and Daily Themes

Daily Theme:

Monday: Viking Day **Tuesday:** Super Hero Day **Wednesday:** Western Day **Thursday:** Christmas Day

Super Troop

Compete with the other troops

The following areas will be worth points toward becoming the Super Troop for the week.

A detailed list of rules and requirements will be given upon arrival at camp

Camp Site cleanliness

percentage of scouts from your unit attending camp by the number of chartered youth

Camp improvement project (approval needed by council before arrival at camp)

Attendance at Vespers, Dittmer at Dawn, camp wide activities and competitions

Adult from your unit completing the Scoutmaster Merit Badge requirements

Having a rhyme prepared for all Evening flags every night

On Friday we will have some competitive activities in the program areas. Some Examples are the following:

Aquatics— canoe tug of war , paddle board races

COPE— Rock wall climbing (participant must have climbing merit badge)

STEM— Orienteering course— How fast can you complete it?

Out Door Skills— fire building to burn the rope, how many knots can you tie?

Trivia—Scouting knowledge

Nature -scavenger hunt

Archery

And more

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. Some activities will relate to the theme of the Day.

Patch Trading—Wednesday Night

Fishing Derby-

1st, 2nd, and 3rd place trophies will be awarded.—fishing on your own time

OA Day-

We will be asking all Campers and leaders to participate in a group camp improvement project. There is no better way to keep our camp looking its best. The scouts develop a sense of pride by contributing to the improvements of the camp.

Come and have ice cream with members of the Order of the Arrow after our evening of service. 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.

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 Honor

New Merit Badges being offered

This year at camp we have a few different merit badges being offered .

Automotive maintenance

Home Repair

Radio

Game Design

Golf

Chess

Merit Badge Daily Schedule

Period A– 9:00 AM

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

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 .You must attend period A and B for this class. (AB)

Swimming—Starts at 9am Ends 11am .You must attend period A and B for this class (AB)- (Eagle Required)

BSA Guard—Starts at 9am and Ends at 12 am . This class is **3** sessions each day (ABC)

Canoeing This class is 2 sessions—Starts at 9 am and Ends at 10:50

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 (AB)

Craft Barn

Wood carving— supplies will need to be purchased

Art

Eagle Trail

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

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

Communication

Ecology Conservation

Weather

Reptile and Amphibian

Fish and Wildlife management

Outdoor Skills

Pioneering 2 session class—9 am to 11 am (AB)

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. A cell phone is okay– make sure you bring the cords needed for charging or downloading no internet available at this time

Engineering— Class size limit is 30 scouts

Merit Badge Daily Schedule

Period B– 10:00 AM

Athletics

Sports

Aquatics

Continuation of 9am sessions– Life saving, BSA Life guard , Swimming and Canoeing (AB)

COPE- Challenging Outdoor Personal Experience (AB)

Continuation of 9am session

Craft Barn

Sculpture

Finger printing

Eagle Trail-

First Aid (must have completed requirements for 1st Class Scout)

Citizenship in the Nation

Ecology Conservation

Soil and Water Conservation

Geology

Outdoor Skills

Pioneering continued (AB)

Shooting Sports—Ammunition must be purchased at an additional fee

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

Shot Gun—Class Size 8—Must be 13 years old.

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

STEM-Science ,Technology, Engineering, and Mathematics

Music

Programming

Home Repair

Merit Badge Daily Schedule

Period C– 11:00 AM

Aquatics

Snorkeling (award)—Bring a mask and snorkel

Kayaking

Paddle boarding (not a merit badge)

Continuation BSA guard (ABC)

COPE beyond-

Must have Completed COPE and Climbing previously—This is a 2 session class. Sessions C and D with a break for lunch and siesta. (CD)

Craft Barn

Basketry—supplies must be purchased at an additional cost

Leather Working—supplies must be purchased at an additional cost

Eagle Trail

Citizenship in the World - see prerequisites

Ecology Conservation

Nature

Outdoor Skills

Orienteering

Camping

Shooting Sports -Ammunition must be purchased at an additional fee

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

Shot Gun—Class size 8 -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

Movie Making

Space Exploration

Automotive maintenance

Merit Badge Daily Schedule

Period D– 2:00 PM

Athletics

Personal Fitness

Aquatics

Motor Boating

Kayaking

Swimming Lessons– For the White and Red swimmer

COPE Beyond –continued from session C (CD)

Craft Barn

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

Sculpture- Supplies will need to be purchased at an additional cost

Eagle Trail

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

Ecology Conservation

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

Nature

Amphibians and Reptiles

Outdoor Skills

Orienteering

Fire Safety

Shooting Sports—Ammunition must be purchased at an additional fee

Rifle- Maximum Class Size : 8 Minimum age: 12

Shot Gun– maximum class size :8 - 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

Chess

Home Repair

Merit Badge Daily Schedule

Period E– 3:00 PM

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

Rowing (EF)

Small Boat Sailing (EF)

Swimming (Eagle Required) (EF)

Canoeing (EF)

COPE

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

This is a 2 session class- Periods E and F

Craft Barn

Art

Leather Working-supplies will need to be purchased

Eagle Trail

Swimming (Aquatics)

First Aid

Environmental Science –continued (Ecology Conservation) (DE)

Ecology Conservation

Environmental Science –continues (Eagle Required) (DE)

Geology

Outdoor Skills

Wilderness survival

Shooting Sports

Archery– -Maximum Class Size : all ages may participate

STEM-Science, Technology, Engineering, and Mathematics

Robotics

Radio- This class starts at 3 and ends at 5 (sessions E and F)

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

Gaming—This class starts at 3 and ends at 5 (sessions E and F)

Golf

Merit Badge Daily Schedule

Period F– 4:00 PM

Athletics

Athletics

Aquatics

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

COPE

Continues from E period (EF)

Craft Barn

Wood Carving- supplies will need to be purchased

Eagle Trail

Emergency Preparedness

Ecology Conservation

Mammal Study

Weather

Outdoor Skills

Forestry

Open area—learn fire building , lashings, knot tying

Shooting Sports

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

STEM-Science ,Technology, Engineering, and Mathematics

Robotics

Music

Radio—continues

Gaming—continues

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. — A **PREPARED** Scout will have priority.

Eagle Trail

Citizenship in the Nation: Do TWO of the following:

1. Visit a place that is listed as a National Historic Landmark or that is on the National Register of Historic Places. Tell your counselor what you learned about the landmark or site and what you found interesting about it.
2. Tour your state capitol building or the U.S. Capitol. Tell your counselor what you learned about the capitol, its function, and the history.
3. Tour a federal facility. Explain to your counselor what you saw there and what you learned about its function in the local community and how it serves this nation.

Choose a national monument that interests you. Using books, brochures, the Internet (with your parent's permission), and other resources, find out more about the monument. Tell your counselor what you learned, and explain why the monument is important to this country's citizens.

Citizenship in the World:

4b: Using resources such as major daily newspapers, the Internet (with your parent's permission), and news magazines, observe a current issue that involves international trade, foreign exchange, balance of payments, tariffs, and free trade. Explain what you have learned. Include in your discussion an explanation of why countries must cooperate in order for world trade and global competition to thrive.

Do TWO of the following (with your parent's permission) and share with your counselor what you have learned:

7a: Visit the website of the U.S. State Department. Learn more about an issue you find interesting that is discussed on this website.

7b: Visit the website of an international news organization or foreign government, OR examine a foreign newspaper available at your local library, bookstore, or newsstand. Find a news story about a human right realized in the United States that is not recognized in another country.

7c: Visit with a student or Scout from another country and discuss the typical values, holidays, ethnic foods, and traditions practiced or enjoyed there.

7c: Attend a world Scout jamboree.

Participate in or attend an international event in your area, such as an ethnic festival, concert, or play.

Emergency Preparedness:

1. Earn the First Aid Merit Badge.

2b: Using a chart, graph, spreadsheet, or another method approved by your counselor, demonstrate your understanding of each aspect of emergency preparedness listed in requirement 2a (prevention, protection, mitigation, response, and recovery) for 10 emergency situations from the list below. **You must use the first five situations listed below in boldface**, plus any other five of your choice. Discuss your findings with your counselor.

Home kitchen fire

Home basement/storage room/garage fire

Explosion in the home

Automobile accident

Food-borne disease (food poisoning) Fire or explosion in a public place

Vehicle stalled in the desert

Vehicle trapped in a blizzard

Earthquake or tsunami

Mountain/backcountry accident

Boating accident

Gas leak in a home or a building

Tornado or hurricane

Major flooding or a flash flood

Toxic chemical spills and releases

Nuclear power plant emergency

Avalanche (snow slide or rockslide)

Violence in a public place

6c. Find out who is your community's emergency management director and learn what this person does to **prevent, protect, mitigate, respond to, and recover from** emergency situations in your community. Discuss this information with your counselor, utilizing the information you learned from requirement 2

9b: Review or develop a plan of escape for your family in case of fire in your home.

Pre– Requisites Continued

(If pre-requisites are not met prior to camp a partial Merit Badge will be given.)

First Aid-

#1-Satisfy your counselor that you have current knowledge of all first aid requirements for Tenderfoot, Second Class and First Class ranks

Communications-

#5 –Attend a public meeting (city council, school board, debate) approved by your counselor where several points of view are given on a single issue. Practice active listening skills and take careful notes of each point of view. Prepare an objective report that included all points of view that were expressed and share with your counselor.

Outdoor Skills

Pioneering-

#2a: demonstrate the basic and West country methods of whipping a rope. Fuse the ends of a rope

2b. Demonstrate how to tie the following knots:

Clove hitch, butterfly know, round turn with two half hitches, rolling hitch, water know, Carrick bend, sheepshank and sheet bend.

2c. Demonstrate and explain when to use the following lashings: square, diagonal, round, shear tripod, and floor lashing

Camping-

#3- Make a written plan for an overnight trek and show how to get to your camping spot by using a topographical map and one of the following: A compass, A GPS receiver, or A smartphone with a GPS app

#4—Do the Following:

A. make a duty roster showing how your patrol is organized for an actual overnight campout. List assignments for each member.

B. Help a scout patrol or a WEBLO scout unit in your area prepare for an actual campout, including creating the duty roster, menu planning, equipment needs, general planning, and setting up camp.

#7– Prepare for an overnight campout with your patrol by doing the following:

A. Make a checklist of personal gear that will be needed

B. Pack your own gear and your share of the patrol equipment and food for proper carrying. Show that your pack is right for quickly getting what you need first, and that it has been assembled properly for comfort, weight, balance, size and neatness.

#8c-Prepare a camp menu. Explain how the menu would differ form a menu for a backpacking or float trip. Give recipes and make a food list for your patrol. Plan two breakfast, three lunched, and two suppers. Discuss how to protect your food against bad weather, animals and contamination.

#9—Show experience in camping by doing the following:

A. Camp a total of 20 nights at designated Scouting activities or events. One long term camping experience of up to six consecutive nights may be applied toward this requirement. Sleep each night under the sky or in a tent , you need not pitch your own tent.

Camping Continued-

#9b. –On any of these camping experiences, you must do two of the following:

1. Hike up a mountain where, at some point, you are at least 1,000 feet higher in elevation from where you started
2. Backpack, snowshoe or cross country ski for at least 4 miles
3. Take a bike trip of at least 15 miles or at least four hours.
4. Take a nonmotorized trip on the water of at least four hours or 5 miles.
5. Plan and carry out an overnight snow camping experience.
6. Rappel down a rappel route of 30 feet or more.

#9c.- Perform a conservation project approved by the landowner or land managing agency. This can be done alone or with other.

Ecology Conservation-

Reptiles and Amphibians- #8Do ONE of the following:

A. Maintain one or more reptiles or amphibians for at least a month. Record food accepted, eating methods, changes in coloration, shedding of skins, and general habits; or keep the eggs of a reptile from the time of laying until hatching; or keep the eggs of an amphibian from the time of laying until their transformation into tadpoles (frogs) or larvae (salamanders).

B. Choose a reptile or amphibian that you can observe at a local zoo, aquarium, nature center, or other such exhibit (such as your classroom or school). Study the specimen weekly for a period of three months. At each visit, sketch the specimen in its captive habitat and note any changes in its coloration, shedding of skins, and general habits and behavior. Find out, either from information you locate on your own or by talking to the caretaker, what this species eats and what are its native habitat and home range, preferred climate, average life expectancy, and natural predators. Also identify any human caused threats to its population and any laws that protect the species and its habitat. After the observation period, share what you have learned with your counselor.

Automotive Maintenance

#11 a-Determine the value of three different vehicles you are interested in purchasing. One must be new and one must be used; the third vehicle can be new or used. For each vehicle, find out the requirements and cost of automobile insurance to include basic liability and options for collision, comprehensive, towing, and rental car. Using the three vehicles you chose and with your merit badge counselor's assistance, complete the operation/maintenance chart provided in the merit badge pamphlet. Use this information to determine the operating cost per mile for each vehicle, and discuss what you learn with your counselor.

#12 Find out about three career opportunities in the automotive industry. Pick one and find out about the education, training, and experience required for this profession.

Radio-

#7. Visit a radio installation (an amateur radio station, broadcast station, or public service communications center, for example) approved in advance by your counselor. Discuss what types of equipment you saw in use, how it was used, what types of licenses are required to operate and maintain the equipment, and the purpose of the station.

#8. Find out about three career opportunities in radio. Pick one and find out the education, training, and experience required for this profession. Discuss this with your counselor, and explain why this profession might interest you.

Game Design-

Do ONE of the following:

a. With your parent's permission and your counselor's approval, visit with a professional in the game development industry and ask him or her about his or her job and how it fits into the overall development process. Alternately, meet with a professional in game development education and discuss the skills he or she emphasizes in the classroom. List three career opportunities in game development. Pick one and find out about the education, training, and experience required for the profession. Discuss this with your counselor. Explain why this profession might interest you.

Home Repair– Bring old clothes

Pre– Requisites Continued

STEM

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

Programming: none

Electricity: #2 Kit: Build your own doorbell

Electronic:s 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

Digital Technology: #6

Robotics: none

Photography: Bring your own digital camera– Cell phone is acceptable– must have all of the equipment necessary for data transfer and charging.

Space Exploration: Rocket kit– must be purchased at the trading post or brought to camp

Craft Barn

Art—#6—Visit a museum or an art exhibit, art gallery, artist co-op or artist workshop.

Leather working-#1-Show that you know 1st aid for injuries or illnesses that could occur while working with leather. Including minor cuts and scratches, puncture wounds, ingested poisoning and reactions from exposure to chemicals such as dyes , cements and finishes used in leather working.

Wood Carving- Show that you know 1st aid for injuries or illnesses that could occur while wood carving including minor cuts, scratches and splinters.

Online Registration

All Scouts **must** register online individually. The link and instructions will be available on the council web site.

After completing the online registration please **print** your tickets and bring them to camp with you.

Registration will open by Sunday March 17 at 12:00 pm—The link will not be live until this date.

Registration will close June 1st at 12 am

For more information please email us at dittmerprogram@rochester.rr.com

Adult Training Opportunities

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

Every Scout deserves a trained leader.

Adults can register for classes online with the youth merit badge registration

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.

Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date (i.e., nonswimmer to beginner or beginner to swimmer) would require a reclassification test performed by an approved test administrator. Changes and corrections to the following chart should be initialed and dated by the test administrator.

SPECIAL NOTE: When swim tests are conducted away from camp, the camp aquatics director retains the right to review or retest any or all participants to ensure that standards have been maintained.

Unit Number _____ Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces.)	Medical Recheck	Swim Classification		
			Nonswimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

NAME OF PERSON CONDUCTING THE TEST:

Print Name

Signature

Qualification

Council/Agency (Red Cross, YMCA, etc.)

UNIT LEADER:

Print Name

Signature

SWIM CLASSIFICATION PROCEDURES The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no restriction that this be the only place the test can be conducted. It may be more useful to conduct the swim classification prior to a unit going to summer camp. All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water (e.g., the swimmer's test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth).

ADMINISTRATION OF SWIM CLASSIFICATION TEST (THE LOCAL COUNCIL CHOOSES ONE OF THESE OPTIONS): **OPTION A** (at camp): The swim classification test is completed the first day by camp aquatics personnel. **OPTION B** (Council conducted/council controlled): The council controls the swim classification process by predetermined dates, locations, and approved personnel to serve as test administrators. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp. **OPTION C** (At unit level with council-approved aquatics resource people): The swim classification test done at a unit level should be conducted by one of the following council approved resource people: Aquatics Instructor, BSA; Aquatics Cub Supervisor; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. When the unit goes to summer camp, each individual will be issued a buddy tag under the direction of the camp aquatics director for use at the camp.

TO THE TEST ADMINISTRATOR The various components of each test evaluate the several skills essential to the minimum level of swimming ability. Each step of the test is important and should be followed as listed below: **SWIMMER'S TEST:** Jump feetfirst into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating. **BEGINNER'S TEST:** Jump feetfirst into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

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-

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: _____

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