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Camp Cortlandt Dietler
Summer Camp - 2016

Parents Handbook and Program Guide

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Welcome to the 2016 Summer Camp Season!

On behalf of the entire Dietler Leadership Team, I would like to thank you and your unit for expressing interest in summer camp at Camp Cortlandt Dietler for the 2016 season. Patrol camping at Camp Dietler is one of the signature components of the Denver Area Council's camping program, and we are all incredibly excited for you and your Scouts to be a part of that ongoing tradition. Our staff works tirelessly year-round to come up with new ideas and develop great new programs for you to experience, and we're excited to share what we've come up with in order to make 2016 the best summer camp you've ever experienced!

This short guide outlines what Camp Dietler has to offer, and what you and your Scouts can expect to get out of your time here.

Last year, we experimented with a block format which involved grouping several merit badges into one class. We received plenty of feedback regarding this change and have decided to further modify the setup of our merit badge classes in order to further tailor our offerings to the needs of our Scouts. This year, we are offering a combination of block classes and single merit badges. Many classes are taught as single merit badges, though a select few remain grouped into blocks. We believe that this system will make it even easier for Scouts to earn many merit badges in a wide array of topics. Additionally, we are excited to announce the return of two previously- offered classes—M.A.N.I.A. and Project R.O.C.K. O.N.—for Scouts who want to work on as many badges as possible during their week at camp. More specifics about these changes can be found later on in this guide.

Once again, thank you for your interest in Camp Cortlandt Dietler. We hope that you and your Scouts are as excited as we are for the greatest season of summer camp ever. We will be in contact with units as the summer camp season draws nearer and nearer. If you have any questions, comments, or concerns of any kind, please do not hesitate to get in touch with us. We are happy to answer any and all questions!

From all of us here at Camp Dietler, thank you for your decision to join the Denver Area Council and the Dietler family for your summer camp experience. We are proud to be a part of your unit's summer plans, and we look forward to see you in our little piece of paradise.

Yours in Scouting,

Ben Pettis
Cortlandt Dietler Camp Director
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Megan Houghton Peaceful Valley
Ranch Director
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Camp Cortlandt Dietler - Guiding Principles BSA Mission Statement The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Scout Oath

On my honor I will do my best To do my duty to God and my country and to obey the Scout Law; To help other people at all times; To keep myself physically strong, mentally awake, and morally straight.

Scout Law

A Scout is:
Trustworthy Loyal Helpful Friendly
Courteous Kind
Obedient Cheerful Thrifty Brave Clean
Reverent

Camp Cortlandt Dietler Mission Statement

The mission of the Denver Area Council summer camping program is to provide each Scout with a memorable and challenging outdoor experience. Camp Cortlandt Dietler enriches the fundamental of Scouting by providing unique opportunities for leadership development and educational growth.

Aims of Scouting

Character Development, Citizenship Training, Personal Fitness

Methods of Scouting

Ideals, Patrols, Outdoor Programs, Advancement, Association with Adults, Personal Growth, Leadership Development, Uniform

Scouting 10 Essentials

- First Aid Kit
 - Extra Clothing
 - Rain Gear
 - Water
 - Flashlight
 - Trail Food
 - Sun Protection
 - Map & Compass
 - Pocket Knife*
 - Fire Starter*
- * at Scoutmaster's discretion*

The 4 Dietler Essentials *(All participants should have these at all times)*

- Water
- Sunscreen
- Rain Gear
- Buddy

Facilities and Equipment

Campsites

We currently have the Independence Campsite assigned to us.

The Camp Director reserves the right to shift units to different campsites as needed.

Each campsite is equipped with a pit latrine, including hot showers. There is also a hand-washing station with paper towels and a soap dispenser. These will be stocked with a broom, hose, and other cleaning supplies. We encourage all units to use their own campsite's latrines for showering and direct their Scouts to ask permission from other units if they need to use another campsite's latrine.

In order to ensure that Youth Protection Guidelines are met, WE will develop our own shower schedule to ensure that youth and adults are not using the showers at the same time.

If there are any problems with your campsite's latrine or other facilities, please notify a member of the Leadership Team immediately so that the issue can be resolved in a timely manner.

Damage to Camp Facilities and Equipment Each unit is responsible for the equipment that has been assigned to them. The unit will be responsible for paying for any repairs or replacement of camp equipment. You and your Patrol Host will inspect all tents and equipment upon arrival, which will be checked again before your departure. Here are the applicable fees for damaged equipment:

- Propane Hoses - \$25 • Propane Stoves - \$50 • Propane Lanterns - \$30 • Lantern Globes - \$20
- Thermometers - \$20 • Trash in Latrine - \$50 per item • Tents - \$10/inch for tears \$20 for broken poles

Recommended Personal Equipment:

- BSA Medical Form (Inc. Part C!)
- Medications (In original containers)
- Sleeping Pad/Mattress
- Pillow
- Warm Sleeping Bag
- Clothing:
- 2-3 T-Shirts
- 1 Long Sleeve Shirt
- BSA Uniform
- Fleece/Sweater
- Outer Jacket
- 1 Pair Long Pants
- 2 Pairs of Shorts
- Underwear, Socks, Pajamas
- Long Underwear & Stocking Cap/Beanie (for those who get cold easily)
- Swimsuit + Swim goggles
- Towel(s)
- Rain Gear (poncho alone is inadequate – should cover head to toe completely)
- Hat
- Belt
- Hiking Boots (break in before summer camp)
- Sneakers (for backup)
- Day Pack
- Water Bottle
- Headlight and/or Flashlight (and extra batteries)
- Pocketknife (with signed Totin' Chip or at unit leader's discretion)
- Insect Repellent
- Sunscreen
- Notebook, Pens and/or pencils
- Personal First Aid Kit
- Rope for outpost
- Tarp for Outpost
- Toiletry Kit
- Toothbrush
- Toothpaste
- Comb
- Shampoo
- Soap
- Lip Balm
- BSA Handbook
- Alarm Clock and/or Wristwatch
- Small Camera
- Spending Money

Please label all items with name and unit number.

What not to bring to camp:

Please do not bring electronics, phone, headphones, alcohol, firearms, tobacco, fireworks, illegal drugs, fixed-blade knives, highly odorous products, or excessive amounts of candy. Inappropriate clothing—including sleeveless undershirts, clothing with foul or suggestive language or graphics, and clothes with holes—will not be permitted.

Check-In Procedures

Sunday Check-in Process : We will meet at The Safeway at 11:00am to load up gear and plan to leave by 12 noon.

Check-in starts Sunday at 1:00 p.m. at the Dietler Parking lot. Please do *not* arrive earlier than this time.

We will drive down as a group to Camp, you are welcome to bring down your own son if you would like.

Upon your arrival, a member of the Dietler Leadership Team will meet your Scouts and verify details about their patrols. As a reminder, food distribution and program activities are patrol- based so it is highly encouraged that you determine patrols before your arrival at camp.

While the Scouts are organizing into patrols and meeting with the Leadership Team, the Scoutmaster will meet with the Camp Director and Program Director to review paperwork, settle outstanding balance, and verify merit badge registration.

On the way (Hiking) to the campsite, Scouts stop for a brief orientation at the Commissary. Here, a member of the Dietler Leadership Team will review camp rules and procedures, as well as check out a staple bucket and lantern for each patrol. From here, patrols continue to the campsites and begin setting up the patrol sites with staff supervision. Scouts will hike to their campsite, and are expected to carry their personal equipment with them. If necessary, adult leaders may drive additional troop equipment and drop-off in the campsite. However, vehicles may only be driven to the campsite during check-in and check-out, and must not remain parked in the campsite.

During campsite setup, the medic will visit each campsite to do medical checks. Each participant will meet individually with medical staff to review their medical forms and turn in any medications— including over-the-counter.

Check-out Procedures

The unit check-out process begins Friday afternoon; the Camp Director and Program Director will have the checkout paperwork and all merit badge records compiled by Friday afternoon. Before Friday's activities, the Patrol Hosts will be in your campsite to help organize the first part of camp breakdown. They will guide the Scouts in cleaning and taking down cooking areas and other patrol site equipment. On Saturday morning, the Patrol Hosts will assist with the final parts of campsite breakdown, including tearing down all tents and leading trash sweeps of the area. After one final morning flag ceremony, one adult will check out at the Commissary and collect patches for the unit. Additionally, adult leaders and Scouts will have the opportunity to fill out a camp evaluation. Please complete this so that we can continue to improve the Camp Dietler experience.

The Commissary

The Commissary is the heart and soul of Camp Dietler. For both Scouts and leaders, this building is the central hub from which the rest of camp relies on. For each meal, patrols will send two Scouts to the Commissary to pick up their patrol's food and receive instructions and information about the meal. Additionally, a member of the Dietler Leadership Team can help replace broken equipment, or check out items that Scouts may need to borrow throughout the week -- such as tarps for outpost.

In addition to food and equipment, the Commissary is also the home of the Dietler Mercantile, where Scouts and adults can purchase merit badge kits, souvenirs, snacks, and more. Finally, the Commissary is home to the Camp Dietler main office, where you can meet with members of the Dietler Leadership Team to address any questions or concerns. Adult leaders are able to leave items such as cell phones here to be charged. This is also where merit badge records including mid-week progress reports will be made available.

Trash Policy

Peaceful Valley has not had any major critter problems in the last few years, partly thanks to everyone's adherence to our trash policy. All trash must be carried down to the Commissary each evening before lights out. If desired, your unit may carry trash down to the Commissary multiple times during the day. This is often a lot easier on younger Scouts who might have difficulty carrying larger trash bags down the trail at night.

Trash bags can be placed in the large green trash bins behind the Commissary. Afterwards, any member of the Dietler Leadership Team will be able to provide a new trash bag to use. We carry out the trash every night, and it is important that everyone works to remove all trash from campsites every night in order to keep critters from being a problem.

Lost and Found

For most items, there is a Lost and Found box located behind the Commissary. Any common items such as jackets, mess kits, and water bottles should be brought here. For more valuable items including cell phones, wallets, and pocket knives, please bring those to the Dietler Mercantile so they can be stored securely.

Please note that certain program areas, such as Aquatics and Shooting Sports have their own separate Lost and Found boxes. For items misplaced in these areas, it may be necessary to check at the specific program area.

Vehicle Policy

During the check-in and check-out processes, one vehicle per unit is allowed to drive on the service roads to the campsites. This is for the purposes of moving trailers or any other oversized gear. Scouts are expected to carry the majority of their gear themselves. All vehicles must be returned to the parking lot. *Absolutely no non-camp vehicles are allowed to drive into the campsites or off the main service roads.*

At all times while at camp, the following rules must be followed:

NO VEHICLES – excluding authorized vehicles – are permitted on the roads outside of check-in and check-out times!

NO VEHICLES IN CAMPSITES! Each unit is allowed to leave one trailer in the campsite, but must move the vehicle used to tow it back to the parking lot.

ALL VEHICLES must be parked in the parking lot where indicated and must remain there for the duration of camp.

If a Scout or adult leader has special mobility needs, a permit can be obtained from the camp medic to drive a vehicle to transport this individual around camp. In this situation, a state-issued handicap placard or a doctor's note will be required. The following rules must be adhered to:

- Vehicles must stay on roadways. Vehicles **MAY NOT** be driven directly into campsites.
- Each occupant of a vehicle must have a proper seat and use a seatbelt.
- Drivers must be at least 18 years of age, and must have a valid driver's license.
- The maximum speed limit on camp is 15 MPH.
- Vehicles may be used **ONLY** for the individual(s) with special mobility needs.

Roads are some of our main trails at camp, and increased traffic adds unnecessary danger to our Scouts. Additionally, road use rapidly increases erosion; please help us keep camp safe and beautiful by following this policy. Failure to adhere with the vehicle policy may result in fines to your unit, with extreme cases resulting in persons being asked to leave camp.

Mail and Care Packages

A letter, postcard, or "goodie package" from home is something that can brighten any Scout's day! Any mail received will be distributed to Scouts at the next flag ceremony. If you choose to send anything via USPS please do not wait too long, as mail tends to be delivered more slowly in rural areas. Please address mail as follows:

Peaceful Valley Scout Ranch

Camp Cortlandt Dietler

Name of Scout, Troop Number

22799 North Elbert Road, Box 97

Elbert, Colorado 80106-0097

Many units choose to forgo the postal service entirely and send mail along with the Scoutmaster. The Dietler Leadership Team can hold onto mail in these cases and deliver it on a specified day. Alternatively, you can purchase a Camp Care Package for your Scout online through www.bsacoloradoadventure.org These care packages include a variety of gifts including candy, clothing, and soda float parties.

The Mercantile at Camp Dietler

Camp Cortlandt Dietler has its own mercantile, which sells merit badge supplies, souvenirs, snacks, drinks, and many other items. Our experience shows that ~~\$75-\$100~~ \$50 is generally enough for Scouts to meet most souvenir, concession. And merit badge kit needs during the week.

Please note that certain items such as Columbia Outdoor Gear tend to be more expensive.

Additionally, certain merit badges have required kits that must be purchased in order to complete the badge requirements—including Leatherwork, Basketry, or Woodcarving. **Hours of Operation (Subject to Change):**

Sunday: 2:00—7:00

Monday: 9:15- 11:45; 1:00-5:00; 7:45-9:00

Tuesday: 9:15- 11:45; 1:00-5:00; 7:45-9:00

Wednesday: 9:15-11:45; 1:00-3:45; 6:45-9:30

Thursday: 9:15-11:45; 1:00-4:00

Friday: 10:30-12:00; 2:30-7:30

Saturday: 6:15-9:30am

Visiting Camp Dietler

Visitors are always welcome at any time during the week. If possible, visitors should make prior arrangements with the Scoutmaster. Visitors must check in and out at the Mercantile and must follow all camp policies—including the vehicle policy. **Vehicles MUST be parked in the parking lot.** Visitors will not be allowed to drive up to the campsites. Please plan accordingly. If visitors are planning on staying for meals, the following fees must be paid at the Mercantile upon checkin.

Meal Fees:

- Breakfast - \$6
- Lunch - \$7
- Dinner - \$8
- Family Night Dinner - \$8.50

Visitors planning on staying for meals (excluding family night) must contact the Camp Director (Ben Pettis, Ben.Pettis@Scouting.org) at least 24 hours in advance.

Please note that any visitors planning on staying at camp for longer than 24 hours have additional requirements: they must be a registered BSA member, complete a BSA Medical Form (including Part C if staying longer than 72 hours), as well as complete Youth Protection Training (available online at my.scouting.org)

Requirements for Adults Visiting Camp Dietler:

Length of Stay	Registered BSA Member	BSA Medical Form	Youth Protection Training	Applicable Fees:
Less Than 24 Hours - Visitor	No	No	No	Meals (see above)
More Than 24 Hours - Overnight Registered	Yes	Yes	Yes	\$40/day

Family Night

Friday is designated as Family Night at Camp Dietler! This is a great opportunity for families of Scouts to visit, eat dinner with their Scout, and join us for the closing campfire program. Family Night begins at 5:00 p.m., though visitors are welcome to arrive at any point during the day. Visiting family members will meet their Scouts in their campsite; dinner will begin serving at 6:00 p.m. by the Dietler Leadership Team at the Commissary.

Family Night visitors must adhere to all visitor policies outlined above—including checking in at the Mercantile and purchasing a meal ticket (\$8.50 per person - children under 4 eat for free!).

Please let John Witt know if you are going to come down for Friday Family night so he can let the staff know how many to prepare for. The dinner starts at 6pm but you can come any time Friday.

The boys enjoy showing their families the camp and what/ where they have been while at camp.

After Dinner we will go to Flags and then to the Friday night campfire which will end around 9:00-9:30. The scouts should stay Friday night as we will have a lot of work cleaning up Saturday Morning.

Patrol Cooking

One of the key components of Dietler's dedication to teaching the patrol method is for Scouts to work together to cook their own meals. With the exception of a few meals prepared by the Dietler Leadership Team, Scouts are responsible for preparing and cooking the majority of their own meals. Cooking is a major teambuilding opportunity, as well as an important life skill; the Dietler Leadership Team is dedicated to supervising and guiding Scouts to create meals that are absolutely delicious!

Before each meal, patrols send Scouts to the Commissary to pick up food—specific times are listed in the schedule. Being on time for food pickup is critical in order to avoid delays in preparing meals. Scouts back in camp can work on preliminary kitchen set up while this is happening. Members of the Dietler Leadership Team will be eating with patrols for the majority meals, so Scouts will have full staff supervision. Initially the staff will provide full guidance to Scouts, and will step back as the patrols skills increase. By the last meal, the staff will only be in the campsite for supervision and to hang out with Scouts; the patrol will ideally be cooking independently. The staff is trained to know how much and how quickly to step back, ensuring that each patrol receives the exact level of guidance and supervision that it needs.

Adults staying at camp are encouraged to eat with the patrols, and fully experience the food prepared by their Scouts. Some units choose to "rotate" their adults through patrols, so that everyone gets a chance to try each patrol's cooking. It is also possible to designate a separate "adult patrol" that will cook separately from Scouts. Just let your patrol host know what you would like to do.

Mess kits are *not* provided by Camp Dietler for any meal. It is the responsibility of the Scout or adult to have their own eating gear for all meals, including those prepared by staff.

There is no dining hall option available for precooked meals.

Food Allergies and Dietary Restrictions:

Our Commissary Staff is able to accommodate special diets, whether for religious, medical, or philosophical reasons. If a camper has a dietary restriction, make sure it is indicated on their medical form. In addition, please fill out the Special Diet Request Form found on the Denver Area Council website, <http://www.bsacoloradoadventure.org/>. in the Camp Library Section, and also notify the Ranch Director, Megan Houghton (Megan.Houghton@scouting.org) a minimum of three weeks in advance to request special dietary needs. A member of camp management will confirm the arrangements with you. If this form is not received by the deadline, there is no guarantee that the kitchen will be able to accommodate the dietary needs. Scouts are also welcome to bring their own food to accommodate dietary restrictions. However, we are not able to adjust participant costs for those who bring their own food. On arrival, check with your Patrol Host, as well as the food service personnel, and they will instruct you on how to get your special meals.

Mining Districts

Dietler has 6 unique campsites which are divided into 3 different Mining Districts. Each district is overseen by a single staff member, the Mining District Coordinator (MDC). Each district has its own separate flag

ceremony, and many aspects of program involve district-based competition.

The Mining Districts are as follows:

Georgetown:

- Independence
- Summitville

Leadville:

- Buckskin Joe
- East Tincup

Ouray:

- Caribou
- Eureka

Flag Ceremonies

Twice a day, each Mining District will assemble for a Flag Ceremony for the raising and lowering of the flags. These ceremonies are also an opportunity for the Dietler Leadership Team to provide important information and details about that day's events. All Scouts and leaders are expected to attend, and each patrol is encouraged to participate in the ceremony themselves.

Campfires

During your week at camp, there will be two campfire programs involving songs, skits, and other performances. The first, on Sunday night, will be put on by the Dietler Leadership Team as an opening to the rest of the week. Merit badge counselors will introduce themselves, and the program theme will be presented to the entire camp.

The second campfire, which occurs on Friday night at the end of the week, will be put on by the Scouts themselves. Patrols are encouraged to come up with a song or skit to perform for the rest of the camp. For many troops, this is a great opportunity to show off their own traditions.

Fun and Fitness

Fun and Fitness is exactly what it sounds like—both fun *and* fitness! Meet the Dietler Leadership Team down at the Commissary before breakfast food pick up each morning for a patrol-based relay competition. Fun and Fitness is an optional event, but everyone is highly encouraged to participate!

Patrol Leader's Council

Many of Camp Dietler's programs are based on the patrol method, and will require your Scouts to work together in their patrols. This means that your patrol leaders will be put into leadership roles and will be partially responsible for the success of the week for your Scouts. But they won't be on their own; the Dietler Leadership Team is trained to provide support and guidance to help budding patrol leaders become great leaders. Part of this includes the daily Patrol Leader's Council meeting. Each evening, the Mining District Coordinators will meet with all of the camp's patrol leaders to communicate information, answer any questions, and enable the patrol leaders to help the rest of their patrols make the week a success.

Evening Programs:

The Scattered Map Situation

Murder! Mystery! Mayhem! Can you get away with it before those meddling kids get in your way? Patrols will need to make use of various Scouting skills, as well as collaborate with other patrols to piece together various maps and clues to find hidden locations throughout camp. These secret locations may help further unravel one of the greatest mysteries of all, the origins of Camp Dietler's most prized possession—the treasure rock.

The Strange Case of Dr. Jekyll and The Dietler Dash

The Dietler Dash is one of Camp Dietler's signature events. Patrols compete along a small course through camp, racing from station to station and completing certain Scouting-related challenges. The specific challenges vary, but possible categories include pioneering, emergency preparedness, and orienteering skills. Patrol Leaders should make sure that each of their patrol members has with them their 10 essentials. Other useful items include a Scout Handbook, as well as a blank paper and pen. Specific details about this event will be given at camp.

Who Framed Betty Crocker?

Last year, we introduced a new program to give patrols an increased opportunity to socialize with other Scouts in a relaxed manner as part of this Dessert Potluck. Once again, our evening program will be this opportunity for each patrol to share their Dessert creations with the entire camp. Patrols will bring their dessert to the Commissary where participating Scouts will get a chance to vote for their favorite dish.



The patrol will design their menu on Tuesday afternoon during patrol host time. Basic options for ingredients will be available, though patrols are more than welcome, and encouraged, to bring ingredients that we may not be able to provide. Additionally, some items requested on the menus turned in on Tuesday may be able to be acquired and distributed for use on Wednesday. For an up-to-date list of ingredients

that will be available, please contact the Camp Director (Ben Pettis, Ben.Pettis@Scouting.org) a week before you arrive at camp.

On Wednesday evening, patrols will have time to prepare their desserts before bringing them down to the Commissary. Please note that as a part of the potluck, only patrols that have made a dessert of their own will be able to sample the desserts that everyone else has created.

Outpost

One of the signature components of the Dietler Summer Camp experience is Outpost. It gives Scouts the skills to be able to spend the night outside, away from camp. While some classes will have outposts on nights during the beginning of the week (and patrols are welcome to "sleep under the stars" around their camp), the camp-wide outpost is an opportunity for every Dietler Scout to have an outpost experience.



After the conclusion of merit badge classes on Thursday afternoon, the entire camp will head to the outpost of their choice. Patrols pick which of the outposts they want to go to, pack up, and hike out with the staff. After finishing the short hike (no more than 2.2 miles), Scouts set up their shelters, and then begin exciting activities. Each outpost offers its own unique set of programs and activities, and each outpost includes meals served by the staff and an evening chapel service.

Outpost choices:

Adventure Valley

Patrols work together to accomplish a series of challenges on our ever changing obstacle course. While many of the obstacles are aimed at team building or challenging the Scouts, some are just for the patrol to have a fun time. After they complete the course, they enjoy dinner and have a chance to make their own tie-dye bandana.

Cortlandt City

Colorado's rich history comes to life for patrols at this outpost. Scouts out at Cortlandt City participate in a variety of activities to help revive this old silver-mining town. With activities like branding, home-made root beer, and throwing knives, both Scouts and adult leaders can expect a memorable experience!

Trek Extreme

This outpost is a hike for older Scouts who want a more challenging outpost experience. Scouts will pack their gear, supplies, and food, and head out to Sunset Point at the far reaches of Peaceful Valley. The group practices skills like orienteering, teamwork, and decision making along the way. While this outpost can be challenging, it is a worthwhile experience.

Equipment for Outpost

Outpost program will continue regardless of the weather, except in the most extreme circumstances. It is not unusual to have rain, or a thunderstorm, and have the temperature drop into the 40s overnight. We will be sleeping under the stars, so warm sleeping bags and layers are a must. We do have some emergency shelters, and will move campers to safety in cases of severe weather. We recommend that everyone use the following equipment in order to be adequately prepared for Outpost:

- 1 backpack with pack cover/large trash bag
- 1 sleeping bag with plastic bag
- 1 pair of shorts (nylon preferred)
- 1 short-sleeved t-shirt (not cotton)
- 1 pair of underwear
- 1 long-sleeved shirt
- 1 sweater or fleece, not cotton
- 1 pair of long pants; nylon is best
- 1 pair of hiking boots
- 1 pair of wool socks (with liners if needed)
- 1 stocking cap
- 1 Sleeping bag
- 1 Foam pad - optional •1 trash bag for gear inside backpack •1 water bottle or canteen
- 1 Mess kit
- 1 ground cloth or Bivy sack
- 1 flashlight
- 1 set of good rain gear - top and pants

Loopies

Camp Dietler recognizes participation in various activities with special awards known as loopies. These paracord awards are worn on the right epaulet of the field uniform, and are seen by many Scouts as a great way to show off the fun things they did at Camp Dietler! Scouts who have earned loopies in previous years are able to trade out duplicates of the same color for beads at the end of the week. Some programs have special loopies, and some challenges may have new loopies this summer. The traditional loopies and colors are:

- | | |
|--------------------------|------------------------------------|
| • Orienteering - Green | Dietler Dash - Red |
| • Flag Ceremony - Yellow | Polar Plunge - Electric Blue |
| • Pioneering - Brown | PVA - Burnt Orange |
| • Ranch Award - Blue | Scoutmaster Challenge - Olive Drab |
| • Outpost - Black | Camp Director's Award - Purple |

Scoutmaster Program

As in previous years, Camp Dietler will again offer program elements specifically designed for adult leaders.

Some of these include teaming with the Dobbins Scoutmaster program to provide classes and other fun opportunities for adult leaders. Some of the events include training opportunities (including Safe Swim Defense, Safety Afloat, Climb on Safely, and more), Scoutmaster Dinner, and the cook-off challenge.

Another signature program for adult leaders at Camp Dietler is the Scoutmaster Challenge. Upon arrival at Camp Dietler, every adult leader will be given the Scoutmaster Challenge. This challenge consists of a series of tasks ranging in difficulty that can be completed throughout the week. These tasks may be as simple as attending an Adult Leaders Meeting with the Camp Director, but some are much more difficult



— such as taking a nap in your campsite.

Class Descriptions

Options for Older-Scouts

In addition to the various merit badge that Camp Dietler offers there are several other possibilities for Scouts to create their own Summer Camp adventures! These options are often great for older Scouts who have already worked on many of the merit badges offered at Dietler and are looking to try out a new experience.



MANIA

All-day / Class Cap: 10 / Must be 13 years or older

The *Mother of All Nature Instructive Activities*—or MANIA—is an opportunity for Scouts to work on as many merit badges as possible over the course of the week. Focusing on only nature- themed badges such as Forestry, Insect Study, Bird Study, and more, MANIA will explore many areas of Peaceful Valley and learn many aspects of nature along the way.

The specific merit badges will vary from week to week, largely depending on the particular interests of the Scouts who are in the class. MANIA will run during all four class periods, so that Scouts have plenty of time to explore the distant corners of Peaceful Valley. It generally involves a lot of hiking, so is only recommended for Scouts who are 13 years or older.

Project ROCK ON!

All Day / Class Cap: 10 / Must be 13 years or older.

The *Radical Outdoor Challenge; Kings of Nature*—Project ROCK ON! — is similar to MANIA in that its Scouts will work on as many merit badges as possible. Project ROCK ON! focuses on Outdoor Skills merit badges such as Pioneering, Wilderness Survival, Camping, and more. The program will occur during all four class periods in order to give Scouts ample time to cover requirements and obtain a full understanding of the skills being covered. Though this program is designed to earn merit badges near to completion, please note that the completion of each badge depends on the skills and capabilities of each Scout. Additionally, requirements that cannot be completed at camp—such as interviews with professionals — will be left unfinished.

Older Boy Adventure Program

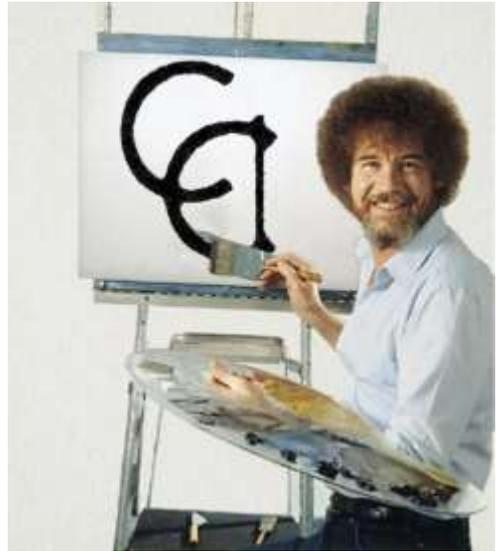
All Day / Class Cap: 10 / Must be 14 years or older.

Scouts 14 years of age or older will have the exciting opportunity to take part in the Adventure Program for older boy. This program is a great opportunity for older Scouts at Camp Dietler to try something other than the traditional merit badge routine.

Handicraft Independent Study

Period 1, Period 2 / Class Cap: 15 / Additional Cost Varies The Handicraft Independent Study is a unique opportunity for Scouts to be directly involved with the process of designing their own merit badge class. It requires a small amount of preparation before camp, but the result is a totally customized class that caters to exactly what each Scout wants!

Scouts registered for the Handicraft Independent Study class will work with our Handicraft Counselor to decide which merit badges and projects they would like to work on. If desired, Scouts can do their own research and work on many of the requirements beforehand, and have them verified by the counselor once they arrive at camp. This allows for more time to be spent on the projects themselves and less on "classroom-style" requirements. Furthermore, the total cost of the class can be customized by the Scout and parents beforehand, by deciding specifically what they are going to work on during the week.



If any of your Scouts register for this class, you will receive information via email on how they can adequately prepare for their week of camp.

A sample list of offerings and material costs is as follows:

Available Badges:

- Leatherwork
- Wood Carving
- Pottery
- Basketry

Available Materials:

- Leather
- Beads
- Jute
- Paint

Available Kits (from Mercantile):

- Baskets (Round, Square)
- Camp Stool
- Dream Catcher
- Leather Moccasins

Shakedown

Tenderfoot & 2nd Class - *Morning Block (Periods 1-2) /Class Cap: 20/*
1st Class - *Afternoon Block (Periods 3-4) / Class Cap: 20 /*

The Shakedown program is an opportunity for newer Scouts to work on requirements towards their Tenderfoot, 2nd Class, and 1st Class ranks. This includes covering many of the basic Scouting skills for each of their ranks, such as knot-tying, first aid, and cooking. This is a great opportunity for first-year Scouts to cover many requirements all over the course of one week. There are two Shakedown classes: a morning class which covers Tenderfoot and 2nd Class requirements, and an afternoon class which covers 1st Class requirements.

Please note, however, that not every requirement will be covered by the Shakedown Classes. Many rank requirements, including patrol development, troop activities, and meeting an elected official, are more appropriate for Troop Programs. Additionally, Shakedown is great for Scouts just beginning to work on rank requirements, but not for Scouts who are just a few requirements short of completing the rank.





Camping (Eagle Required)

Period 1, Period 4 / Class Cap: 15 /

Camping, along with other outdoor activities, is a key component of the Scouting program. This merit badge will teach Scouts fundamental skills and knowledge to plan and prepare for many outdoor Scouting adventures.

Canoeing

Morning Block (Periods 1-2), Afternoon Block (Periods 3-4) / Class Cap: 10 / Must be Blue Swimmer

Scouts will learn and explore both basic and advanced Canoeing skills. Scouts in this class will learn about the history and techniques of this leisure activity that combines communication, teamwork, and physical fitness. Many components of this merit badge may be difficult for younger Scouts. The merit badge is taught as a combined class with Scouts from both Dietler and Dobbins.

Climbing

Morning Block (Periods 1-2), Afternoon Block (Periods 3-4) / Class Cap: 9 / \$15 fee

Enjoy amazing sights throughout Peaceful Valley while visiting our unique climbing areas. Scouts will learn safety procedures and climbing techniques. The merit badge is taught as a combined class with Scouts from both Dietler and Dobbins.

Cycling

Morning Block (Periods 1-2), Afternoon Block (Periods 3-4) / Class Cap: 10 / \$5 fee

Learn about the history of cycling, as well as the skills to correctly repair your own bike. Much of this class will be comprised of cycling trips throughout Peaceful Valley. Scouts registered for this class are encouraged to bring their own mountain bikes. If necessary, a limited number of bikes will be available to rent from the camp. Please contact the camp director (Ben Pettis, Ben.Pettis@Scouting.org) for more details.

Emergency Preparedness & Search and Rescue

Period 1, Period 2 / Class Cap: 15 /

This Eagle Required merit badge prepares Scouts to recognize and respond to a vast array of emergency scenarios. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency. Scouts will also learn the skills and techniques used by actual Search and Rescue teams to locate and recover missing persons. The class will include many hypothetical scenarios and drills to put the new skills into practice.

Engineering

Period 1, Period 2 / Class Cap: 15 /

Scouts will learn about the role of engineers in designing many elements of modern life, and will practice using both science and technology to turn ideas into reality.

Environmental Science

Period 2, Period 3, Period 4 / Class Cap: 15 /

While earning the Environmental Science Merit Badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate and understand many aspects of the natural world. This is a popular merit badge to complete at summer camp because the setting lends itself to many of the experiments and activities that

comprise the merit badge requirements.



First Aid

Period 1, Period 3, Period 4 / Class Cap: 15 /

Knowing how to treat injured or ill persons until they can receive professional medical care is an important skill for every Scout. This merit badge will provide Scouts with sufficient skills to assist and provide immediate care and help to someone who is hurt or who becomes ill, and possibly even save a limb or a life.

Geocaching & Orienteering

Afternoon Block (Periods 3-4) / Class Cap: 15 /

This class combines two merit badges to teach not only map and compass skills, but modern GPS technology as well. The class teaches fundamental navigation skills, and applies them to the sports of orienteering and geocaching.

Insect Study & Photography & Art

Afternoon Block (Periods 3-4) / Class Cap: 15 /

Scouts will glance into the strange and fascinating world of the insect, and study how insects see, hear, taste, smell, and feel the world around them. While doing this, Scouts will learn methods and techniques of art photography to record and show their discoveries. Though not required, Scouts are encouraged to bring their own digital cameras to use for this class.

Lifesaving

Period 4 / Class Cap: 12 / Must be a Blue Swimmer, 1st Class Rank

Scouts will learn about swim safety and rescue techniques in various aquatic environments. For all Scouts, please bring long sleeved shirt and long pants. Prior to camp, Scouts should have completed Second Class Rank requirements 8a through 8c and First Class Rank requirements 9a through 9c. The merit badge is taught as a combined class with Scouts from both Dietler and Dobbins.

Metalwork

Period 1, Period 2, Period 3, Period 4 / Class Cap: 13 / \$25 Kit from Mercantile

The Metalwork Merit Badge is one of Camp Dietler's signature program offerings and takes place at our unique facility, THE FORGE! Here, Scouts will get hands-on experience using metalworking tools and techniques to learn the properties of metal and work on a unique metalworking project throughout the week.

Nature & Forestry

Period 2 / Class Cap: 20 /

This class combines two closely-related merit badges to provide Scouts with a comprehensive look at the connections between soil, plants, animals, and humans, including the remarkable complexity of a forest. Scouts will identify many species of trees, plants, and animals as well as the roles they play in a forest's life cycle. The class will also explore the role of humans in sustaining this important natural resource.

Pioneering

Morning Block (Periods 1-2), Afternoon Block (Periods 3-4) / Class Cap: 20 /

Scouts in this class will learn knots, lashes, and splices and how to use rope, poles, and spars to build structures and camp gadgets.

This class is taught as a block period in order to provide enough time to master skills and work on a large-scale project.



Rifle

Morning Block (Periods 1-2), Afternoon Block (Periods 3-4) / Class Cap: 12 / \$12 fee

This merit badge is a great way for Scouts of all ages to experience firearms, including the knowledge, skills, and attitude necessary to safely and properly handle and shoot a rifle. The merit badge is taught as a combined class with Scouts from both Dietler and Dobbins.

Rowing

Morning Block (Periods 1-2), Afternoon Block (Periods 3-4) / Class Cap: 6 / Must be a Blue Swimmer

Scouts will learn fundamental skills and techniques in this unique and often over-looked method of water transportation. The merit badge is taught as a combined class with Scouts from both Dietler and Dobbins.

Shotgun

Morning Block (Periods 1-2), Afternoon Block (Periods 3-4) / Class Cap: 6/\$17 fee, must be 14 years or older

Scouts will learn the knowledge, skills, and attitude necessary to handle a shotgun and shoot moving targets. Shooting shotguns requires the strength to maintain a standing position while holding approximately 7.5 lbs. of weight. The merit badge is taught as a combined class with Scouts from both Dietler and Dobbins.



Small-Boat Sailing

Morning Block (Periods 1-2), Afternoon Block (Periods 3-4) / Class Cap: 4 / Must be a Blue Swimmer

Scouts will learn sailing knots, techniques, and skills as well as technical details such as nautical terms and parts of a boat. By the end of the week, most Scouts will be able to sail across Silver Lake effortlessly. The merit badge is taught as a combined class with Scouts from both Dietler and Dobbins.

Soil and Water Conservation

Period 1 / Class cap: 15 /

This class will connect Scouts with the important field of conservation that is usually reserved for professionals such as scientists, hydrologists, or wildlife managers. Scouts will learn about the natural resources upon which our day-to-day lives depend and discover ways to maintain these resources in a responsible and sustainable manner.

Swimming

Swimming Merit Badge - Period 2 /Class Cap: 20/Must be a Blue Swimer, 1st Class Rank Beginning Swimming - Period 3 / Class Cap: 10/

Scouts in the Swimming merit badge can expect to learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills. For all Scouts, please bring long sleeved shirt and long pants. Prior to camp, Scouts should have completed Second Class Rank requirements 8a through 8c and First Class Rank requirements 9a through 9c.

The Beginning Swimming class is for Scouts who need to learn or gain experience in the water. The goal of this class is to prepare Scouts to pass the BSA Swim Test and become Blue Swimmers. No merit badge requirements are covered in this class.

These classes are taught as combined classes with Scouts from both Dietler and Dobbins.

Schedules and Maps

Sunday

1:00 pm - Check-in at Camp Dietler parking lot.
3:00 pm - Swim checks by patrols (if needed)
4:00 pm - Adult Leaders' Meeting at Commissary
6:00 pm - Dinner - Served by Staff (bring mess kits to Commissary)
7:00 pm - Patrol Leader's Council
7:30 pm - Flag ceremony and Campfire -
Meet at Ouray flagpole
10:30 pm - Lights Out

Monday

7:00 am - Fun and fitness
7:15 am - Food pick up
8:00 am - Breakfast
9:00 am - Flag ceremony
9:30am - 9:20am - Class Period #1
10:40am - 11:30am - Class Period #2
11:50 am - Food Pick Up
12:30 pm - Lunch
1:30 - 2:20 - Class Period #3
2:40 - 3:30 - Class Period #4
3:50 - 5:00 pm - Troop and Patrol Activities with Patrol Hosts
5:00 pm - Food pick up
6:00 pm - Dinner
6:45 pm - PLC @ the Commissary
7:30 pm - Flag ceremony
7:45 pm - Evening program, meet at
Leadville Flagpole
8:00 pm - Adult Leaders meeting
10:30 pm - Lights Out

Tuesday

7:00 am - Fun and fitness
7:15 am - Food pick up
8:00 am - Breakfast
9:00 am - Flag ceremony
9:30am - 9:20am - Class Period #1
10:40am - 11:30am - Class Period #2
11:50 am - Food Pick Up
12:30 pm - Lunch
1:30 - 2:20 - Class Period #3
2:40 - 3:30 - Class Period #4
3:50 - 5:00 pm - Troop and Patrol Activities with Patrol Hosts
5:00 pm - Food pick up, Adult Leaders meet at the Commissary
for Scoutmaster Dinner
6:00 pm - Dinner
6:45 pm - PLC @ the Commissary
7:30 pm - Flag ceremony

7:45 pm - Dietler Dash (Meet @ Eerie., bring
Scout book, paper and pen, 10 Essentials!)
10:30 pm - Lights Out

Wednesday

6:30 am - Polar Bear Swim at Silver Lake (Bring staple buckets)
7:15 am - Food pick up
8:00 am - Breakfast
9:00 am - Flag ceremony
9:30am - 9:20am - Class Period #1
10:40am - 11:30am - Class Period #2
11:50 am - Food Pick Up
12:30 pm - Lunch
1:30 - 2:20 - Class Period #3
2:40 - 3:30 - Class Period #4
4:00 pm - Flag ceremony
4:30 pm - Food pick up (Cookout night)
6:00 pm - Dinner
6:45 pm - PLC @ the Commissary
7:45 pm - Evening Program, Meet at Well House
8:00 pm - Adult Leaders meeting
10:30 pm - Lights Out

Thursday

7:00 am - Fun and fitness
7:15 am - Food pick up
8:00 am - Breakfast
9:00 am - Flag ceremony
9:30am - 9:20am - Class Period #1
10:40am - 11:30am - Class Period #2
11:50 am - Food Pick Up
12:30 pm - Lunch
1:30 - 2:20 - Class Period #3
2:40 - 3:30 - Class Period #4
4:15 - Depart for Outposts; AV @ Well House,
CH meet at Leadville Flagpole 4:30 - Outposts
Programs and Dinner

Friday

6:00 am - Reveille, breakfast at Outposts, Return to Camp
8:30 am - Flag Ceremony
9:00 am - 12:00 pm - Campsite cleanup
12:00 pm - 2:00 pm - Lake Party (Lunch Served by staff, bring
mess kits)
2:30 pm - Friday Fun Day - Camp-wide
activities, Preliminary Checkout with Unit
Leaders
5:00 pm - Family Night Begins
6:00 pm - Family Night Dinner - Served by staff (bring mess kits)

to Commissary)

7:45 pm - Flag Ceremony and Closing

Campfire - Meet at Ouray flagpole

10:30 pm - Lights Out

Saturday

6:00 - Reveille, Final campsite cleanup - check out with Patrol Hosts

6:15 - 8:00 - Breakfast at Commissary - served by Staff, Bring mess kits

8:30 - Flag ceremony/awards/closing - Ouray flagpole

10:00 - Camp Closed

