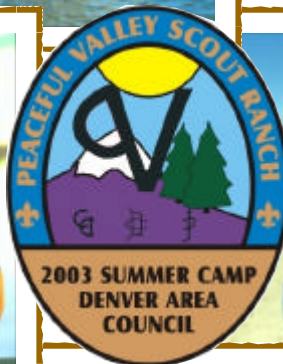
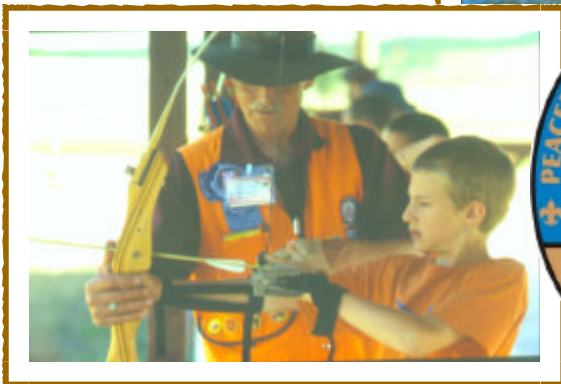


# 2003 Summer Camp Leaders Guide

Peaceful Valley  
Scout Ranch



Camp Dietler



Camp  
Dobbins



EaglePoint

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**PEACEFUL VALLEY SCOUT RANCH**  
**2004 LEADERS GUIDE**  
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# A NOTE FROM THE RANCH DIRECTOR

First, I'd like to thank you for your confidence in our program, and for helping to select Peaceful Valley for your troop's summer camp this year. We know you had a choice of camps, and are glad you picked Peaceful Valley! This Leaders' Guide will give you most of the information you need to get ready for camp, and to have a great week after you arrive. As you read it, you'll note that there have been some significant changes in how we are operating this year. Here are the highlights:

## CAMP CRIS DOBBINS

In recent years, the crowding in the dining hall has become uncomfortable, and a safety issue. To remedy this problem, we will be using two family-style seatings at breakfast and dinner, and will try an open serving line lunch period. Some schedule information is noted herein. Since we may be adjusting things as we go, most of the information you need, including your seating assignment, will be distributed when you arrive.

We've adopted a new approach to the afternoon schedule -- "open areas". Scouts and troops will no longer be locked in to a strict rotation, but will be able to go to the areas they want to enjoy. This will also allow us to introduce a few new activities in the early afternoon, and offer a couple of extra sessions for the most popular merit badges. All of us will need to help make this flexibility work, but I'm confident that the result will be worth it!

In response to leader comments, we have improved the program for older Scouts. Look at information on the Peaceful Valley Adventure; it's been more fully planned, and will include a new field trip this year. Climbing and Cycling Merit Badges have been added for older Scouts, to offer some extra adventure for those not doing the PVA program. All older Scouts at Dobbins will be able to take advantage of new activities in each program area during the first afternoon period, such as rolling kayaks in the pool!

## CAMP DIETLER

This tradition-loaded program hasn't changed much for 2003, but we have three new merit badges -- climbing, cycling (with the mountain bikes), and horsemanship. Enjoy! Due to the drought, we have decided to leave all tents in one spot for the summer - no tent setup will be necessary when you arrive at your campsites.

## EAGLEPOINT

If you aren't familiar with EaglePoint, take a look at the expanded Leaders Guide section -- maybe next year you'll consider signing up for this troop-oriented approach to summer camp. For those already signed up, we have moved the EaglePoint program to Dietler, and constructed two new campsites for your use. This will help us to give you better logistics support, and allow you to use all of the camp facilities more easily.

## ALL CAMPS

We are setting up a web site where you will be able to register online for your Scouts' class and activity choices, and immediately print a schedule! The information you need to get started is in this guide. We'll appreciate your patience as we get going on this new approach!

In all the camps, one of our main goals for 2003 is continued improvement of program quality. We are adopting a number of small changes across the board, and hope that by the end of your week in camp, you'll agree that PV just keeps getting better!

I'm excited about my first year as Ranch Director, and hope that I can use my years of experience as a Scoutmaster to make your week at PV a real success. I look forward to meeting each of you in just a few months!

Michael Kruger  
Ranch Director

# CAMP AND COUNCIL CONTACT INFORMATION

## COUNCIL SERVICE CENTER

**Phone:** 303-455-5522 x 111, Camping Department

**Fax:** 303-455-4689

**Mail:**

Camping Department  
Denver Area Council, BSA  
2901 West 19th Avenue  
Denver, CO 80204-1786

**Council Web site:** [www.denverareacouncil.com](http://www.denverareacouncil.com)

**Email:** If you do not know a specific individual, you may direct general questions to:  
[mromero@DenverAreaCouncil.com](mailto:mromero@DenverAreaCouncil.com)  
[PVRanchDirector@aol.com](mailto:PVRanchDirector@aol.com)

## PEACEFUL VALLEY SCOUT RANCH

**Main Camp Number:** 303-648-3023

**Fax Number:** 303-648-3345

All phone calls for both Dobbins and Dietler should be directed to the above number; if necessary, we will give you the number for Dietler. A fax line may be available this summer; call for the number.

The camp attempts to keep the main camp phone attended 24 hours a day. However there are times when this is impossible, so please leave a message and it will be returned in a timely manner.

Peaceful Valley Scout Ranch is spread over 2,600 acres. While we will take messages for the Scouts and Scouters at our camps, they are generally not delivered until the next mealtime. We try to deliver emergency messages immediately, but this can still take up to an hour to deliver the message.

# DRIVING DIRECTIONS

## ABOUT PEACEFUL VALLEY SCOUT RANCH

**Peaceful Valley Scout Ranch** is located in central Colorado, 65 miles southeast of Denver, a few miles south of the town of Elbert. The Ranch consists of 2,688 acres of mountain park terrain at 7,000 feet in elevation along the Palmer Divide in the Black Forest. Peaceful Valley is a working ranch with over 1,000 acres devoted to farming and grazing.

**Camp Cris Dobbins** is a traditional dining hall style summer camp that provides a level of enthusiasm and Scouting spirit that can't be matched. From a commitment to high quality merit badge instruction, to programs that will challenge any Scout's abilities, Camp Cris Dobbins is where the Scout Oath and Law come to life.

**Camp Dietler** is one of the premier patrol cooking adventure camps in the country. The program is designed to build and strengthen the troop and patrol method. The camp provides unique learning opportunities, specialized instruction and adventure activities that can only occur in this long-term camp environment. The "Back to Basics" theme can be seen throughout this program that focuses on traditional Scouting skills.

**EaglePoint** offers complete flexibility in program design. Troops that come to EaglePoint have the opportunity to build their own summer camp program from scratch. The camp provides a small staff to help support troop program. Likewise, troops can either cook their own food or have hot meals delivered to their site. Troops have access to any program area on the Ranch. Units receive a planning packet and decide how they will spend their week, so each experience is unique.

**Magness Adventure Camp**, located on the west side of the Ranch, offers three-day Cub Scout programs twice weekly. The program for 2003 has a new look and schedule. All Cub leaders should check with the Council to get the latest details.



# A BRIEF HISTORY OF PEACEFUL VALLEY

## A LAND BEFORE BOY SCOUTS

For thousands, of years, the Arapaho and Kiowa Indians inhabited the land that is now Peaceful Valley Scout Ranch. A few signs of their time remain with us. Before the Spanish brought horses to North America, hunters on foot would drive buffalo over small cliffs, known as buffalo drops. On the Ranch mesa, it is still possible to see signs of buffalo wallows, and buffalo drops.

In the late 1800's, the Indians were forced from their ancestral lands, and settlement by Europeans began. Early settlers built small homesteads, and traces of several can still be found in isolated parts of the Ranch. One of the more visible ruins is located in the valley below Ship Rock.

Early settlers found many things they needed to establish their homes. Maps of Colorado from the turn of the century show a sawmill just south of the Ranch. The Ranch had a good stand of white pine, which was used for lumber to build many of the buildings in Elbert, and also in Denver and Colorado Springs. However, all the white pine was logged off, and none can be found on the Ranch today.

The farms in the valley around 1900 were very productive, thanks in large part to Kiowa Creek. The creek is still considered to be one of the best water sources in the county. For awhile, potato farming worked well on mesa fields, but an infestation ended that crop. Dairy cattle were a mainstay of many farms; an old milk house was found on the Ranch but has since been removed.

The Kiowa Creek valley was so prosperous that a railroad was constructed in the early 1900's. The "New Orleans and Colorado Springs Line" gave farmers a link to markets in both Denver and Colorado Springs. In 1935, the railroad was heavily damaged by flooding, and not repaired. Another flood in 1965 washed away the remaining structures, but traces of railroad bridge pilings can still be found on the Ranch near the horse stables, and occasional sections of roadbed are visible on the east side of the valley.

As the valley grew, so did the farms and ranches. Our Ranch buildings help to tell the story. In the late 1800's, the ranch owners and their large family lived in a one-room cabin just south of Elbert, on the north end of what became known as Peaceful Valley Ranch. In the 1920's, the owners constructed a three-bedroom home known today as the Bunkhouse. Today's Ranch House followed, in the early 1930's. This four-bedroom home was built from a kit purchased from Sears and Roebuck! The barn was built in the same period. Horses were kept on the second level, reached by a large earthen ramp. Cattle were on the lower level. If you visit the barn, note the heavy timbers that support the second floor.

# THE BEGINNINGS OF SCOUTING AT PEACEFUL VALLEY

In the 1950's, the Scouting movement was expanding rapidly, along with the nation's postwar population. The Council's existing Camp Tahosa, with a weekly capacity of only about 200 campers, was too small to support the future needs of the area, and the search for a replacement began. In 1961, the Council purchased the 2500-acre Peaceful Valley Ranch from the Abrahamson family.

Initial construction of Scout facilities took place in 1961-1963. Some of the old ranch buildings and equipment were removed. Roads were opened. The brown lodge buildings we use today were constructed from kits. The Army Corps of Engineers, as part of their training process, provided most of the labor; a memorial to them can be found near the office at Dobbins.

In 1965, Peaceful Valley Scout Ranch opened to campers. Tahosa was still the Council's main camp, so activity and expansion was limited to unit camping and a very small summer operation.

## PEACEFUL VALLEY DEVELOPS

Toward the end of the 1970's, the Council concluded that Tahosa would need to be replaced soon. Facilities at PV were expanded as much as the limited budget would permit. The Gates family, which had long operated prosperous rubber-products plants in Denver, funded construction of the old swimming pool, located southeast of the office.

The first "real" summer camp took place in 1981 -- four weeks of camp, and a total of 480 campers! Food was prepared at the Ranch House, which had become the Ranger's home, and delivered to camp. Campers ate in a tent, and got their meals from a counter located in what is now the Jackson QM (named in honor of Sam Jackson and his wife, Edna, the first Ranch Rangers and operators of that early camp). Camp was great, and the drive to expand had started!

In 1983-1984, a 19-acre lake, at the site of a flood control dam, was dedicated to Harold Silver, a past council president. The current William R. Kephart Dining Hall opened in 1986. Mr. Kephart was Scout Executive in that period, and was a major force behind the expansion of PV.

The original camp facilities were renamed Camp Cris Dobbins. Dobbins, who had been successful in the Rockies, was a contributor for the expansion. On his death in 1987, he left a major endowment fund to the Council, with the stipulation that its income be used only for camp maintenance.



During the late 1980's, development of what is now Camp Dietler began. The camp opened as Camp Colorado in 1990. It was renamed Camp Cortland Dietler in 1993. Mr. Dietler, who is an active member of the Council Board of Trustees, owns an oil and gas company.

As the Council grew, the need arose for a dedicated Cub Scout camping facility. Planning began for development of a new camp on the west side of the Ranch. Initial construction took place during 1992-1993. The facility opened as Camp Adventure in the summer of 1994. In 1998, shortly before his death, it was renamed for Bob Magness, a very successful Denver cable television operator.

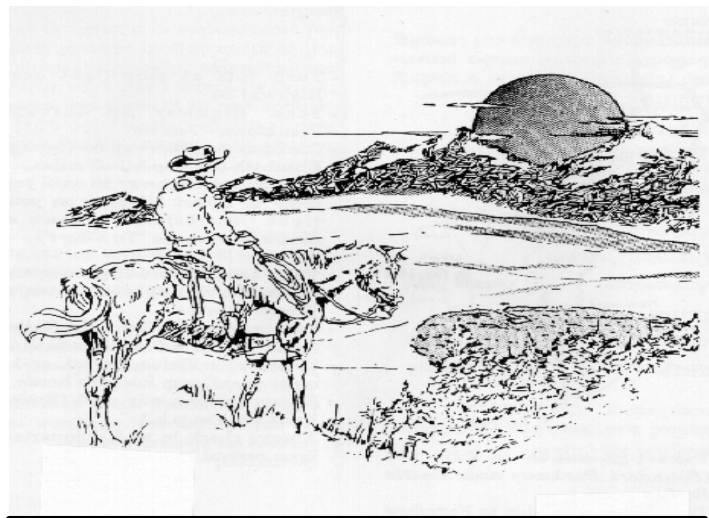
Magness was the starting point for the newest camp, EaglePoint. EaglePoint used the Magness facilities for its first developmental seasons in 2000-2001. EaglePoint was located temporarily on the second mesa for the 2002 season.

Development continued at Dobbins, also. In the late 1990's, the Travis Shooting Sports facility was developed. Mr. Gates provided funding for a new swimming pool, which opened in the summer of 2000, to replace the pool built with his earlier gift.

## **STILL A RANCH**

Peaceful Valley remains a working ranch. Approximately 1,000 acres are set aside for crops and cattle. The rancher, who lives in buildings just north of the Magness entrance, runs about 100 cow-calf pairs on the land. The "cash crops" of alfalfa, wheat, and oats are used for feed, as well as for sale. Income from the ranching operation helps provide for Ranch maintenance and operation.

(This brief history was compiled from the memories of Chuck Forsyth, the current Ranger. Chuck came to Peaceful Valley as a Scoutmaster in the 1965, and became its ranger in 1981, following the retirement of Sam Jackson.)



# **GUIDING PRINCIPLES OF PEACEFUL VALLEY AND THE BSA**

## **BOY SCOUTS OF AMERICA MISSION STATEMENT**

It is the mission of the Boy Scouts of America to serve others by helping to instill values in young people and in other ways prepare them to make ethical choices over their lifetime in achieving their full potential.

## **PEACEFUL VALLEY SCOUT RANCH MISSION STATEMENT**

The mission of the Denver Area Council summer camping program is to provide each Scout with a memorable and challenging outdoor experience. Peaceful Valley Scout Ranch enriches the fundamentals of Scouting through unique opportunities for leadership and educational growth.

## **THE SCOUT OATH AND LAW**

These principles have served Scouting well for over 90 years. They are the basis for everything we do at PV, and we ask that you help your Scouts and leaders to be guided by them while in camp.



# SUMMARY OF KEY YOUTH PROTECTION GUIDELINES FOR CAMP

**Sleeping Arrangements.** Scouters and Scouts must sleep in separate tents. A Scouter may sleep with his/her son, but not with other youth. All Scouts must have at least one tent-mate -- no solos for both youth protection and safety reasons.

**Showers and Locker Rooms.** Scouters and campers over 18 must use designated adult shower facilities. Units must establish separate adult/youth shower times at Dietler. Youth shall not use adult facilities.

**Discipline and Treatment.** Scouts will not be subjected to physical harm or discipline, fear, or intimidation. Scouts will not be roughly handled, struck, or shaken. Separation will be brief and appropriate to the age and circumstance, and in a safe and comfortable place within hearing distance of an adult. Meals may not be denied as punishment.

**Language.** Verbal abuse, discriminatory or derogatory remarks, and off-color conversation shall not be tolerated, either from Scouts or Scouters.

**Leader Conduct.** Scouters should avoid unnecessary or inappropriate physical contact with Scouts. Two-deep leadership is required. Any one-on-one meeting must be held in a public setting.

**Abuse to be Reported.** Any Scouter who becomes aware of actual or possible child abuse is required by Colorado law to make a report. Contact Ranch management immediately. They will evaluate the situation, and proceed in accordance with BSA and Ranch policies.

**Required Number of Adults.** Each troop is required by Colorado law to have one adult per 10 Scouts, with a minimum of two adults for troops with 9 or fewer Scouts. While the adults may rotate, this minimum leadership must be present at camp at all times.

## OTHER SAFETY AND BEHAVIOR GUIDELINES

**Guns, ammunition, and archery equipment** are to be left at home. The Ranch will provide rifles and ammunition and bows and arrows at the field sports area.

**Alcoholic beverages, illegal drugs, and fireworks** are not permitted in any Scout camp. Possession or use of them on Ranch property is cause for immediate removal from camp. In addition, use of illegal drugs will be reported to local authorities.

**Fire.** In accordance with a long-standing rule of no flames in tents, self-contained stoves and lanterns may be used, but not in tents. **In accordance with Elbert County Fire policies, no open fires are allowed.** Charcoal fires are allowed in approved containers with Leadership Team member supervision. Ranch Leadership Team personnel will provide areas for fire building instruction.

**Liquid fuels** shall not be used for starting any type of fire, including damp wood, charcoal, and ceremonial fires. Non-liquid charcoal starters are available for grilling and Dutch oven cooking.

**Buddy System.** Troops should discuss and use the Buddy System while on the Ranch. We have 2,800 acres where new Scouts can easily get lost.

**Tobacco.** Adult leaders should support the attitude that young adults are better off without tobacco. A "no smoking policy" is in effect in all camp buildings on the Ranch, and we discourage smoking or chewing in the presence of Scouts -- **YOU ARE THEIR EXAMPLE.** If you do smoke, be aware that due to the fire hazard, smoking is strictly limited to the parking lot areas. Youth may not use tobacco at any time.

**Discrimination.** Peaceful Valley Scout Ranch and the Denver Area Council, B.S.A. is an equal opportunity facility that does not discriminate on the basis of sex, color, race, creed, or religion. All participants shall observe this code while on the Ranch.

**Uniforms.** Class A (khaki shirt) is required for evening Flags and dinner, and campfires. Troops are encouraged to require troop t-shirts or similar uniforms for morning flags and other programs.

**Pets.** Do not bring any animals to camp.

# CAMP ADULT LEADERSHIP

## WHO IS IN CHARGE?

Under the Boy Scouts system of camping, the Scoutmaster is in charge of the troop at all times. The Scoutmaster and other adult leaders have the primary responsibility for the care of the youth in camp. The discipline and organization of the troop is the Scoutmaster's responsibility.

The Leadership Team works with the troop to facilitate a positive camping experience. Our purpose is never to take over your job as leader of your unit, but rather to help you gain the respect from your Scouts, to work as your special advisors and helpers, and to provide an environment in which your troop can grow into a more proficient organization with quality trained leaders and Scouts.

## LEADERSHIP IN CAMP

Each troop at camp must be under the leadership of at least two adults and preferably three. At least one of the adults must be over 21 years of age and preferably one of them is the registered Scoutmaster for the troop. The camp Scoutmaster works with the other adults as well as the senior patrol leader and together they develop and schedule the troop's program. The camp Scoutmaster is expected to participate as the Scoutmaster while at camp. The Scoutmaster assigns and coordinates responsibilities of all adult and youth leaders. This is the same quality leadership process by which the troop functions throughout the year.

If a parent has concerns about a Scout's participation in summer camp or events during summer camp, the Scoutmaster is the first point of contact in resolving situations. Remember the troop leadership lives with the Scout day in and day out at camp. If the Scoutmaster is unable or unwilling to resolve the situation to your satisfaction then contact your troop's committee chairperson.

1. **Youth Protection Training Required for Adults.** All registered Scouters listed on the Unit Adult Registration form who will be remaining on the Ranch for more than 24 hours must have a current Youth Protection Training Certificate. Certification is valid for three years and must be current through the Scouter's entire time on the Ranch. Scouters listed on the Unit Adult Registration form that will be remaining on the Ranch for more than 24 hours and do not have proof of current Youth Protection Training certification will be **required** to attend the Youth Protection Training certification that will be held each Monday in Gilwell Hall. Certification will be verified by the Scoutmaster during check-in; see the section on check-in procedures.

2. **When Behavior Impacts the Peaceful Valley Program.** While the care and supervision of all youth is to be provided primarily by the unit leaders, nonetheless camp staff is responsible for operating an enjoyable program for everyone. If a participant becomes disruptive to program or interferes with others, staff will work with unit leaders in managing the problem in accordance with established BSA and camp policies set forth in the Appendix to this Guide; the procedure includes attempted notification of parents. In extreme cases, it may become necessary to remove the participant from camp; this will be done by the parents or by local emergency services or law enforcement. Final decisions on managing behavior that affects Ranch program or other participants rests with the Ranch Director, and we reserve the right to take any action necessary.

## **MEDICAL INFORMATION FORMS AND MEDICAL CARE**

### **MEDICAL INFORMATION FORM**

All participants (youth and adults) attending Peaceful Valley Scout Ranch must complete a medical form supplied by the Denver Area Council, BSA. This medical form is available at the Council Service Center or on the web site, [www.denverareacouncil.com](http://www.denverareacouncil.com). The medical form can be reproduced, but not altered in any way. The front side of the form alone is the Class 1 medical form, and consists of emergency contact information, and a brief health history that does not require a doctor's signature. The front and back of the form together are a Class 3 medical form, and require a physician's examination and signature indicating that the camper or leader is fit to attend camp.

All campers and leaders staying at camp 72 hours or more must complete a Class 3 medical form. Adult leaders staying at camp less than 72 hours must provide at least Class 1 medical history; a Class 1 medical history is a brief health history that does not require a physician's signature.

Youth participants will turn in their completed Class 3 Medical Form when they go through the check-in process; to ensure that forms are available, most troops collect the forms before camp and distribute them at the medical check-in. Adult leaders must turn in their medical form during check-in, or upon arrival at camp.

Youth participants without a **COMPLETED** and properly signed Class 3 Medical Form will be sent home at the parents' expense, without refund, within 24 hours. There are no exceptions to this policy.

Medical forms are good for two years from the date of the doctor's examination. The health history section (the front portion) should be updated annually for any changes in

the participant's medical condition, and to include current physician and parent emergency contact information.

**It is the responsibility of the Scout or troop to make copies of the medical form for future use.** All medical forms become the property of the Denver Area Council and will **NOT** be returned to you at the end of the week. Medical forms used last year are archived and not available for use in the following season. All participants must provide a completed medical form for every year they attend camp.

According to BSA policy, all adult leaders 40 years of age or older are required to complete a new Class 3 medical form EVERY YEAR. **Adults 40 years old or older cannot reuse a previous year's medical examination.**

## **MEDICATIONS**

Under Colorado Law, Scouts not accompanied by a parent who bring any medication to camp must follow certain procedures. All medications must be turned into the Ranch medical staff and then dispensed to the campers by the Ranch medical staff. During the check-in process, all Scouts must check in all their medications (including prescription, "over-the-counter", and vitamins), except for inhalers, bee-sting kits or similar emergency items.

**All medications checked in must be in the original containers, marked with the Scout's name and troop number and original medication information.** Do not cover up the information and instructions on the medication. Dosages and schedules to be followed in camp must be the same as on the package; changes must be stated in writing. Medication in pillboxes and non-original containers are considered contaminated and will not be accepted. Please send only enough medication for the doses that will be administered for the week.

The Ranch medical staff will work with the Scoutmaster to ensure that Scouts are taking their medication. The Scoutmaster will receive medication times during check in. It is the primary responsibility of the Scout and his Scoutmaster to know when they should be taking their medication. The Ranch medical staff will enforce the following policy in regards to Scouts missing their medication:

1. **The first time the Scout misses his medication;** the Scout will receive a verbal warning from the Ranch medical staff. The Ranch medical staff understands that a new environment and situation can cause some confusion and will counsel the Scout as to the correct medication times and procedures.
2. **The second time the Scout misses his medication,** the Ranch medical staff will alert the Scout and the Scoutmaster at the next scheduled mealtime. The Ranch medical staff and the Scoutmaster together will counsel the Scout about the importance of taking their medication.

3. **The third time the Scout misses his medication** will result in a call to the Scout's parents/guardians. The parents will have the opportunity to express to the Scout the importance of taking the appropriate medications at the appropriate times.
4. **If the Scout misses a fourth medication**, the Scout will be sent home. This action is obviously a last resort, but is critical to insure the safety and well being of the Scout as well as those around him.

## **SPECIAL DIETS**

All camps are willing to accommodate special diets for campers, whether for religious, medical or philosophical reasons. If a camper has a dietary restriction make sure it is indicated on his or her medical form. Please contact the camp a minimum of 2 weeks in advance to confirm request on special dietary needs.

## **EMERGENCIES & MEDICAL CARE**

Every precaution is taken to insure a healthy and safe camping experience for all Scouts attending Peaceful Valley Scout Ranch. However, accidents and medical problems do occur. The Ranch operates a well-equipped medical lodge that is administered by the Ranch medical director. The Ranch medical staff will be responsible for treating all medical situations. The Ranch medical staff at no additional cost will provide all medical service.

In the event of a medical emergency, the medical staff is available 24 hours a day, seven days a week. In case of an emergency, the troop leadership should contact the nearest Leadership Team member for assistance. DO NOT CALL 911! The Ranch medical staff makes special arrangements with the local emergency medical service and are the only people authorized to contact them.

In the event of an injury or illness requiring immediate specialized medical attention, the care of your Scout will be turned over to the local emergency medical service, who may require the use of ground or air ambulance service at their discretion. **All expenses associated with this additional treatment and/or emergency transportation is the responsibility of the Scout's parent(s) or guardian(s).** The provider will bill scouts and leaders needing additional medical attention on or off the property for the services.

## **ACCIDENT AND SICKNESS INSURANCE**

The Denver Area Council has purchased accident and sickness insurance for every Scout and Scouter that attends camp. United of Omaha Life Insurance Company provides coverage; detailed information on the policy is available from unit leaders, or the Council. This coverage is excess insurance to any health or accident insurance that



a family may already have in place. This coverage is primary only if no other insurance is available. This insurance covers all authorized camp program activities while in camp. All claims are handled directly with the insurance company. This insurance does not cover the co-payments for a family's primary insurance.

## **HOMESICKNESS**

Unit leaders are responsible for working with homesick youth. Seasoned Scoutmasters all have their own ways to deal with the problem. The best "cure" is to be available and patient, keep the Scout busy, and link him up with an understanding older Scout. Camp staff and commissioners may be able to suggest some activities, but they have a responsibility to the entire camp, and cannot provide extended care for a single youth.

While we do not encourage campers to call home, remember that it is not a good policy to prevent a Scout from calling his family. In some situations, doing so might be considered a violation of Youth Protection guidelines. To avoid ill will or worse consequences, please leave the final decision on calling home to the boy.

Be careful that you do not confuse homesickness with a real illness. If the symptoms you see could possibly be those of illness, be sure to get the Scout to the Health Lodge for proper evaluation.

## **UNIT LEADER FIRST AID**

We encourage you to provide first aid for minor cuts, "hot spots", etc. using your unit first aid kit. For anything more serious, please use the medical lodge -- take advantage of our service! Remember that you are our main source of warnings about problems. Watch for symptoms, including the most common ailments of dehydration, nosebleed, hypothermia, and diarrhea. We recommend that every unit have one adult leader in camp that has training equivalent to the First Aid Merit Badge. The Red Cross offers a very good "Community First Aid" course.



# EMERGENCY PROCEDURES

## MEDICAL SITUATIONS

There is an emergency medical service on the Ranch. If you need medical treatment of any kind, find a Leadership Team member to help you. **DO NOT CALL 911!** If the need to call 911 arises, the Ranch has an established radio link to the Elbert County EMS.

## SEVERE WEATHER

There is a chance that you might experience severe weather while attending camp. If one of these events should occur, follow these guidelines: Seek shelter in buildings or tents; Stay out of open areas; Stay off the lakes and out of the pool. The area directors can inform you of more specific safety precautions at each area. When in doubt, ask a camp Leadership Team member. Program areas may be closed at the discretion of the camp Leadership Team. Pool and lakes will close for a minimum of 30 minutes after thunder or lightning.

## LIGHTNING

If lightning becomes a serious threat, immediately take precautions. Some studies have found that lightning can strike up to 50 miles from a major storm. Don't wait until the storm is upon you.

Get out of open areas, and off of high ridges. The best shelter is in a nearby building. Do not cross a large open area to get to a building if the storm is close! If no building is available, seek shelter in the "cone of safety" extending down at a 45-degree angle from a cliff face, but don't contact the cliff. Stay in dense forest areas. Don't be the highest point in an open area! Avoid close proximity to walls, fences, plumbing, tent poles, trees, large metal objects. Avoid shallow depressions or shallow caves. Remove packs with frames. A group of people should spread out. Unless in a building, squat down on only your feet, keeping feet and legs together. If strikes are nearby, keep your mouth open to minimize ear damage from pressure changes.

## TORNADO

In the event of a tornado, you will hear the camp emergency siren. Lie flat in the nearest ditch or depression. When you hear a steady siren, return to the nearest permanent building and wait for instructions from the camp Leadership Team. Bring your unit roster so you can complete a roll call.

## **FIRE**

If you see or suspect a fire, notify the camp Leadership Team immediately. Send for, or get, help before you try to put out the fire, and do not put yourself in a dangerous situation! **DO NOT CALL 911!** The Ranch has a more efficient procedure to contact the local fire department.

If a serious fire has been reported, you will hear the camp emergency siren. Go immediately to the camp assembly points (the McKenzie Flagpoles at Dobbins, the Commissary at Dietler, or Headquarters at Magness).

## **LOST PERSON**

For a lost person, check their tent and surrounding campsite, and any buildings or latrines near the campsite. Then check their last known program area or location, and the trading post. If the person cannot be found, immediately notify the camp Leadership Team.

## **CARRY CAR KEYS AND A TROOP ROSTER**

When we assemble after a problem, we will ask unit leaders to account for all those on your roster. The process will go quicker if you have a roster copy. Adults should carry a roster at all times while in camp. If it becomes necessary to evacuate camp, we will rely on your drivers for transportation. You may not be able to return to the campsite. Therefore, drivers should carry their car keys at all times while at camp.

## **CONTACTING FAMILIES IN AN EMERGENCY**

If your troop should have a change in travel plans, or if a major problem should arise in camp, you may wish to contact the families of campers. It is possible that there might not be enough phone capacity at camp to do so quickly. We recommend you set up a "phone tree" suitable to your situation, so that a unit leader can contact one or two people back home, and they can contact families. The unit leaders should carry this information with them at all times while at camp.

# **VEHICLE INFORMATION**

## **MOTOR VEHICLES**

At all times, including check-in and check-out, only two vehicles per unit will be allowed on the service road to the campsite; please do not leave the roadways or drive directly into your campsite. A unit trailer may be kept in the parking area at the campsite. All other vehicles must park at the camp's designated parking areas (near the office at

Dobbins, and to the west of camp at Dietler). Campers and motor homes are allowed at these designated parking areas, but there are no hookups or dumping stations. Vehicles should not be moved during the week.

During the check in process, each vehicle will be registered and given a parking tag for the week. This tag is to identify which vehicles belong on camp and will help with a vehicle inventory in case of an emergency. **Drivers should keep their car keys with them at all times** while at camp so they can assist in emergency evacuations; in the event of an emergency, there will probably not be time to return to the campsite for keys.

If you have a Scout or adult with special mobility needs, a permit can be obtained to drive this individual to various activities on the Ranch. Talk to the office staff during check-in. Please do not use this privilege to drive other Scouts attending the same area.

There are other vehicle policies. BSA policy prohibits Scouts and Scouters from riding in the back of pickup trucks or trailers. Each occupant of a vehicle should have a proper seat and use a seat belt. Drivers of vehicles must be at least 18 years of age, with a current driver's license. The maximum speed limit for vehicles on the Ranch is 15 miles per hour. Remember, campers may be walking on the roads.

## **BICYCLES**

We will provide bikes and helmets for cycling programs. Youth may not bring bicycles to camp unless enrolled in the Cycling Merit Badge. Youth may not ride bicycles on camp except during merit badge classes or authorized counselor-led programs. All personal bicycles brought by youth must be kept locked up at the Adventure Lodge when not in use; they may not be kept in campsites.

Adult leaders and camp employees may bring and use their own bicycles, and may keep them in their campsites.

All riders must observe the following:

- Helmets must be worn properly at all times with the chinstrap fastened.
- Bicycles are allowed on the service roads only - no trail riding
- Please observe safe riding practices and be courteous to your fellow Scouts.
- Use a light if riding after dark.
- If bringing your own bicycle, please bring a lock and helmet.

# DAMAGE TO CAMP EQUIPMENT AND FACILITIES

We will issue tents and other equipment for you to use during the week. Details vary a bit by camp; see the information in the section for the camp you will attend.

Each unit is responsible for taking care of the camp equipment that has been assigned for their use. In the case of damage to this equipment, the unit and unit leaders are responsible for paying for repairs or replacement. Your campsite host will work with you to inspect all tents and equipment when you arrive, and will then check the equipment when you leave. His report will be turned in to headquarters, and we will require the unit leaders to pay all such charges before final checkout. The unit may then recover costs from the Scouts involved, but we will look to the unit leaders for payment.

## FEES FOR EQUIPMENT DAMAGES

Tents	
rips and tears (per inch)	\$10.00
writing on canvas (per inch)	\$20.00
*if waterproofing is destroyed, the cost is determined on an individual basis	
platforms, boards and planks	\$10.00
*subject to severity	
tent replacement	\$225.00
Pads	
cover replacement	\$25.00
rips and tears (per inch)	\$5.00
foam insert	\$25.00
pad replacement	\$50.00
discharged fire extinguisher	\$50.00
All equipment not covered above will be based on replacement costs.	

## **LATRINES, PIT TOILETS**

Our pit toilets must be pumped out during the summer. Trash thrown in the pit often clogs the pump or hoses. When that happens, the pumping service may charge us an extra fee for the time they spend cleaning their lines (not a pleasant job, at best!). Therefore, we will charge you a \$50 fee if we find trash in your pit toilet when you leave. We check the pits when you arrive, and note the condition on your campsite inspection sheet. We expect to find the pit in the same condition when you leave.

Please remind your Scouts to put trash in the trash bag located outside the toilet!!! If trash does find its way into the pit, the unit leaders may "fish it out" to avoid paying the \$50 fee. We can provide you with a pole rubber gloves, and wire; check with headquarters.

## **OPPORTUNITIES TO JOIN THE LEADERSHIP TEAM**

Each year, we hire about 150 seasonal employees. Encourage your Scouts to consider a job at camp. Hiring is usually not completed until mid-April; there may be openings in 2003! Contact the Council Office for information. While you are in camp, refer interested Scouts to their camp director. We sometimes have openings during the summer, and can use qualified Scout volunteers for a week or two.

Many Scouts get excited about working at camp "next summer" while they are at PV. Those who are interested in joining the Leadership Team for 2004 should leave their name and contact information with the PV Office. After camp, call the Council office. We mail applications in late November, and interview in February. Senior members of the Leadership Team may apply for a Madden College Scholarship. The program currently provides up to \$5,000 per year toward tuition and costs. The scholarships are competitive, and require the recipient to meet certain qualifications in addition to continued employment at Peaceful Valley.

**Counselor in Training:** Age 15 preferred; mature and skilled age 14 considered. The CIT program is five weeks; the first week is "classroom" work, and weeks 2-5 are spent in program areas. The program starts during week one and week five. Room and board provided.

**Program Counselor:** The minimum age is 16. Counselors are assigned to a single area. Counselors generally work the entire summer, but time off for Philmont, family vacations, etc. can be scheduled. Room and board, and a minimal weekly salary, is provided.

**Area Director:** Most Directors must be at least 18, and have prior camp experience and knowledge in a particular area. Directors for horsemanship, climbing, and shooting sports, must be at least 21, and be certified in their area by the BSA or other equivalent organization.

**Ranch Support:** We need older youth and young adults to provide facility maintenance, food service, transportation, medical care, etc. Appropriate age and training requirements may apply.

## “SUPER TROOP” PROVISIONAL UNITS

Please let your unit families know about Super Troop. Super Troop was designed for Scouts who either cannot attend with their unit, or boys who wish to attend a second week. We provide a trained Scoutmaster. For 2003, we are offering this opportunity every week. There is a “specialty” week for aquatics and shooting sports. Scouts in these units are often those most interested in Scouting, making the week an outstanding experience! Interested Scouts should contact the Council Office for availability, and register directly.

## PRE-CAMP SWIM CHECKS

All Scouts and leaders who wish to use the pool and boats at camp are required to have a current swim check. There are no exceptions. Swim check records are also required for all unit aquatic activities. Swim checks are valid for one year, and must be repeated, preferably at the beginning of each summer season.

We will conduct a swim check when you arrive, but you can save a lot of time if you do the swim check before coming to camp. The lines on Sunday can be long, and sometimes bad weather forces us to postpone checks until Monday morning at 5:00 AM! (Cold, dark, and early...)

If you wish to do your own unit swim check, please use the form enclosed in your Leaders’ Guide package. Procedures are explained on the form. If you have any questions, contact the ranch director.

Please make three copies of your swim check -- one for the pool, one for the lake, and one for your troop records (for future water activities). We cannot return the lists at the end of the week! The copies will be collected at the pool during the check-in process.

When doing the swim check, be sure to have a qualified lifeguard on hand. The purpose of the lifeguard is to conduct the test in a safe and proper manner. Non-certified adults may assist in the process as needed.

Be honest in your evaluations! If a swimmer is “overrated”, he may have trouble completing classes for which he is enrolled, or, worse yet, may get into a life-threatening situation in the lake or pool. You are of more help to a Scout if you give him a goal and reason to improve.

## TRADING POST

Again in 2003, an exciting trading post will be in operation at Dietler and Dobbins for all of your summer camp needs. Both trading posts will be open during regular program hours and most evenings. The Dobbins Trading Post will be open throughout the day, including during lunch. Hours will be posted at the individual trading posts during camp.

The biggest change at the Dobbins Trading Post for 2003 is the expanded menu that will be offered in the concession stand. Intended to complement the changes in the dining hall, we will offer packaged sandwiches, burritos, chimichangas, and cheeseburgers. Most will be priced under \$3. Also new for 2003 are a new Slushie machine and bottled milkshakes. Candy, ice cream, and other snacks will be offered, too. And last year's favorite, Ben & Jerry's will be back again!

Both trading posts will stock a wide array of clothing, handicraft supplies, camp necessities, toiletries, and souvenirs. Limited edition camp apparel will be available at both camps. Pricing is comparable to retail stores in the city, or to the Scout Shop.

## VISITOR INFORMATION

Details on Family Night, meal prices, and general visitor policy are shown in the Parents' Guide section. This section provides only a few extra comments for leaders.

Visitors are welcome at any time during the week, but should make prior arrangements with the unit's Scoutmaster prior to arriving at camp. All visitors must check in at the camp office when they first arrive. Visitors are required to leave pets, alcoholic beverages, fireworks, and firearms at home, and must follow all other camp policies. Program facilities are not available for use by visitors when camp is in session. Vehicles must be parked in the main parking lots.

Encourage your Scouts to stay over Friday night. Much of the program continues on Saturday morning and you'll be detracting from their experience. Some Parents Night visitors, especially those who will be helping with transportation on Saturday, may wish to stay in camp Friday night. Unit leaders may decide how to handle these requests, provided camp policies are observed. Units may provide "housing" for a reasonable number of visitors in your troop campsite. We cannot provide additional tents or pads, or other facilities. All overnight visitors on Friday **MUST** check in at the camp office, and pay the fee for any meals they will have.





# PRE-CAMP CHECKLIST

Here is a checklist of some things to do before you arrive at PV. Information on many of these items is contained in this Leaders Guide. See the Table of Contents.

- ❑ Distribute promotional materials; schedule a camp promotion if desired. Take signups.
- ❑ Contact leaders or parents of second-year Webelos that may go to camp with you about reserving spaces with the troop.
- ❑ Distribute medical forms, merit badge choices, parent information packages, and any desired troop paperwork. Include money needs, class fees.
- ❑ Collect deposits and payments from participants.
- ❑ File all campership applications are April 1st.
- ❑ Make all fee payments to DAC by deadlines.
- ❑ Schedule and conduct unit swim checks
- ❑ Enter your troop roster and register your Scouts for merit badges and programs online no later than ten days prior to check-in.
- ❑ Distribute merit badge registration data, and encourage Scouts to start on any "outside of camp" requirements.
- ❑ Collect and review medical forms for signatures, completeness, and "hurry" cases.
- ❑ Collect special parent permission slips for climbing, scuba, and PVA from those planning to participate in those programs.

- ❑ Mail in any necessary equipment requests, menu requests, etc.
- ❑ Locate and bring along copies of your OA election forms if you have Ordeal candidates.
- ❑ Locate and bring along copies of registration items, Swim checks, Youth Protection cards, etc.
- ❑ Make transportation plans to and from camp, prepare maps, and discuss Sunday lunch plans. See the schedule for your camp.
- ❑ Set up a troop emergency "phone tree" if desired.
- ❑ Discuss desired troop programs so you are ready to sign up when you get to camp.
- ❑ Get an estimate of the number of guests for the parents' night meal.
- ❑ Hold a final new camper information meeting and equipment shakedown. Distribute final details such as maps, schedules, emergency contact data, etc.
- ❑ Prepare a list to troop equipment to take along.
- ❑ Assemble and pack troop gear.
- ❑ Before heading to camp, discuss behavior expectations and policies with Scouts and parents.

## REGISTRATION, FEE PAYMENT, AND PRE-CAMP PAPERWORK

We are phasing in an on-line camp registration system. This year, the system will be used for on-line entry of camper rosters and signup for classes and programs. This section provides an overview of this year's process.

If your unit does not have Internet access, you will be able to handle rosters and class registration by mail. See the explanation at the end of this section.

We will all be adjusting to camp on the Internet. Please be assured that even if there are problems with pre-camp registration, we will work out the problems when you arrive. Camp will happen!

### TO RESERVE SPACE AT A CAMP

Mail a request form, and a deposit of \$15.00 per youth to the Council Office. We will mail you a receipt and confirmation of your choices. A schedule of fees and dates is shown on the request form.

### TO MAKE PAYMENTS

Send a check to the Council Service Center, along with your unit number and any changes to the number of Scouts that you expect. See the payment schedule on a following page. We will mail you a receipt. **When making payments after you have access to the registration web site, do not use the payment section -- continue to mail or bring payments to the Council Office.** Mail your payment(s) to Denver Area Council, 2901 West 19th, Denver, CO 80204.

### YOUR ON-LINE ACCOUNT

When we have received your deposit, first, and second payment (due April 7th, bringing the total paid to \$120 per Scout or \$130 for out of council Scouts), we will activate your on-line account, and send you a confirmation number that will be used to access your account. This confirmation number should be kept by your Summer Camp Coordinator, and given only to those who you wish to have enter or change data!! The web site will not be fully active until April 15, 2003; if you make your second payment before that date, you will not be able to access the site until April 15th.

## **ACCESSING THE WEB SITE**

Go to the Council web site, which is [www.denverareacouncil.com](http://www.denverareacouncil.com). Click on the link "Register For Camp". You'll be taken to a screen, which provides information regarding camp registration for Camps Dobbins, Dietler, and EaglePoint. From this page you will be able to access your existing camp registration.

You will be asked for your unit's **confirmation number**, which you received when making the April payment. You will then be given an opportunity to: **Register or Update** Registration for Camp, **Edit Unit Roster**, or **Edit Camp Schedule** (merit badge classes and pre-scheduled activities).

You can use the Register/Update area to view your reservation, but will not be able to make changes on-line; this area will be "locked". If you need to make changes in your reservation dates or unit size, contact the council office.

## **ENTER YOUR UNIT ROSTER**

Enter the web site as above, and choose to **Edit Unit Roster**. You will be asked to enter the following for each participant, youth and adult:

Name (Last, First)

Date of Birth

Emergency Telephone Number

Adult or Youth

For adults only, nights in camp during the week (S-M-T-W-Th-F), and gender (M-F)

You will be permitted to enter youth names only up to the number for which you have made reservations. If you have additional youth, contact the council office to make a payment and expand your reservation, subject to available capacity. You can delete previously registered names, and add new ones, provided the total number does not exceed your reservation.

Enter every adult who will be in camp overnight, even if only for one night. Due to partial week attendance, the number on the roster may exceed the number for which you reserved space.

## GET A FINAL COURSE LIST

The tentative class and event offerings are shown in this Leaders Guide. The final list will be available on the Council web site on April 15th. You'll want to locate and print the final course list so you can get organized off-line. Each offering of a class is unique -- Archery in Period One will have a different number than Archery in Period Two. Most classes meet four times during the week, and the class number covers all the sessions.

Using this list, and your Scouts' requested classes, make a list of desired class numbers for each youth, and be ready with some backup choices.

## ENTER CLASS AND EVENT REQUESTS

Enter the web site as explained above, and choose **Edit Camp Schedule**. You will be able to create a personal schedule for each Scout and adult attending. You'll start from your current unit roster, so be sure it is accurate before entering this section.

Enter the class selections as requested. If space is available, your Scout will be added to the class list, and the class will be added to his personal schedule. You'll be able to enter only three classes for each Scout. Pre-Scheduled Activities (scuba, overnight trail ride) are not included in this limit; sign up for those you want. When this Scout's choices are entered, go to the next Scout. You will be able to print a schedule for each Scout at the end of the process.

When making a class choice, you will be shown the capacity and current enrollment. Most classes will accept your registration even when the class is full; in this event, your Scout will be placed on the waiting list, and this selection will count against his limit of three classes. After class signup closes, we will do our best to adjust our staff and classes to accommodate everybody on waiting lists. This can usually be done, but cannot be guaranteed; if you prefer to have only "confirmed" classes, do not sign up for a class that is shown as full. We will let you know about additional class offerings when you arrive at camp.

A few classes will **not** accept additional signups when the limit is reached; these are areas where capacity is truly limited, such as sailing and horsemanship. If these are full, we suggest you pick another offering for pre-camp signup. Check with us when you arrive to see if space has become available in the class you wanted.

You should also be cautious about classes with only one or two students; it may become necessary to cancel a small class so that we can offer additional sections of another merit badge. If this happens, we will adjust schedules and let you know the outcome when you arrive at camp.

## **WHEN TO COMPLETE ON-LINE ROSTERS AND CLASS SELECTION**

The web site will open up on April 15th. **Remember that you will not be able to register until you have made the April payment!**

The web site will stop accepting rosters and registrations one week prior to your scheduled arrival date, so that we can begin planning for your arrival.

We suggest that you register as soon as you have information from your Scouts. There are enough class choices that we will be able to put every Scout in three classes, but the most-desired classes will, of course, fill fairly early.

## **FOR THOSE WITHOUT INTERNET ACCESS**

Please mail in your roster and class choices, and we will enter it for you. Please type the roster, with the following: Name – DOB - Emergency Phone - class choices 1st through 5th.

You need not look up the class numbers; we will do that. We'll mail the printouts back to you.

We will process your requests in the order they are received, as our workload permits. Mail requests will not be processed until at least April 15th.

## **THE BACKUP PLAN**

At this time, the software for on-line registration is still under development. If it is not ready for use by April 15th, we will notify the unit leader or other person shown in our camp reservations. We will then go back to "paper roster" and class registration." All the forms are in this Leaders Guide. We'll let you know the deadlines, etc. if it becomes necessary to use them.



## CAMP FEES

Troops reserve space in camp by paying a \$15.00 per Scout reservation fee. You may request a specific campsite, and we will do our best to accommodate you. All campsites are assigned on a first-come-first-served basis, and depend on the number of Scouts registered. We reserve the right to make campsite changes at any time. All registrations should be made through the camp coordinator or Scoutmaster for your unit. The troop coordinator should make payments to the Denver Area Council. Payments due to the Council Service are as follows:

<u>Payment Due Date</u>	<u>DAC Troops</u>	<u>Other Council Troops</u>
Reservation Fee	\$ 15.00 per Scout	\$ 15.00 per Scout
First Payment: March 10, 2004	\$ 55.00 per Scout	\$ 60.00 per Scout
Second Payment: April 7, 2004	\$ 50.00 per Scout	\$ 55.00 per Scout
Final Payment: May 12, 2004	\$ <u>50.00</u> per Scout	\$ <u>55.00</u> per Scout
Total Payment:	\$170.00 per Scout	\$185.00 per Scout

## CAMPERSHIPS

Requests for camperships (a scholarship toward a Scout's camping fee) must be made in writing to the Council Camping Committee detailing why this particular Scout needs financial assistance. Please complete the enclosed Program Scholarship Application form. The Denver Area Council, Boy Scouts of America strongly believes no youth shall be denied a program experience because of a lack of funds. However, every effort must be made by a Scout to earn their own way. All requests should be made prior to April 1, 2003. Scholarships cannot be given after attending camp. The campership is only for Scouts of the Denver Area Council.

## ADULT LEADER FEES

Each troop is required by Colorado law to have one adult per 10 Scouts, with a minimum of two adults for troops with 9 or fewer Scouts. While the adults may rotate, this minimum leadership must be present at all times. The fee for adult leaders on your roster is calculated on a daily basis, at \$60 per week or \$12.00 per day. You will receive a fee reduction credit for leaders based on the following schedule. The adult fee will be determined at check-in based on your final roster, and the fee will be collected at that time. The fee can be paid prior to camp or at check in.

1 – 20 Scouts – Two leaders' costs covered
21 – 30 Scouts – Three leaders' costs covered
31 – 40 Scouts – Four leaders' costs covered
41 – 50 Scouts – Five leaders' costs covered
51 – 60 Scouts – Six leaders' costs covered

## REFUNDS

The \$15.00 per Scout deposit is non-refundable at any time, but may be transferred to other troop members as long as the unit's total registration count does not go down. Refunds for cancellations will be made on the following basis:

**Prior to May 12** – Participants will receive an entire refund less the \$15.00 non-refundable deposit.

**May 12 to June 1** – Participants will receive a refund less \$35.00 processing fee.

**After June 1** – No fees will be refunded unless a physician provides a letter stating that the participant cannot attend for medical reasons, or the unit leader provides a note stating that there was a death in the immediate family. Refunds after June 1 will be charged a \$35.00 fee.

If a Scout becomes ill while attending camp and is sent home by the camp medical Leadership Team, the Scout will be entitled to a prorated refund based on the fee less a \$35.00 processing fee. Scouts who leave camp for other reasons, including those asked to leave due to behavior issues, will not be granted a refund.

All refunds should be requested in writing by the unit's Scoutmaster or committee chairperson, and mailed to the Council Office. Refunds for in-council troops will be credited to the Unit's DAC account.

## PAPERWORK TO BRING TO CAMP

- ❑ Roster
- ❑ Class registration information
- ❑ Medical forms
- ❑ Signed permission forms for scuba, PVA
- ❑ Unit Swim Check
- ❑ Copies or originals of adult Youth Protection cards
- ❑ Blank troop or personal checks (for final fees or charges incurred at camp)

## QUESTIONS AND LAST MINUTE DETAILS

**For 2004, there will not be any 11 Day Meetings!** We believe that topics previously covered at 11 Day Meetings can be handled more efficiently. General camp updates will be posted on the Council web site, or done by email or regular mail. Be sure we have current contact information on a leader who will be readily available during the week or two before camp! Other items will be handled as follows:

- ❑ Medical forms - turn in during the check-in process when you arrive at camp.
- ❑ Equipment requests - mail to the Council office no later than two weeks before camp.
- ❑ Merit Badge Signup - to be done principally online, as explained elsewhere.
- ❑ Merit Badge class adjustments - handled at camp after check-in.
- ❑ If the troop has a balance – money will be collected at camp during check-in.

There will be a Scoutmaster meeting on the afternoon when you arrive at camp. If you have specific questions that must be answered before you arrive at camp, contact us as noted above.





# WELCOME TO CAMP CRIS DOBBINS

Camp Cris Dobbins is a dining hall style, six day long-term summer camp which offers a wide variety of skill areas to Boy Scout age youth and their leaders.

The mission of Camp Cris Dobbins is to provide Scouts with leadership, support and positive role models. Camp Cris Dobbins' Leadership Team is there for the Scouts, and will go the extra mile to make their Scout camp experience a good one. Camp and the Leadership Team are there as tools for your use during the time that you are at camp. Come to camp with tentative duty rosters, activities, and schedules ready. If you are prepared, you can spend less time planning and more time enjoying the camp. The goal of the Leadership Team at Camp Cris Dobbins is to provide a positive and fun experience for every Scout and unit attending camp. We hope each Scout goes home tired, yet eager to come back.

## CHECK IN PROCEDURE

To expedite our check in process, plan to **arrive at camp according to the following schedule**. If you arrive earlier than your time, it slows down the process for you and your troop. The camp gate may be closed if you arrive before 1:00, while the staff prepares for your arrival. Campsites will be assigned after the final payment on May 12th.

Arrive At	Where	Campsite
1:00 P.M.	HQ	Laredo, El Paso, Deadwood, Santa Fe and Raton
1:30 P.M.	HQ	Wichita, Sedalia, Abilene, Cripple Creek and Stillwater
2:00 P.M.	HQ	Creede, Tombstone, Ogallala and Dodge

When you arrive, all vehicles should park in the main lot at the office. The **Scoutmaster should come to the office**, and bring along all forms and rosters. Please be prepared to pay any remaining fee balance, and the fee for extra adults, at check-in. You will receive your dining hall schedule at this time.

While paperwork is being completed, your **campsite host will meet with the youth**. The Scouts and other adults can transfer troop equipment or excess personal gear to one or two vehicles. **Only one vehicle per troop (two if needed) will be allowed access to your campsite** to deliver equipment. Scouts should be ready to carry in most of their personal equipment. Family members and others must also hike...no vehicles!

After checking in at headquarters, the troop and its campsite host from the Leadership Team will head to the campsite. The campsite host, senior patrol leader and Scoutmaster will **inspect the tents, pit toilet, and other camp equipment;** problems will be noted on the check-in sheet. Troop members should be unloading troop equipment and preparing to move into tents once the inspection is completed. This is not the time for Scouts to make their tent home, but rather to get their personal equipment out of the elements and change for the swim check.

Your campsite host will then escort you to the Gates Aquatics Center for a brief **medical recheck and a swim check.** **You must bring your medical forms, medications to turn in,** and pre-camp swim check report, if you have one. Every Scout and leader who wishes to take part in any aquatics activities during the week must take a swim check. If bad weather prevents swimming, the Leadership Team will make arrangements to reschedule checks. (See information elsewhere on Pre-Camp Unit Swim Checks.)

Your campsite host will then continue with a brief **tour of camp,** and escort the troop back to your campsite. At this time, any **vehicles at the site should be moved to the parking lot.** The campsite host will take time to visit with your Scouts, and, time permitting, organize a quick game.

The Scoutmaster or another unit adult leader may return to the office at any time during the afternoon to make any **adjustment to their Scouts' merit badge and program registrations.** The program director and other management personnel will be there to help you.

There will be a **Leadership Meeting from 4:30 P.M. to 5:30 P.M. on Sunday,** in Gilwell Hall (the basement of Kephart Dining Hall). The Scoutmaster and senior patrol leader must attend. Make arrangements with another adult leader to organize your troop for dinner, in case you are running late.

## **SPECIAL CHECK IN PROCEDURES**

If you will be reporting to camp at some time other than the designated time, please call 10 days in advance to the Camping Department at 303-455-5522 x111 to make arrangements. We can set up an early or late check in to accommodate your needs. If you are delayed enroute, and will be arriving later than planned, please contact the camp at 303-648-3023.

## **ADULT LEADER CHECK IN PROCESS**

1. The Scoutmaster/Acting Scoutmaster must list all adults coming to camp for the week on the Unit Adult Registration Form when the troop checks in at camp. An accurate, daily list must be completed, identifying when adults will be checking in and departing.
2. During the check in process, the Scoutmaster/Acting Scoutmaster must provide proof of current Youth Protection Training certification of all registered Scouters listed on the Unit Adult Registration Form who will be remaining on the Ranch for more than 24 hours. The Youth Protection Training Certification is valid for three years and must be current through the Scouter's entire time on Ranch. Scouters listed on the Unit Adult Registration Form who will be remaining on the Ranch for more than 24 hours and do not have proof of current Youth Protection Training certification will be **required** to attend the Youth Protection Training certification that will be held each Monday in Gilwell Hall. The Scoutmaster/Acting Scoutmaster is ultimately responsible to make certain that Scouters, who are required to attend the Youth Protection Training certification, participate in the certification. The Scoutmaster/Acting Scoutmaster will be responsible to update the Unit Adult Registration Form throughout the week if changes occur.

## **ADULT WRISTBANDS**

At check-in, you will be given a wristband for each adult who has arrived on Sunday. The Scoutmaster/Acting Scoutmaster will distribute adult identification wristbands to the adults in their troop. Adults who arrive later in the week must check in at the office, and will receive a wristband at that time. **ALL ADULTS AT PEACEFUL VALLEY SCOUT RANCH ARE REQUIRED TO WEAR THIS WRISTBAND WHILE STAYING ON THE RANCH!** If your wristband is damaged, return to the office for a replacement.

## **CAMPSITE EQUIPMENT**

Your campsite will be set up with the number of tents, platforms, and pads as determined and based on your registration numbers. Female adults will have separate tents, and whenever possible, the Scoutmaster will have a single tent. Dining flies and picnic tables will be provided for every 10-15 participants. Any problems will be resolved after check-in. If this standard equipment is sufficient, you do not need to send us an equipment request.

If you have special needs, such as something for a troop program, please let us know. It is best to give us advance written requests for unusual items. Otherwise, simply ask when you arrive.

## RECOMMENDED TROOP EQUIPMENT

Leaders might wish to bring some extra equipment that will help make your experience more enjoyable and productive. The items listed below should be considered:

- ❑ American Flag
- ❑ Sharpening stones and files
- ❑ Troop and Patrol flags
- ❑ Dutch oven and ingredients!
- ❑ First aid kit
- ❑ Lock box and envelopes for money/valuables
- ❑ Handbooks and helpful literature
- ❑ Lantern
- ❑ Merit badge pamphlet library
- ❑ Special Program equipment
- ❑ Conservation/project tools
- ❑ Maps and compasses
- ❑ Skit/song books
- ❑ GPS units
- ❑ Current Requirements book
- ❑ Small repair kit (duct tape, wire, Leatherman, etc.)
- ❑ Black marking pens
- ❑ Folding chairs
- ❑ Rope
- ❑ Clothes hangers
- ❑ Alarm clock
- ❑ "Talkabout" radios



# DAILY SCHEDULE

This is the tentative daily schedule for the week at Camp Cris Dobbins; updates will be issued at the leaders' meeting. Detailed schedules for the dining hall, and seating assignments, will be issued at check-in.

## Sunday

1:00	Check in – Laredo, El Paso, Deadwood, Santa Fe and Raton
1:30	Check in – Wichita, Sedalia, Abilene, Cripple Creek and Stillwater
2:00	Check in – Creede, Tombstone, Ogallala and Dodge
1:30 – 4:30	Medical and Swim Checks
4:30	Scoutmaster and SPL Meeting at Gilwell Hall
6:15 - 7:30	Family-style dinner; two seatings.
6:45	All-camp Flag Ceremony at McKenzie Range
8:00	Opening Campfire
10:00	Quiet Time
10:30	Lights Out

## Monday, Tuesday and Wednesday

Before 6:00	5-k run, 15-k mountain bike ride (for the new Top Hand award]
6:00	Reveille
6:30 - 7:45	Family-style breakfast; two seatings. Polar Penguin Swim
7:00	All-camp Flag Ceremony at Mckenzie Range
8:00	Period One classes
9:30	Period Two classes. Scoutmaster meeting and trainings
11:00	Period Three classes and activities
12:30 - 1:45	Serving-line lunch
2:00	Patrol Leader Council; Scoutmaster update meetings if needed
2:15	Period Four: some planned activities, open areas
3:45	Period Five: open areas
5:15	Troop Time; Program Areas closed
6:15 - 7:30	Family-style dinner; two seatings.
6:45	All-camp Flag Ceremony at McKenzie Range
8:00	Evening Program: Mon/Tues-activities at Program Areas, Wed-OA and chapel
10:00	Quiet Time
10:30	Lights Out

## **Thursday**

6:00	Reveille
6:30 - 7:45	Family-style breakfast; two seatings. Polar Penguin Swim
7:00	All-camp Flag Ceremony at Mckenzie Range
8:00	Troop sack lunch preparation
9:00	Mile Swim. Areas open (except pool, lake, stable). Ask counselor for details.
10:30	Coulter's Run
11:30	Scuba Discovery at pool
12:00 - 2:15	Program Areas closed. Sack lunches as planned by troop.
2:15	Period Four: some planned activities, open areas
3:45	Period Five: open areas
5:15	Troop Time; Program Areas closed
5:45	Assemble at office for Scoutmaster Dinner (one leader per unit)
6:15 - 7:30	Family-style dinner; two seatings.
6:45	All-camp Flag Ceremony at McKenzie Range
8:00	Evening Program: Activities, regional campfires
10:00	Quiet Time
10:30	Lights Out

## **Friday**

6:00	Reveille
6:30-7:45	Family-style breakfast; two seatings. Polar Penguin Swim
7:00	All-camp Flag Ceremony at Mckenzie Range
8:00	Period One classes and activities
9:30	Period Two classes and activities. Scoutmaster meeting and training
11:00	Period Three classes and activities
12:30 - 1:45	Serving-line lunch
2:00	Patrol Leader Council; Scoutmaster update meetings if needed
2:15	Period Four: Most areas open. MB completion. No scheduled activities
3:45	Period Five: All areas closed. Campsite cleanup
5:00 – 7:00	Family Night Dinner
7:30	Flag Ceremony, followed by campfire
10:00	Quiet Time
10:30	Lights Out

## **Saturday**

6:00	Reveille
6:30 – 8:00	Clean up Campsites
7:15 – 8:15	Buffet Continental Breakfast
8:30	Flag Ceremony
8:45	Check out
10:00	All Troops checked out – Have a safe trip!

# THE NEW SCHEDULE

**Periods One, Two, and Three** are dedicated to merit badges and Eaglebound, as in past years. A detailed list of offerings can be found later in this guide.

## **Period Four**

Each program area will be open, except for horses, climbing, and cycling, which are assigned to Dietler during this time. Scouts are free to go to the area of their choice. There will be a planned activity at many areas; those who want to participate must arrive at the beginning of the period.

Most areas will offer drop-in activities. Boats and canoes will be available at the lake. The pool will be open. Nature counselors will be available to help with merit badge projects. Stop by Handicraft to start a kit, or help the staff at Scoutcraft work on a big pioneering project. If you need just a couple of things for First Class, come by the Eaglebound area, and a counselor will be available to help.

The ranges will be open for Scouts to work on qualifying for merit badges on a rotating-line basis. Scouts who want to try archery or rifle, but are not in the merit badges, must arrive at the start of Period Four for a mandatory safety briefing. They will then join in the rotation.

Some of the Period Four planned activities will help Scouts with advancement. Others will be for fun or to improve skills. Details on the offerings (and signup procedures for those with limited capacity) will be distributed during the Sunday Scoutmaster/SPL meeting. Some of the activities that are tentatively scheduled for each area are as follows. There may be changes by the time you arrive at camp.

Nature: Colorado Scout Conservation Award, Nature walks, "Leave No Trace" programs

Scoutcraft: GPS hike

Eaglebound/Leadership: Junior Leader Training

Medical Lodge: CPR basics, to complete the requirement for many merit badges (capacity limited)

Lake: English Gates in a canoe

Pool: Rolling a kayak and getting out -- older Scouts, capacity limited

## **Period Five**

The areas will be open for drop-in activity, as discussed above. This is also the time for you to conduct a special troop activity, such as a hike into the backcountry. A few counselors will be available to help with these activities. Check with the program director or senior camp management to set up an activity!

## PROGRAM OFFERINGS

The chart in this section shows all scheduled program offerings at Dobbins this summer. You should sign up for these classes and activities during on-line registration. (See page 39).

There are many open activities for which pre-camp signup is not necessary; these are offered as afternoon and evening special programs, and open areas. We will provide information on all these "open" activities when you arrive. A few of these "open" activities may require signup at camp.

**All scheduled offerings are subject to change without notice!** If signup is less than our minimum expectations, we may cancel the class and reassign staff to more popular offerings. If this happens, you will be given an opportunity at camp to make other choices. We apologize for the inconvenience that may result.

**Periods Offered.** See the overall schedule for times. Not all programs are offered in all periods!

**Fees.** The fees noted are principally for materials. Each of the handicraft badges will require the purchase of kits. Scouts can select the kit they like, so costs are only an estimate; allow at least the amount shown. See the PVA description for fee information. Archery fees are for an arrow kit; other shooting fees are for ammunition. Horsemanship fees are for horses. Scouts will pay all fees at the office, and receive a receipt that must be presented to the program counselor no later than Tuesday morning (or at the activity for trail rides and Scuba).

**Period Capacity** is the planned maximum enrollment. We may increase enrollment for some classes, and/or offer additional sections, based on pre camp signups. We will tell you of these changes at camp. Some classes cannot be increased due to facility limits -- climbing, cycling, horses, sailing, scuba, etc.

**Requirements offered at camp** - These are from the 2003 Requirements Book. We will do our best to offer the listed requirements, but that does not guarantee that Scouts will successfully finish them. Work that is not completed at camp can be finished at home with unit leaders.

**Requirements To Do at Home** are things that the unit or Scout must do either before or after camp. They cannot be completed at camp, and will not be offered.

**Prerequisites, Other.** This column shows minimum ages or other requirements to meet before taking the course, special forms requiring parent signature, and other remarks. Check it carefully, as these requirements cannot be waived.



# CAMP CRIS DOBBINS 2004 PROGRAM OFFERINGS

(All offerings subject to change at anytime)

Area/Class	Periods Offered	Period Capacity	Costs Fees	Requirements Offered at Camp	Requirements to do at home	Prerequisites, Other
<b>Adventure Lodge (Fort Laramie)</b>						
Climbing MB	1-2-3	7		3, 4, 5, 6, 7, 8, 9, 10, 11, 12	1, 2	Age 13
Cycling MB	1-2-3			3, 4, 5, 6, 7, 8(Part)	8(Part), 9	
PV Adventure	Full Morning	24	\$25	See program description. Optional off camp trip \$25 additional	None	
<b>Aquatics (Gates Pool and Silver Lake)</b>						
Swimming	1-2-3	24		1, 3, 4, 5abcd, 6abc, 7abc, 8, 9abc, 10abcd	2ab	Strong Blue Swimmer
Lifesaving	1-2-3	12		2abcde, 3, 4, 5, 6, 7abcde, 8, 9abc, 10, 12ab, 14abc	1ab, 13ab, 15	Swim MB
Beginning Swimming	1-2-3	8		See program description	None	
BSA Lifeguard	Full Morning	6		See program description	CPR Certification	Age 14-adult, swim 400 yds
Canoeing	1-2-3	16		4abcde, 5abcdefg, 6abc, 7abcd, 8, 9, 10abc	1, 2	Blue Swimmer
Rowing	1-2-3			4, 5abcd, 6ab, 7, 8, 9, 10abc, 11abcdefg	1, 2	Blue Swimmer
Small Boat Sailing	1-2-3			4, 5abcd, 6abcdefg 7abcd, 8, 9, 10	1, 2	Blue Swimmer
Scuba Discovery	Thurs 11:30	16	\$20	See program description		Age 12, blue swim, extra form
<b>Eaglebound/Leadership (Location t/b/a)</b>						
Eaglebound 1 (T/2)	1	30		Tenderfoot-1, 4ab, 5, 9, 11; 2nd-1ab, 2cde(f?), 5, 7abc	Balance	Do T-1, and 2nd-6b before camp
Eaglebound 2 (1st)	2	30		1, 2, 5, 6, 7abc, 8a, 9abcd	Balance	
Jr Leader Training	4	10		See program description		Age 13
<b>Handicraft (Fort Lupton)</b>						
Basketry	3	15	est \$15	1, 2		
Leatherwork	1-2	15	est \$10	1, 2abcd, 3, 4a, 5		
Space Exploration	1-2-3	15	est \$10	1, 2, 3abcdefg, 4abcd, 5abc, 6abc 7abcd, 8	Will launch compressed-air models, not Scout-built kits	
Woodcarving	1-2-3	15	est \$10	1, 2abc, 3, 4, 5, 6, 7		
Pottery	2-3	15	est \$10			
Indian Lore	1	15	est \$10	1, 2bc, 3a, 4a		
<b>Hollywood (Fort Collins)</b>						
Cinematography	Full Morning	12	\$20	1, 2abcd, 3b, 4		
Communications	2-3			1, 2, 3, 4b, 6a, 7, 8	4a, 5	Age 13
Journalism				1a, 2a, 3c, 4		
Photography	1-2-3		\$10	1, 2ab, 3, 4, 5	2a	
<b>Health Lodge (Class location t/b/a)</b>						
Medicine MB	3	4		1, 2, 3, 4, 5, 6, 7, 8, 9		Age 13
First Aid	1-2-3-4	varies		2a, 3abcdef, 4ab, 5abcdefg, 6ab, 7	1, 2b	
CPR Demo	4-5	15		See program description: for mb's, not certification		
<b>Nature/Ecology (Fort Garland)</b>						
Environmental Science	1-2-3-4	15		1, 2, 3abcd, 5ab, 8	3e, 4, 6, 7	
Astronomy	1-2	15		1abc, 2b, 3c, 4, 5ab, 6, 7ab, 8b, 9	8a	Night Sessions
Mammal Study	2-3	15		1, 2, 3c, 4g, 5		
Geology	1	15		1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13		
Fishing	1-3	8		2, 3, 4, 5, 6, 7, 8, 9(part)	1, 9(part)	
Soil/Water Conservation	2-3	15		1abc, 2abcd, 3abc, 4abcd, 5abcde, 6abcd, 7ef		

Area/Class	Periods Offered	Period Capacity	Costs Fees	Requirements Offered at Camp	Requirements to do at home	Prerequisites, Other
<b>Nature/Ecology (Fort Garland)</b>						
Fish/Wildlife Management	2	15		1, 2, 3, 4, 6, 7	5	
Weather	1-3	15		1, 2, 3, 4, 5, 6, 7, 9	8	
Colo. Conservation Award	4	8		See program description		Age 13
<b>Ranching (Elephant Corral and t/b/a)</b>						
Horsemanship	1-2-3	12-24	\$25	1, 2, 3, 4, 5, 6, 7, 8, 9, abcdefghij, 10		
Adv. Horsemanship	2	12	\$25	Skills improvement	Not merit badge	Horsemanship MB
Animal Science	1	10		1, 2, 3, 4, 5, 6		
Farm Mechanics	2	10		1, 2, 3, 4, 5, 6, 7, 8, 9		
Overnight Trail Ride	5	16	\$20	Ride, outpost overnight, campfire (3 nights offered)		
<b>Scoutcraft (Fort Vasquez)</b>						
Camping	1-2-3	15		2, 3, 4, 5, abcde, 6abcd, 7ab, 8ab	1, 7, 8, 9ab	
Emergency Prep.	1-2-3	15		2ab, 3abcd, 4abcd, 5, 6, 7, 9abc	1, 8abc	
Orienteering	1-2	15		1, 2ab, 3ab, 4abc, 5ab, 6ab, 7ab, 8b, 9	10	
Pioneering	1-2-3	15	\$3	1, 2, 3, 4, 5, 6, 7, 8, 9		
Wilderness Survival	1-2-3	15		1, 2, 3, 4, abcde, 5, 6, 7abc, 8, 9, 10, 11, 12, 13		
Backpacking	3	15		2, 3, 4, 5, 6, 7, 8ab, 9abc, 11	1, 8cd, 9de, 10	
<b>Shooting Sports (Travis SS Center)</b>						
Rifle	1-2-3	16	\$6	1, abcdefghi, 2, abcdefghijkl		
Archery	1-2-3	16	\$5	1ab, 2abc, 3, abcdefg, 4a, 5, abcdefghi		
Shotgun	1-2-3	8	\$15	1, abcdefghi, 2, abcdefghijkl		Age 13
Hunter Safety	4	4		Skills for certification	Final exam	Tentative offering; age 13

# DESCRIPTIONS OF SELECTED PROGRAMS

## PROGRAM FEES

Some activities require payment of special fees, or the purchase of craft kits, etc. These charges help defray the costs of special program facilities, so other all campers are not burdened with higher camp fees. These costs are also noted on the Program Offering chart; to avoid any problems they are repeated below.

The fees noted are principally for materials. Each of the handicraft badges will require the purchase of kits. Scouts can select the kit they like, so costs are only an estimate; allow at least the amount shown. See the PVA description for fee information. Archery fees are for an arrow kit; other shooting fees are for ammunition. Horsemanship fees are for horses.

Scouts will pay all fees at the office, and receive a receipt that must be presented to the program counselor no later than Tuesday morning (or at the activity for trail rides and scuba). If merit badge fees are not paid, the Scout may be removed from the class, and will not receive a "blue card" or completion report.

Peaceful Valley Adventure	\$25
Scuba Discovery	\$20
Basketry kits (two needed)	\$5-15
Leatherwork kits (two needed)	\$5-15
Space Exploration - kit	\$5-15
Space Exploration - launch fee for motor	\$5
Woodcarving kits (2 needed)	\$5-15
Pottery materials	\$5-10
Indian Lore- kits	\$5-10
Cinematography (Hollywood)	\$20
Photography - darkroom materials	\$10
Horsemanship, Adv. Horsemanship	\$25
Overnight Trail Ride	\$20
Pioneering	\$3
Rifle	\$6
Archery	\$5
Shotgun	\$15

## PEACEFUL VALLEY ADVENTURE (PVA) – OUR SPECIAL OLDER BOY PROGRAM

We have upgraded this program for 2003, so that your older Scouts have an alternative to merit badges! The program runs from 8:00 to 12:00 each morning of the week, and participants should not schedule any other morning activity. Participants will help select activities on the first day. A likely schedule follows. On Monday, the group will go climbing and rappelling on the rocks at Magness. Tuesday, there is a mountain bike tour of the backcountry at PV. Wednesday is reserved for an all-day off-camp field trip. Thursday morning will find participants on a horse trail ride. Friday morning, the group will take a GPS hike to Adventure Valley, and run the challenge course. Other morning possibilities may include windsurfing and kayaking at the lake, or added shooting time at the ranges.

On Wednesday, we will take a field trip to Colorado Springs, for a tour of the Cave of The Winds. We'll take a picnic lunch. There will be another off-camp activity during the trip, to be chosen at camp. Rappelling at Castlewood Canyon or a Pike's Peak ascent is possible. The basic PVA fee of \$25 covers transportation costs for the trip, and incidentals. Those who wish to tour the Cave of the Winds must purchase their own admission tickets; the estimated cost is \$20, but we are working on group prices. Those who do not want to tour the Cave will have a chance to do some reading or relaxing outside!

We've designed the PVA program so older Scouts can spend the afternoon and evening with their troop, or take advantage of some of the special area activities designed for older youth, as discussed elsewhere. There's always the chance that the participants will decide to have a special evening program, such as an outpost; these plans will unfold at camp depending on staff availability and participant interest.

Our older staff members, affording youth a chance to "hang out" with some really interesting college students, will conduct activities.

Remember that this program is for youth age 14 and up. **Special permission slips are required** -- you will find them in the appendix!

### BEGINNING SWIMMING

We'll help your nonswimmers or beginners improve their skills. Content will depend on the participants' skill levels, but will usually cover getting comfortable in the water, "finning", front crawl and breathing, back crawl, floating, and an intro to elementary backstroke. Most participants can advance one level on the swim tests.

## **BSA LIFEGUARD**

This course provides training for a unit's aquatics resource person. Adults and youth age 14 and over are welcome. You must be a strong swimmer, as the first activity is a 400-yard swim, and a 20-second sprint of 25 yards. We will "polish" your swimming, and give you swim teaching tips. Then, we cover lifeguarding skills, BSA aquatics safety policies, and other requirements. Finally, you will meet the "experience" requirement by assisting us with afternoon guarding duties and morning teaching. You must have a current CPR certification to receive the BSA Lifeguard certificate. We do not offer this in camp. Bring your current card. If you take CPR after camp, we will mail your BSALG card when you send us a copy of your CPR card. The course usually takes the full morning, from 8:00 - 11:30; do not sign up for other morning classes.

## **SCUBA DISCOVERY**

A-1 Scuba, one of Denver's oldest scuba schools, brings a certified PADI instructor and gear to camp to offer this independent-contractor program. You'll watch a training video, learn basic skills in the water, and then go diving in the pool for 20-25 minutes. Blow some bubbles, and see if this exciting sport is for you! You **MUST** be at least 12 years old and a blue-tag swimmer. You **MUST** bring the A-1 PADI Release and Medical History form signed by your parents in several places! (The form is in the Appendix). If your health history shows that you have any of the listed health problems, you will probably not be allowed to participate. Scuba can be hazardous if certain conditions exist, and your safety is A-1's primary concern. The program is 11:30 - 1:30 on Thursday. Capacity is limited, and there is an extra fee. Scouts will eat their Thursday sack lunch at the pool.

## **POLAR PENGUIN**

The pool will be open each morning during the breakfast period for a quick dip and a hot shower! With the new split-seating breakfast plan, each troop will swim before or after eating; exact times will be given to you on arrival. Each Scoutmaster should keep a list of participants each morning. At the end of the week, the Scoutmaster will turn in a list of all participants who completed at least three morning swims, and they will receive a special patch at checkout!

## **EAGLEBOUND**

The Eaglebound program covers several Tenderfoot, Second Class, and First Class outdoor skills. The course does not cover all the rank requirements, as many are more appropriate for troop programs. There are two scheduled classes; these are planned for full-week participation. Drop-ins to cover just one topic should do so in the afternoon. Here's the plan.

**Eaglebound 1 - Period One** - Covers the Tenderfoot and Second Class skills listed. Boys just getting started should sign up for this class. The tentative schedule is: Monday - Nature; Tuesday - Knots and Lashings; Wednesday - Map and Compass; Thursday - Second Class Hike and compass (9:00- 1:00); Friday - Totin' Chip and firebuilding.

**Eaglebound 2 - Period Two** - Covers the First Class skills listed. Boys who have completed Tenderfoot and Second Class, or fairly far along, should consider this class. Real fireballs can take this class along with Eaglebound 1. The tentative schedule is: Monday - Nature; Tuesday - Knots and Lashings; Wednesday - Map and Compass; Thursday - Compass course (approximately 9:00 - 12:00); Friday - makeup, and other skills.

**Eaglebound Period Five** - The Eaglebound staff will be available to work with individual Scouts on one or two requirements as needed. Troop leaders are encouraged to help. This is the time for drop-ins. Those taking Eaglebound 1 or 2 may also stop in for extra help. Some staff may also be available during Period Four.

**Five-Mile Hike** - Those doing Eaglebound 1 should plan to do this hike all Thursday morning. Others are welcome to join in, but should contact the Eaglebound staff early in the week about details.

**Citizenship** - One night during the week, probably Thursday, the Eaglebound staff will team up with the Camp Commissioners to conduct the citizenship discussion for First Class requirement 5.

**Aquatics** - On Monday night, the aquatics staff plans to offer a Safe Swim and Safety Afloat discussion. The 2nd/First aquatics rescue skills will be offered at the pool during an afternoon period; details at camp. (The swim test is covered at check-in.)

**First Aid Requirements and Merit Badge** - Many units encourage campers to do this merit badge their first year. First Aid is planned for Periods 1-2-3-4, and will cover the relevant T/2/1 skills. Thus, we do not plan to cover them during the Eaglebound 1 and 2 classes. Alternatively, this could be done as a troop program.

## **CAMP HOLLYWOOD**

Hollywood, located at the Ft. Collins Lodge, offers your older Scouts a totally different experience! Working with a skilled counselor and state-of-the-art video and computer equipment, Scouts will write, produce, record, and edit a video that will be shown Friday night before campfire! They'll learn related skills, such as digital still photography. Other Hollywood participants will write the Dobbins Daily newsletter. Note that the Cinematography Merit Badge has a minimum age of 13, and takes up all three class periods.

## **JUNIOR LEADER TRAINING**

This brand-new offering is intended for your unit's in-camp SPL or other key youth leader. We will discuss troop junior leader responsibilities, learn about leadership skills, teach a few games, and sharpen some of your Scouting skills. You'll be given some "homework" to do with your troop later in the afternoon, such as a game or a regional campfire. Troops that do not offer a JLT will find this program helpful.

## **CPR DEMONSTRATION**

The medics and the Eaglebound staff will team up to offer a CPR demonstration opportunity. This is intended to fulfill the CPR requirement found in Aquatics and other merit badges. There is no certification. It is intended for youth who have had some exposure to CPR. We will do basic review and coaching, but time will not permit us to teach the technique to first-timers. Capacity is very limited; sign up before camp if possible. If your troop has CPR resources, we ask you to not sign up, so that troops without resources can use the spaces.

## **COLORADO SCOUT CONSERVATION AWARD**

The Denver Area Council is offering this new award to recognize Scouts who learn and demonstrate their knowledge concerning natural resource conservation issues in Colorado. In your work on this award, you will become knowledgeable about water issues conservation, wildfire protection and "Leave No Trace" camping techniques. You will complete a portion of the "Leave No Trace" Award requirements. Those completing the program at Peaceful Valley will earn the right to wear the Scout Conservationist Award insignia.

## **HUNTER SAFETY**

This program is intended to teach some of the skills needed for Hunter Safety Certification. It may not be possible for us to offer the final certification tests in camp, due to staffing issues. If you are interested, sign up for the course before camp, but be prepared to make another selection when you arrive.

## **TOP HAND AWARD**

For several years, we've offered a 5-k run and a Mile Swim. This year, we are adding a 15-k mountain bike ride. If you finish all three events, you'll receive the new "Dobbins Top Hand Award"! Capacity is unlimited in the 5-k run. Capacity is limited to about 20 in the bike event, and preference will go to those who finished the 5-k run and plan to do the swim.

## **RANCH AWARD**

Patrols that complete a conservation project and other camp activities will receive the Ranch Award. The program is intended to expose your Scouts to the full range of camp, and reinforce the patrol method. Talk to your campsite host for details, and a copy of the checklist.

## **BADEN-POWELL AWARD**

Each Scoutmaster will nominate the Scout in his troop who best exemplifies Scouting traditions during and upholds the Scout Oath and Law during the week in camp. These youth will be recognized during closing ceremonies, and receive a special recognition item. Turn in your nomination by Friday noon at the office.

## **SCOUTMASTER MEETINGS**

Each morning during the second class period, Scoutmasters will assemble in Gilwell. You'll be given camp updates, and a chance to ask questions and make requests. Selected adult leader trainings will be offered after the meeting: Monday - Youth Protection; Tuesday - Safe Swim/Safety Afloat (at the pool); Wednesday - Climb On; Friday - Scouting Safety. Schedules and times are subject to change.

## **SENIOR PATROL LEADER MEETING**

Your unit's in-camp SPL should attend a daily information meeting held each day at 2:00 P.M. on the west upstairs balcony of the dining hall. The meeting is brief, but will provide needed schedule information.

## **CHARCOAL FIRE BAN**

**Unless there is a dramatic change in our weather, charcoal fires will NOT be permitted in unit campsites this summer. This means that you will not be able to do Dutch oven cooking. The Dietler menu will be adjusted accordingly. Dobbins units who wish to do campsite desserts should bring a propane stove and cooking year.**



## ORDER OF THE ARROW

The Order of the Arrow is a camper's honor society chartered by the Boy Scouts of America. Its purpose is to recognize those campers who best exemplify the Scout Oath and Law in their daily lives, and by such recognition, cause other campers to conduct themselves in such a manner as to warrant similar recognition; to promote Scout camping and to develop and maintain its traditions and spirit; and finally, to crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

On Wednesday night, we will conduct a Callout and Pre-Ordeal Ceremony. Candidates will do their service all day Thursday, and complete the Ordeal Ceremony Thursday night. Eligible Scouts and leaders already elected by their troop may complete the Ordeal. You should have received a letter of election and instruction. As explained therein, sign up and pay the \$30 fee at the Council Service Center. Bring copies of your election paperwork, and your fee receipt. There will be an OA Representative in camp, but election issues must be resolved before you arrive at camp.

In addition to the Ordeal, we will conduct a Brotherhood testing and Ceremony. A fellowship session and other activities for OA members will be planned. Please bring your sash, participate in our activities, and show your OA Spirit.



# WELCOME TO CAMP DIETLER

The mission of Camp Dietler is to provide a facility for Boy Scout troops to have fun, to learn, and to practice the Scouting program in the outdoors under their own leadership.

Camp Dietler is a patrol adventure camp designed to build on the troop and patrol methods used during the year. The camp program is intended to further strengthen troop leadership. Camp Dietler excels at providing unique learning opportunities, specialized instruction and adventure activities that can only occur at a long-term camp. The theme of "Back to Basics" is used throughout the program focusing on traditional Scouting skills. While merit badges and programs are offered, they are not the main emphasis of the program.

Not only is Camp Dietler a laboratory for the Scouts and Scouters who visit, the Leadership Team is also learning and growing. Despite all of the planning and experience, we can still learn from you. Your patience, understanding and particularly the feedback is welcomed and appreciated.

## CHECK IN PROCEDURE

Check-in will begin at 1:00 p.m. Your entire troop should plan to arrive about the same time between 1:00 and 1:30 p.m. If you arrive before 1:00 p.m. you will be required to wait in the parking lot while the Leadership Team prepares for your arrival.

Vehicles staying the night or the week should be parked in the parking lot; otherwise vehicles just dropping Scouts off should park along the road outside the parking lot. One vehicle per troop will be allowed access to your campsite after check in to deliver equipment. The vehicle must be returned to the parking lot as soon as it is unloaded. Please be considerate by not blocking in other vehicles. Troop trailers may be unhitched and left in the campsite during the week. Motor home travel trailers are not allowed in campsites. The leadership team will also be available to assist in transporting troop equipment if necessary.

Please find a spot in the grass outside the parking lot and have your troop organize in a central area by patrols. Beginning at 1:00 p.m., you will be greeted by a member of the Camp Dietler Leadership Team who will help you get organized. We attempt to have one Leadership Team member per patrol, but sometimes this is impossible, and we will have patrols double up for an orientation of the camp.

The Scoutmaster should have all forms and rosters ready to turn in; see the list of Troop Equipment for details. Please be prepared to settle all financial obligations at check-in. The camp director will collect all this information in the Dietler parking lot. While the leaders are taking care of business, the Scouts will hike up to the commissary to receive an orientation about safety and sanitation. Once in the campsite, Scouts and

their patrols will customize their campsites and prepare for the week. Swim checks will start at 3:00; your patrol host will give you the details.

**As of this writing, we anticipate that you will not be setting up tents this year.** The ground around the tents is, of course, damaged by our presence. In normal years, the land can somewhat recover, but with the drought conditions, the land is not recovering. To minimize the area that is damaged by our presence, we will not move tents; the best way to ensure this happens is to leave them set up. This is also a principle of low-impact camping; if an area is already impacted by human presence, put your camp there rather than spreading the impact.

Adult leaders are to be at the commissary at 4:00 P.M. for a Leaders' Orientation. Senior patrol leaders and patrol leaders will meet at the commissary at 7:00 P.M. for Patrol Leaders' Council.

## **SPECIAL CHECK-IN PROCEDURES**

If you will be reporting to camp at some time other than the designated time, please call 10 days in advance to the Camping Department at 303-455-5522 x111 to make arrangements. We can set up an early or a late check in to accommodate your needs. If your travel plans change, or you will be arriving late, please contact the camp at 303-648-3443.



## TROOP EQUIPMENT PROVIDED BY CAMP

Your campsite will be your home for the week. When you arrive, each patrol will need to set up their area. All equipment is provided and will be stacked in the campsite and it is up to the patrol to set up. Each campsite at Camp Dietler is designed to support, on the average, 40 campers or two troops, but there is some flexibility that allows us to expand specific campsites to meet the needs of larger troops. Each troop will be provided with the following equipment to make their stay enjoyable.

BSA wall tents and platforms	(2 Scouts per tent)
(2 adults per tent, if conditions permit 1 adult per tent)	
Sleeping pads	(1 per Scout)
Dining fly	(1 per Patrol)
Lantern assembly – lantern, stem, bulk tank	(1 per Patrol)
Propane stoves	(2 per Patrol)
Patrol box with cooking gear	(1 per Patrol)
Utensils	
Pots	
Pitchers	
Griddle	
Cleaning supplies	
Washbasins	
Staple box	
Cooking table	(1 per Patrol)
Water Jug (for drinking water)	(1 per Patrol)
Picnic table	(1 per Patrol)
Ice chest	(1 per Patrol)
Shovel	(1 per Patrol)
Hot hands	(1 per Patrol)
Staple box	(1 per Patrol)

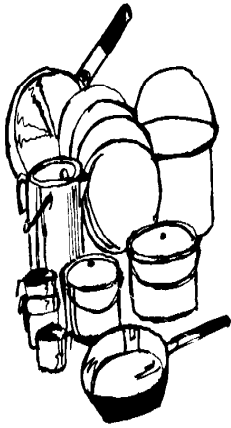
To facilitate getting the proper amount of equipment into the campsite, **the Troop Equipment and Facility Preplanning Sheet and Troop Roster must be mailed to the Council Office no later than 3 weeks ahead.**

### LATRINES AND SUMPS

Each campsite provides a relatively large area for troops and patrols to spread out. Each campsite provides a latrine with two stalls, a urinal, hot water showers, hand washing sinks, and fresh water supplies. Each latrine is also equipped with a light for nighttime convenience. In addition to the latrines, two wastewater sumps are provided to dispose of used dishwater and liquid food waste.

## EQUIPMENT PROVIDED BY TROOP

Troop leaders might wish to bring some extra equipment that will help make your experience more enjoyable and productive. The items listed below should be considered:



- American Flag
- Sharpening stones and files
- Troop and Patrol flags
- Black marking pens
- First aid kit
- Handbooks and helpful literature
- Lantern
- Extra spices
- Merit badge pamphlet library
- Extra water jugs
- Conservation/project tools
- Maps and compasses
- Skit/song books
- GPS units
- Current Requirements book
- Small repair kit (tape, wire, etc.)
- Folding chairs
- Clothes hangers
- Drying line for inside your tent
- Alarm clock, and coffee mug
- "Talkabout" radios
- Special program items
- Lock box and envelopes for money/valuables
- Ingredients for special desserts or snacks



# PATROL COOKING

Camp Dietler's uniqueness is built upon patrol members working together to cook their meals. By using a duty roster, each Scout will become the expert in all aspects of food preparation and clean up. One of Camp Dietler's traditions is for the Scout to clean up his own eating utensils with the whole patrol pitching in to get the other dishes and pans washed. Leadership Team members will be in your campsites to assist patrols with the meal preparation. The Leadership Team will not cook the entire meal. Their role is to provide guidance, especially at the beginning of the week. The team members will then share the meal with your patrol.

Patrol structure is important. We suggest you divide your adults among the patrols. Including adults, each patrol should have 7-11 members.

Food pick up will be at the Commissary promptly at:

6:15 A.M. for breakfast  
11:00 A.M. for lunch  
5:15 P.M. for dinner

The meals should be ready to eat around:

7:00 A.M. for breakfast  
11:30 A.M. for lunch  
6:15 P.M. for dinner

If Scouts are in need of substitutes because of dietary restrictions, please notify the Council Office no later than two weeks before camp. This is important so we can take care of these specific needs.

Meals will be prepared for you Sunday night, Friday night, Saturday morning, and on outpost. Scouts will cook all other meals. Be sure each Scout and adult brings own eating utensils (plate, bowl, cup, fork, knife, and spoon). Scouts and leaders will be using their own personal equipment at every meal, including those prepared by the Leadership Team. A Scout is thrifty. Do not bring paper products for your patrol to eat on. In addition to being wasteful, it cheats the Scouts out of a chance to learn to take responsibility for their own actions.

Each patrol will receive a staple box to help with all the odds and ends that you might need. Each staple box contains:

- Bread
- Peanut Butter
- Jelly
- Sugar
- Honey
- Salt and Pepper
- Cinnamon
- Mustard

- Paper Towels
- Cooking Oil
- Dish Soap
- Matches
- Trash Bag
- Aluminum Foil
- Nonstick Spray
- Scouring Pads

All of these supplies are kept well stocked in the commissary so they can be replenished. Some troops like to bring extra spices, such as lemon pepper or Mrs. Dash. Additional paper towels will cost \$1.00 per roll.

## **SPECIAL DESSERTS AND SNACKS**

Some troops like to do an extra Dutch oven dessert. Others have an adult bring out an ice chest full of ice cream and sundae toppings -- or make ice cream in camp! Let your imagination run! Whatever you decide to do, bring along ingredients and special cooking gear. We'll do our best to fill your special needs, but "Be Prepared" is the best motto.

## **CHARCOAL FIRE BAN**

**Unless there is a dramatic change in our weather, charcoal fires will NOT be permitted in unit campsites this summer. This means that you will not be able to do Dutch oven cooking. The Dietler menu will be adjusted accordingly. Dobbins units who wish to do campsite desserts should bring a propane stove and cooking year.**

# DAILY SCHEDULE

This is the tentative daily schedule for the week at Camp Dietler; updates will be issued at the leaders' meeting.

## Sunday

1:00	Check in begins at Camp Dietler parking lot.
3:00 – 5:00	Swim checks by patrols. This is a required activity.
4:00	Adult Leaders' Meeting at Commissary
6:00	Dinner prepared and served by Leadership Team. Bring your own eating gear.
7:00	PLC
7:30	Flag ceremony and head to campfire
8:00	Campfire
9:30	Astronomy Merit Badge
10:30	Lights Out

## Monday, Tuesday and Wednesday

6:00	Fun and fitness
6:15	Food pick up
7:00	Breakfast
8:30	Flag ceremony
9:00	Class Period One (Traditional Dietler offerings)
11:00	Food pick up
11:30	Lunch
12:30	Class Period Two (lake, pool, other)
2:15	Class Period Three (Traditional offerings, plus some new ones!)
4:15	Patrol Games
5:15	Food pick up
6:15	Dinner
7:45	Flag ceremony
8:00	Evening Program
9:00	Adult Leaders' Rendezvous
9:30	Astronomy Merit Badge; PLC
10:30	Lights Out

## Thursday

6:00	Fun and fitness
6:15	Food pick up
7:00	Breakfast
8:30	Flag ceremony
9:00	Class Period One
11:00	Troop Time
12:15	Lunch at Silver Lake and Lake Activities
2:15	Pack for Outpost, and assemble
3:00	Leave for Outpost



### Friday

8:30	Flag ceremony
9:00	Areas open for Merit Badge work as needed
11:00	Food pick up
11:30	Lunch
12:30	Class Period Two (lake, pool, other)
2:15	Class Period Three
4:15	Campsite Cleanup
6:30	Family Night Dinner (Served by Leadership Team. Bring eating gear)
8:00	Flag Ceremony and Closing Campfire
10:30	Lights Out

### Saturday

6:30	Reveille
7:00	Continental Breakfast (At the Commissary)
7:30	Pack up campsites, load troop equipment, backpack out to parking lot
9:00	Flag ceremony / awards / closing
9:30	Check out
10:00	Camp Closed

## PROGRAM OFFERINGS

The chart in this section shows the scheduled program offerings at Dietler. **All scheduled offerings are subject to change without notice!** If signup is less than our minimum expectations, we may cancel the class and reassign Leadership Team to more popular offerings. If this happens, you will be given an opportunity at camp to make other choices. We apologize for the inconvenience that may result.

Traditionally, Dietler has not utilized advance program signup. We have the flexibility to deal with your schedule needs when you arrive. While we will continue that approach in 2003, we are introducing optional on-line class and program signup. If your campers make decisions before camp, and if you enter them in our class registration program, we will be able to do a better job of advance planning. You will still have plenty of opportunity to adjust schedules when you arrive.

There is one additional advantage of advance on-line signup. We have several offerings, which have limited capacity and are offered only once. If you sign up for them, you have first priority over those who wait until camp to register. Capacity is limited for: climbing, cycling, horsemanship, PVA, sailing, shotgun, and scuba.

**Periods Offered** - See the overall schedule for times. Not all programs are offered in all periods!

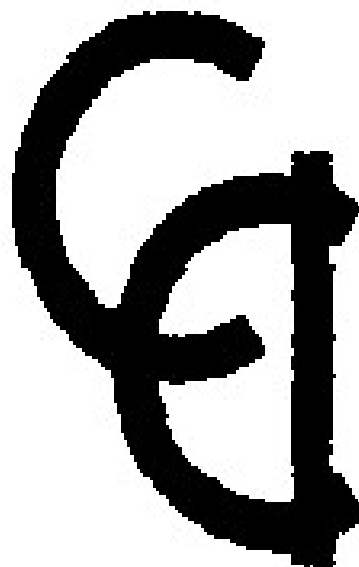
**Fees** - The fees noted are principally for materials. Each of the handicraft badges will require the purchase of kits. Scouts can select the kit they like, so costs are only an estimate; allow at least the amount shown. See the PVA description for fee information. Archery fees are for an arrow kit; other shooting fees are for ammunition. Horsemanship fees are for horses. Scouts will pay all fees at the office, and receive a receipt that must be presented to the program counselor no later than Tuesday morning (or at the activity for Scuba).

**Period Capacity** is the likely enrollment. If signup exceeds this limit, we will try to make changes to accommodate the extra demand. Some classes cannot be increased due to facility limits: climbing, cycling, horsemanship, PVA, sailing, shotgun, and scuba.

**Requirements offered at camp** - These are from the 2003 Requirements Book. We will do our best to offer the listed requirements, but that does not guarantee that Scouts will successfully finish them. Work that is not completed at camp can be finished at home with unit leaders.

**Requirements To Do at Home** are things that the unit or Scout must do either before or after camp. They cannot be completed at camp, and will not be offered.

**Prerequisites, Other** - This column lists minimum ages or other requirements to meet before taking the course, special forms requiring parent signature, and other remarks. These cannot be waived.



# CAMP DIETLER 2004 PROGRAM OFFERINGS

(All offerings subject to change at anytime)

Area/Class	Periods Offered	Period Capacity	Costs Fees	Requirements Offered at Camp	Requirements to do at home	Prerequisites, Other
<b>Adventure Sports (Fort Laramie, MAC, Stable)</b>						
Climbing MB	3	14		3, 4, 5, 6, 7, 8, 9, 10, 11, 12	1, 2	Age 13
Cycling MB	3	15		3, 4, 5, 6, 7, 8(part)	8(part), 9	Age 13
PV Adventure	Full Morning	8	\$25	See program description. Optional off-camp trip, \$25 additional	None	Age 14, extra form
Horsemanship	3	16	\$25	1, 2, 3, 4, 5, 6, 7, 8, 9abcdefghij, 10		Age 13
<b>Aquatics (Gates Pool and Silver Lake)</b>						
Swimming	2	25		1, 3, 4, 5abcd, 6abc, 7abc, 8, 9abc, 10abcd	1, 2	Strong blue swimmer
Lifesaving	2	15		2abcde, 3, 4, 5, 6, 7abcde, 9abc, 10, 11abc, 12ab, 14abc	1ab, 13ab, 15	Swim MB
Beginning Swimming	2	6		Basics, crawl, back crawl, elem. Back	None	
Canoeing	2	30		4abcde, 5abcdefg, 6abc, 7abcd, 8, 9, 10abc	1, 2	Blue swimmer
Rowing	2	12		4, 5abcd, 6ab, 7, 8, 9, 10abc, 11abcdefg	1, 2	Blue Swimmer
Small Boat Sailing	2			4, 5abcd, 6abcdefg, 7abcd, 8, 9, 10	1, 2	Blue Swimmer
Scuba Discovery	Thurs 11:30	16	\$20	See program description; offered at Pool		Age 12, blue swim extra form
<b>Shakedown</b>						
Shakedown 1 (T/2)	1	30		Tenderfoot-1, 4abm 5, 9, 11; 2nd-1ab; 2cde(f?), 5, 7abc	Balance	
Shakedown 2(1st)	1	30		1, 2, 5, 6, 7abc, 8a, 9abcd	Balance	
<b>Handicraft</b>						
Basketry	Open-5	20	est \$15	1, 2		
Leatherwork	Open-5	20	est \$10	1, 2abcd, 3, 4a, 5		
Space Exploration	Open-5	20	est \$10	1, 2, 3abcdefg, 4abcd, 5, 6abc, 7abcd, 8	Will launch compressed-air not Scout-built kits	
Woodcarving	Open-5	20	est \$10	1, 2abc, 3, 4, 5, 6, 7		
Indian Lore	Open-5	20	est \$10	1, 2bc, 3a, 4a		
<b>Nature/Ecology</b>						
Envir. Science	1-3	20		1, 2, 3abcdef, 5ab, 8	3e, 4, 6, 7	
Astronomy	Evening-4	20		1abc, 2b, 3c, 4, 5ab, 6, 7ab, 8b, 9	8a	
Mammal Study	3	20		1, 2, 3c, 4g, 5		
Geology	2	20		1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13		
Soil/Water Conservation	2	20		1abc, 2abcd, 3abc, 4abcd, 5abcde, 6abcd, 7ef		
Weather	1-3	20		1, 2, 3, 4, 5, 6, 7, 9	8	
<b>Scoutcraft</b>						
Camping	1	20		2, 3, 4, 5abcde, 6abcd, 7ab, 8ab, 10	1, 7, 8c, 9ab	
Emergency Prep.	1-3	20		2ab, 3abcd, 5, 6, 7, 9abc	1, 8abc	
Orienteering	2-3	20		1, 2ab, 3ab, 4abc, 5ab, 6ab, 7ab, 8b, 9	10	
Pioneering	1	20	\$3	1, 2, 3, 4, 5, 6, 7, 8, 9		
Wilderness Survival	1	20		1, 2, 3, 4abcde, 6, 7abc, 8, 9, 10, 11, 12, 13	5	
Backpacking	2	20		2, 3, 4, 5, 6, 7, 8ab, 9abc, 11	1, 8cd, 9de, 10	
First Aid	3	20		2a, 3abcdef, 4ab, 5abcdefg, 6ab, 7	1, 2b, 3c	
CPR Demo	Evening-4	20		To meet most MB CPR demo requirement; not certification		
<b>Shooting Sports</b>						
Archery	1-2-3	16	\$5	1ab, 2abc, 3abcdefg, 4a, 5abcdefg		
Shotgun	2-3	8	\$15	1abcdefg, 2abcdefgijkl		Age 13

# DESCRIPTIONS OF SELECTED PROGRAMS

## FUN AND FITNESS

Selected Leadership Team will meet each morning at the commissary for a quick run or other exercise. Participation is optional. Check with your patrol host for details.

## LOOPIES

Loopies are an important aspect of the Camp Dietler program. Loopies recognize patrols and members participating in camp programs. Loopies are worn on the right epaulet of the Scout shirt. Loopies are awarded at flag ceremonies following the activities.

- Hiking/Orienteering – Green
- Pioneering – Brown
- Outpost – Black
- Dietler Dash – Red
- Flag Ceremony – Yellow
- Ranch Award – Blue
- Camp Director Award of Achievement – Purple

Scouts returning to Camp Dietler can turn in loopies on Saturday morning and exchange them for beads to wear on existing loopies.

## NEW ADVENTURE MERIT BADGES

One of our Ranch goals this year is to offer some programs of interest to older youth, to help with camping and Scouting retention. This year, we are offering three new merit badges that will help fill this need -- climbing, cycling, and horsemanship. These areas have been reserved for Dietler use only from 2:15 to 3:45. Scouts should be able to finish most of the requirements in the four scheduled sessions. If additional time is needed, it will be available on Thursday; this may require some flexibility to accommodate outpost, but is possible. Capacity is limited, and you should use pre-camp signup. Note the minimum age requirements.

## BSA LIFEGUARD

This course is offered at the Dobbins pool from 8:00 - 11:30. While it does not fit the Dietler schedule well, it is available to your older Scouts. Please see the program description and requirements in the Dobbins Leaders Guide.

## PEACEFUL VALLEY ADVENTURE (PVA) – OUR SPECIAL OLDER BOY PROGRAM

This program is available to Dietler campers in 2003, so that your older Scouts have an alternative to merit badges! Campers from Dobbins and EaglePoint also participate. Activities go from 8:00 to 11:30 - 12:00 each morning of the week, and participants should not schedule any other morning activity. Activities take place in several locations. Most activities are flexible so that if Dietler participants are a little late due to breakfast, it is not a problem. We've designed the PVA program so older Scouts can spend the afternoon and evening with their troop. The troop may need to be a bit flexible, also, but the results should be worthwhile.

Participants will help select activities on the first day. A likely schedule follows. On Monday, the group will go climbing and rappelling on the rocks at Magness. Tuesday, there is a mountain bike tour of the backcountry at PV. Wednesday is reserved for an all-day off-camp field trip. Thursday morning will find participants on a horse trail ride. Other morning possibilities may include windsurfing and kayaking at the lake, or added shooting time at the ranges.

On Wednesday, we will take a field trip to Colorado Springs, for a tour of the Cave of The Winds. We'll take a picnic lunch. There will be another off-camp activity during the trip, to be chosen at camp. Rappelling at Castlewood Canyon or a Pike's Peak ascent is possible. The basic PVA fee of \$25 covers transportation costs for the trip, and incidentals. Those who wish to tour the Cave of the Winds must purchase their own admission tickets; the estimated cost is \$20, but we are working on group prices. Those who do not want to tour the Cave will have a chance to do some reading or relaxing outside!

Remember that this program is for youth age 14 and up. **Special permission slips are required** -- you will find them in the appendix!

## SHAKEDOWN

The Shakedown program covers several Tenderfoot, Second Class, and First Class outdoor skills. The course does not cover all the rank requirements, as many are more appropriate for troop programs. This is a scheduled class. Scouts who need just a few requirements to finish should not take this program; contact your patrol host to make arrangements to finish what you need another time.

You'll note on the optional pre-camp signup that Shakedown has two offerings -- Tenderfoot/Second, and First Class. Sign up for the one that you need, or both if you prefer; we will use the information you give us to design the course for the week.

The requirements usually covered in camp are listed in the program lineup. The tentative schedule is: Monday - Nature; Tuesday - Ropes; Wednesday - Map and

Compass; Thursday - Second Class Hike and compass course; Friday - Totin' Chip and fire building.

**Five-Mile Hike** - Those doing Shakedown will have a chance to do the 5-mile hike in connection with the outpost trip. Others are welcome to join in; contact the Leadership Team early in the week about details.

**Aquatics** - On Monday night, a Safe Swim and Safety Afloat discussion will be offered. The 2nd/first aquatics rescue skills will be offered at the lake; details at camp. (The swim test is covered at check-in.)

**First Aid Requirements and Merit Badge** - Many units encourage campers to do this merit badge their first year. First Aid MB covers the relevant T/2/1 skills. Thus, we do not always cover them during the Shakedown 1 and 2 classes. Alternatively, this could be done as a troop program.

## **PATROL COMPETITION AND PATROL HOST TIME**

Each afternoon for an hour, starting around 4:00 - 4:15, we will be setting up some patrol games and competitions leads up to the "Patrol of the Week" Awards. Or, you can use this opportunity to work with your patrol host on an extra program that is of interest to your group. Let us know what you need. Some ideas are: cooking demonstrations, map and compass skills, extended pioneering, Totin' Chip, or service projects.

## **PATROL OF THE WEEK**

A week at Camp Dietler requires a patrol to work together as a team for cooking, outpost, orienteering, scavenger hunts, and pioneering. Patrols who work together will earn the Ranch Award and the patrol that can work together well enough to excel at each of these activities will be named as Patrol of the Week. Details will be provided at the Patrol Leader's Council Meeting on Sunday.

# OUTPOST CAMPING

Outpost camping, or camping away from the campsite, is a very important program feature of Camp Dietler. We offer an outpost activity on every night of camp and on one night the whole camp is on outpost. The philosophy behind outposts is to prepare Scouts for more adventurous trips in more remote locations such as Philmont. Being prepared is essential for these trips but one needs to be sure they are not overburdened with equipment. Program will continue regardless of the weather, and it is not uncommon to receive 2+ inches in a thunderstorm and have the temperature drop to the low 40's. We will be sleeping under the stars.

## OUTPOST EQUIPMENT FOR EACH CAMPER

### **To be worn on outpost**

- 1 pair of shorts (nylon shorts with liners preferred)
- 1 short-sleeved shirt
- 1 pair of underwear
- 1 pair of hiking boots
- 1 pair of wool socks
- 1 pair of liner socks not cotton (if needed)

### **Items to carry in pack**

- 1 backpack
- 1 pack cover or large trash bag to fit over pack for rain protection
- 1 sleeping bag
- 2 trash bags
  - 1 to line sleeping bag stuff sack
  - 1 to store extra clothes in
- 1 long-sleeved shirt
- 1 sweater or fleece
- 1 pair of long pants
- 1 water bottle or canteen
- 1 bowl
- 1 cup
- 1 spoon
- 1 ground cloth or Bivy sack (needed to protect sleeping bag from both sides)
- 1 flashlight
- 1 set of rain gear (should cover whole body even while walking)
  - jacket
  - poncho and pants
  - hat

\*\*\* All cotton clothing should be avoided if possible, especially for outpost camping. Chances are that Scouts will not need much of the clothing listed, but the day they don't have it, will be the day it rains. Be Prepared!!

## **“BIVVIE BAGS”**

A simple bivvie bag can be made from heavy plastic. Obtain a piece of plastic approximately 8' x 8', fold it over, and tape the bottom and side to make an “envelope”. Adjust the size to fit your sleeping bag, pad, and body. If the weather is bad, slide yourself and your sleeping gear inside. If the weather is good, sleep on top. You won't want to be inside unless it's really raining, because these things don't “breathe” out moisture!

## **ORDER OF THE ARROW**

The Order of the Arrow is a camper's honor society chartered by the Boy Scouts of America. Its purpose is to recognize those campers who best exemplify the Scout Oath and Law in their daily lives, and by such recognition, cause other campers to conduct themselves in such a manner as to warrant similar recognition; to promote Scout camping and to develop and maintain its traditions and spirit; and finally, to crystallize the Scout habit of helpfulness into a life purpose of leadership in cheerful service to others.

On Wednesday night, we will conduct a Callout and Pre-Ordeal Ceremony. Candidates will do their service all day Thursday, and complete the Ordeal Ceremony Thursday night. Eligible Scouts and leaders already elected by their troop may complete the Ordeal. You should have received a letter of election and instruction. As explained therein, sign up and pay the \$30 fee at the Council Service Center. Bring copies of your election paperwork, and your fee receipt. There will be an OA Representative in camp, but election issues must be resolved before you arrive at camp.

In addition to the Ordeal, we will conduct a Brotherhood testing and Ceremony. A fellowship session and other activities for OA members will be planned. Please bring your sash, participate in our activities, and show your OA Spirit.





# WELCOME TO EAGLEPOINT

## THE EAGLEPOINT PHILOSOPHY

EaglePoint is designed to offer troops the chance to have a special summer camp, while using PV's facilities for logistics and program support. Troops coming to EaglePoint will develop many of their own classes or activities, which will be presented by troop adults and youth leaders, with minimal assistance from the Leadership Team. Most of the classes will come from the traditional Scouting areas, but the sky is the limit!

The biggest benefit from EaglePoint is the chance to develop your troop's junior leadership. The week can be structured for your junior leaders to take charge and run as much of the program as you wish. Here's a chance for your older Scouts to run flag ceremonies, games and classes all week, as well as cook!

Adult volunteers really enjoy EaglePoint. Many adults wish they were kids again, and EaglePoint is their chance! Use your talented adults to offer some special merit badges, or to offer the regular classes in a really professional manner. Perhaps you have an amateur astronomer, who can bring his equipment. Troops come out of EaglePoint with a bigger, stronger, and more dedicated adult committee.

Another benefit of EaglePoint is the chance to work with other troops to provide interesting and expert merit badge classes. Because of a unified block schedule, troops should be able to interact and help each other with merit badge classes while at EaglePoint. Last year, a Venture Patrol set up and provided the "Disaster drill" for all the EaglePoint Emergency Prep classes during the week -- a good experience for both sides!

## A SUMMARY OF WHAT EAGLEPOINT PROVIDES

### CAMPSITES

This year, EaglePoint will be based in two brand-new campsites located in a wooded area on the edge of the mesa between Dietler and Dobbins. Each campsite is equipped with a standard PV latrine with sink, shower, and sump. The latrine has an electric light, and limited power for troop program equipment may be available. You'll use our wall tents, platforms, and foam pads. Dining flies are available. We can provide basic patrol cooking equipment, or you can bring your own gear. A secure locked storage facility will be available for your program equipment. See the Dietler Leaders Guide for details on camp-provided equipment.

## MEALS

You may select the type of food service you wish while you are at EaglePoint. A different choice can be made for each meal. You will need to specify meal choices in writing at least two weeks before arrival; we will provide an ordering form later this spring. Your choices are:

- **Meals prepared by PV's Food Service** operation, and delivered to you; you serve the food and do meal cleanup. Food delivery will be done on a standard schedule, but since it's delivered to you in insulated containers, you have some flexibility on mealtimes. Menus will be set by Food Service, and will include a mix of hot and cold items similar to the menu at Dobbins.
- **Meals prepared by your patrols** or troops, using food we provide. You'll pick up food from the Dietler Commissary at the standard Dietler times. You'll use the basic Dietler menu.
- **Outpost meals** can be provided; we'll have a basic assortment of MRE's and no-cook items from which you can select a meal to enjoy in the backcountry. We have a few backpack stoves, but try to bring your own.
- **You provide the food**, and cook it. We'll be glad to store your perishables in our refrigerator and freezer, if they are carefully packed and marked. This might be a good idea for Friday Family Night.

## CHARCOAL FIRE BAN

**Unless there is a dramatic change in our weather, charcoal fires will NOT be permitted in unit campsites this summer. This means that you will not be able to do Dutch oven cooking. The Dietler menu will be adjusted accordingly. Dobbins units who wish to do campsite desserts should bring a propane stove and cooking year.**

## LEADERSHIP TEAM SUPPORT

The EaglePoint program director, who will coordinate your needs with the Ranch facilities, will operate EaglePoint. Each EaglePoint troop will be assigned one or two dedicated campsite hosts; they will be with your Scouts throughout the day to assist with your program and classes, meal service, etc. Some of the Dietler Leadership Team may also be available for limited help with troop programs. The Dietler medic will handle medical problems. Equipment needs will be handled by the Dietler Commissary.

## **RANCH FACILITIES**

Specialized facilities and Leadership Team such as the pool, shooting sports ranges, climbing equipment, and bicycles will be available for your use. These are closely scheduled to support all the camps, so we are not able to offer unlimited use. Details are provided in a later section.

## **DIETLER PROGRAMS**

While we expect EaglePoint troops to provide most of their basic program, some programs can be offered only by camp for safety reasons (shotgun). For some classes, you may not have a skilled counselor. Therefore, most Dietler merit badge classes are available to EaglePoint troops. You must register your Scouts in these programs using the Dietler on-line signup no later than two weeks before camp. Some classes have limited capacity, which will be shared with Dietler.

## **SCHEDULE**

You'll need to develop your camp plan around the schedule in this section. To use Ranch or Dietler facilities, you'll need to fit in with their schedules, and the general EaglePoint schedule is designed to make that task easier. Ranch Food Service will set meal times; we may make minor adjustments to the schedule shown when you arrive at camp.

# **A SUMMARY OF WHAT YOUR TROOP PROVIDES**

## **EXPERIENCED ADULT LEADERSHIP**

While EaglePoint is a wonderful experience, it does require strong and experienced troop leadership. You'll need to have a minimum of 3 adults, and will want a ratio of about 1:8 to run an effective camp. Most of the leaders should be in camp for the full week, but week sharing can work.

## **BASIC TROOP PROGRAMS**

Below is a list of typical merit badges for the troop to offer. Bring people to teach, and most program supplies. We can provide some equipment such as pioneering logs, and the trading post is available to sell your Scouts handicraft kits. Send us a list of materials you hope to have us provide before camp!! Your campsite host is available to assist in presenting the courses, but you should do the preparation.

Use your imagination in designing courses, and work with your time as you wish. One troop combines camping, backpacking, and wilderness survival in a long morning block.

Another does an all-day Nature Merit Badge course that ends with an overnight outpost. Some small troops pick just a few badges, and the whole troop does them together. Other troops offer a limited selection of choices.

## **EAGLEBOUND - TENDERFOOT, SECOND CLASS, FIRST CLASS, OR JUNIOR LEADER TRAINING**

### **Handicraft/Arts**

Basketry  
Leatherwork  
Space Exploration  
Woodcarving  
Pottery  
Indian Lore  
Photography

### **Nature/Ecology**

Environmental Science  
Astronomy  
Mammal Study  
Geology  
Fishing  
Soil/Water Conservation  
Fish/Wildlife Management  
Weather

### **Scoutcraft**

Camping  
Emergency Preparation  
Orienteering  
Pioneering  
Wilderness Survival  
Backpacking  
First Aid  
CPR Demo

## **PROGRAM PLANNING GUIDE**

There's more to program than classes. You'll want to consider flag ceremonies, campfires, games, and other options. We are developing a Program Planning Guide that will be available about April 1st. Or, consult your Troop's Outdoor Program Guide resources.

## **DETAILS ON CAMP PROGRAMS AVAILABLE TO EAGLEPOINT**

### **MERIT BADGES AND SCHEDULED PROGRAMS**

These classes and programs are offered through Dietler and Dobbins. Consult those Leaders Guide for details on times, costs, etc. Sign up before camp, using on-line signup as explained in this guide. Capacity is limited for some classes, and you will be sharing with the other camps.

### **ADVENTURE SPORTS**

Climbing MB - Through Dietler  
Cycling MB - Through Dietler  
PVA Adventure - Through Dietler  
Horsemanship MB - Through Dietler  
Overnight Trail Ride - Offered through Dobbins

## **AQUATICS**

Swimming - Through Dietler. Or, you teach with qualified adults, sharing noon pool/lake time with Dietler

Lifesaving - Through Dietler

Beginning Swim - Through Dietler. Or, you teach, sharing noon pool/lake time with Dietler

Canoeing - Through Dietler. Or, you teach with qualified adults, sharing noon pool/lake time with Dietler

Rowing - Through Dietler. Or, you teach with qualified adults, sharing noon pool/lake time with Dietler

Small Boat Sailing - Through Dietler

Scuba Discovery - Through Dobbins

## **SHOOTING SPORTS**

Rifle MB - available on a limited basis at Dobbins during noontime; send request two weeks ahead.

Archery MB - Through Dietler. With approved instructor, you may teach; send request 2 weeks ahead.

Shotgun MB - Through Dietler; sign up for regular classes.

## **TROOP EVENTS USING RANCH FACILITIES**

Many facilities are available for a troop event. The time available is probably not sufficient for a merit badge program, but that is your decision. Requests for use of any of the following facilities should be sent in along with your food service request.

## **SWIMMING POOL PARTY**

You may set up a pool party one evening during your stay. The times available are Wednesday or Thursday night, from 7:30 to 9:30. For small units, we will ask you to work with other EaglePoint units. Snorkeling equipment is available for your use; offer Snorkeling BSA!

## **TROOP SHOOT**

We can schedule a night shooting session for any of the EaglePoint troops. The ranges at Dobbins are reserved for EaglePoint on Monday night; other times may be available when you arrive in camp.

## **MAGNESS LAKE**

The Magness Lake is available on Wednesday. Have a meal delivered to the lake, and enjoy a beach party! There are canoes, rowboats, and paddleboats, and fishing; all are available until sunset. Stay overnight on outpost! The lake may not be available during camp weeks 2 and 5 and possibly other times; contact us if you want to use it. EaglePoint campsite hosts can act as lifeguards, but you will need to provide adult supervision.

## **ROCK CLIMBING, CYCLING**

We have reserved the rock climbing equipment and instructors, and the bicycles, for use by EaglePoint troops on Wednesday afternoon. Capacity is limited.

## **OTHER POSSIBILITIES**

### **ORDER OF THE ARROW**

You may have your candidates complete their Ordeal through the Dietler program. See the Dietler Leaders Guide for details.

### **OUTPOSTS**

One of the real joys of EaglePoint is the ability to set up the outpost you want, when you want, and, within reason, where you want to go. Some of the possible locations are:

Adventure Valley Challenge course - not available Thursday

The Magness Observation Tower - limited to groups of 6-8, Wednesday night only

Second Mesa - the location of EaglePoint in 2002; listen to the ghosts of your predecessors!

Magness Lake - you can spend Wednesday night by the lake; special safety rules will apply

### **PLC AND LEADERS MEETING**

Not quite your traditional meetings, they are held every night at 9:00 to make certain that your camp experience is everything that you want to make it be. This is a great tie for troop leadership to discuss their plans for the next day as well as coordinate with the other EaglePoint troops. These meetings are a must for a successful EaglePoint Program.

## **FANTASTIC FAMILY FEAST**

- Friday nights are family nights at Peaceful Valley, and EaglePoint is no exception. But keeping with the true spirit of EaglePoint, family night is a little different. You have a choice:
- Grill burgers, steak, and chicken at the campsite, and have side dishes delivered; your campsite host can assist, but you'll need to provide some cooks and dishwashers! Extra fee for guest meals.
- Arrange a troop potluck. No fee for guests, since you are providing the food.
- Join in the steak dinner at the Dietler Commissary; the Leadership Team does all the cooking and serving. This is the easiest option. See the Dietler Leaders Guide for details and guest meal fees.

## **OPENING AND CLOSING CAMPFIRES**

The opening campfire will be organized and conducted by the EaglePoint Leadership Team. We'll ask for your help when you arrive, but most of the entertainment will be provided. If you have special requests, let us know when you send in your other requests two weeks before camp.

The closing campfire will be organized and conducted by the EaglePoint troops! The PLC will do the planning. We can provide some of the entertainment, but this is your show!

## **EAGLEPOINT CHECK-IN TIME AND CHECKOUT**

EaglePoint troops will follow the Dietler process and times; see that section of the Leaders Guide. You'll meet the EaglePoint program director and your campsite host during check-in, and work out all your program details and concerns at that time.

# EAGLEPOINT PLANNING CHECKLIST

- ❑ Distribute promotional materials; schedule a camp promotion if desired. Take signups.
- ❑ Contact leaders or parents of second-year Webelos that may go to camp with you about reserving spaces with the troop.
- ❑ Distribute medical forms, merit badge choices, parent information packages, and any desired troop paperwork. Include money needs, class fees.
- ❑ Collect deposits and payments from participants.
- ❑ File all campership applications are April 1st.
- ❑ Make all fee payments to DAC by deadlines.
- ❑ Schedule and conduct unit swim checks
- ❑ Enter your troop roster and register your Scouts for merit badges and programs online no later than ten days prior to check-in.
- ❑ Distribute merit badge registration data, and encourage Scouts to start on any "outside of camp" requirements.
- ❑ Collect and review medical forms for signatures, completeness, and "hurry" cases.
- ❑ Collect special parent permission slips for climbing, scuba, and PVA from those planning to participate in those programs.

- ❑ Mail in any necessary equipment requests, menu requests, etc.
- ❑ Locate and bring along copies of your OA election forms if you have Ordeal candidates.
- ❑ Locate and bring along copies of registration items, Swim checks, Youth Protection cards, etc.
- ❑ Make transportation plans to and from camp, prepare maps, and discuss Sunday lunch plans. See the schedule for your camp.
- ❑ Set up a troop emergency "phone tree" if desired.
- ❑ Discuss desired troop programs so you are ready to sign up when you get to camp.
- ❑ Get an estimate of the number of guests for the parents' night meal.
- ❑ Hold a final new camper information meeting and equipment shakedown. Distribute final details such as maps, schedules, emergency contact data, etc.
- ❑ Prepare a list to troop equipment to take along.
- ❑ Assemble and pack troop gear.
- ❑ Before heading to camp, discuss behavior expectations and policies with Scouts and parents.



# EAGLEPOINT WEEKLONG SCHEDULE

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 A.M.						
6:15 A.M.						
	Food Pickup	Food Pickup	Food Pickup	Food Pick up	Food Pickup	
6:30 A.M.						
	Prep food drop	Prep food drop	Prep food drop	Prep food drop	Prep food drop	
6:45 A.M.						
	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Continental
7:00 A.M.						
						Breakfast
7:15 A.M.						
						Pack & load
7:30 A.M.						
7:45 A.M.						
8:00 A.M.						
8:15 A.M.						
	Flags	Flags	Flags	Flags	Flags	
8:30 A.M.						
	Troop time	Troop time	Troop time	Troop time	Troop time	
8:45 A.M.						
						Flags/Awards
9:00 A.M.						
						Checkout &
9:15 A.M.						
						Departure
9:30 A.M.						
						Camp Closed
9:45 A.M.						
10:00 A.M.						
10:15 A.M.						
10:30 A.M.						
10:45 A.M.						
	Food Pickup	Food Pickup	Food Pickup	Food Pickup	Food Pickup	
11:00 A.M.						
	Prep food drop	Prep food drop	Prep food drop	Prep food drop	Prep food drop	
11:15 A.M.						
	Lunch	Lunch	Lunch	Lunch	Lunch	
11:30 A.M.						
11:45 A.M.						
12:00 P.M.						
12:15 P.M.						
	Troop time or	Troop time or	Troop time or	Troop time or	Troop time or	
12:30 P.M.						
	Pool/lake	Pool/lake	Pool/lake	Pool/lake	Pool/lake	
12:45 P.M.						
1:00 P.M.	Check-in	w/Dietler	w/Dietler	w/Dietler	w/Dietler	w/Dietler
1:15 P.M.						
1:30 P.M.						
1:45 P.M.						
2:00 P.M.						
	Troop or Climb -	Troop or Climb -	Troop or Climb -	Troop Time	Troop or Climb -	
2:15 P.M.						
	Cycle - Horse	Cycle - Horse	Cycle - Horse		Cycle - Horse	
2:30 P.M.						
	w/Dietler	w/Dietler	w/Dietler		w/Dietler	
2:45 P.M.						
	Swim checks	(capacity limits)	(capacity limits)	(capacity limits)	(capacity limits)	
3:00 P.M.						
3:15 P.M.						
3:30 P.M.						
3:45 P.M.						
	(SM Meeting)	Troop time	Troop time	Troop time		Campsite
4:00 P.M.						
			Climb/Bike avail		Campsite	
4:15 P.M.						
				MAC rocks avail		
4:30 P.M.						
4:45 P.M.						
Open					Family Night	
5:00 P.M.						
	Food pickup	Food pickup	Food pickup	Food pickup	Dinner	
5:15 P.M.						
					or	
5:30 P.M.						
						troop-cook dinner
5:45 P.M.						
	Staff-cook	Prep food drop	Prep food drop	Prep food drop	Prep food drop	
6:00 P.M.						
	Dinner at	Dinner	Dinner	Dinner	Dinner	
6:15 P.M.						
6:30 P.M.						
6:45 P.M.						
PLC			MAC Lake avail			
7:00 P.M.						
7:15 P.M.						
7:30 P.M.						
	Flags					
7:45 P.M.						
	Campfire	Flags	Flags	Flags	Flags	Flags
8:00 P.M.						
	Troop time	Troop time	Troop time	Troop time	Troop time	Campfire
8:15 P.M.						
	Outposts available	Outposts available	Outposts available			
8:30 P.M.						
	ranges available		Pool available	Pool available		
8:45 P.M.						
	Overnite Trail Ride	Overnite Trail Ride	Overnite Trail Ride			
9:00 P.M.						
9:15 P.M.						

# **APPENDIX I**

## **MANAGING SCOUT BEHAVIOR PROBLEMS**

### **PURPOSE**

The purpose of this plan is to help the Peaceful Valley Leadership Team and volunteer Scout leaders identify, evaluate and support campers who are having serious behavior problems. These behaviors often interfere with his own success in the camp program, his health and safety or the health and safety of other people in camp. It is our expectation that before arriving at camp, troop leaders will have discussed this plan with the parents of boys who will be attending camp and especially parents of Scouts who have exhibited difficult behavior in previous outings or meetings.

At Peaceful Valley Scout Ranch, we expect Scouts to live up to the ideals of Scouting as stated in the Scout Oath and Law. We understand that part of being at camp will involve some minor issues, which are best handled by the troop leadership. This document is not intended to be a punitive plan where boys can be restricted or excluded from activities. Our goal for all Scouts is full participation at summer camp while maintaining an enjoyable and safe environment.

### **BEHAVIOR ISSUES AND MEDICATION MANAGEMENT**

The Denver Area Council desires to fulfill the medical needs of each Scout as prescribed by his physician. For this reason, each Personal Health and Medical Record form provides a place to note the medical needs of each Scout. Examples of medical needs include diet, allergies, medication and mobility, as well as, other special medical conditions. It is the responsibility of the parent and physician to complete the medical form. Prior to submitting health forms to the Ranch medical staff, the Scoutmaster should review each form to ensure that all necessary information is included. Scoutmasters may want to photocopy all medical forms and retain a copy in the campsite for their reference. This will enable the Scoutmaster and the Ranch medical staff to better monitor medication disbursement. The Ranch medical director will monitor these requirements as well as the general health of all participants at camp.

In recent years, we have had Scouts who take medication for behavior management, but have not taken it at camp. In our experience, Scouts who are not taking their medication as prescribed at home often present behavior problems and are considerably less successful at camp. We believe that medication prescribed to help manage inattention, distractibility, excessive activity, excessive emotionality, deliberate uncooperativeness and impulsiveness is necessary at camp and will contribute to a successful experience here as well as at home.

It is the responsibility of the parent to accurately complete the health form and notify the Scoutmaster and the Ranch medical director about any medication being taken by the Scout. The Ranch medical staff cannot monitor medication and medical conditions if they are not previously informed about it on the health form. Scout-like behavior is the goal at camp. Whether or not a Scout is taking his medication will not determine the implementation of the plan. It is important for parents to realize that all medications taken to camp are collected, stored and administered by the medical staff at the health lodge. Scouts take medication for a variety of reasons, therefore no Scout will stand out in a negative manner by going to the health lodge.

**A Scout's refusal to take prescribed medication will result in a phone call to the parents and may result in his removal from camp for the remainder of the week.**

Although there may be different opinions regarding the use of medication to help boys with various behaviors, we feel that this is primarily an issue to be decided between the boy, his parents and his physician. For that reason, unwillingness of the volunteer leadership to continue those wishes by not giving the medication at camp may result a dangerous situation for that boy. It is also clear that volunteer leadership would be making a medical decision and thereby exposing himself to liability.

It is not the responsibility of the Ranch medical staff or the troop leadership to alter the prescriptions of a Scout that comes to camp. If a concern arises, no action will be taken without consulting the physician and the parent or guardian.

## **MANAGING SERIOUS AND ONGOING BEHAVIOR PROBLEMS**

### **TROOP LEADERSHIP INTERVENTION**

It will be the troop leadership's responsibility to handle typical problems at camp. In this section, suggestions will be given to handle difficult behaviors that occur in all troops. These suggestions are intended to help adult leaders change negative and inappropriate Scout behavior as a way of building character both at camp and at home. Careful consideration has been given to the policies of the Boy Scouts of America when developing these guidelines. Before a difficult ongoing problem occurs, your troop committee should have some type of plan in effect that gives general guidelines for summer camp. It is important that this be in place before you deal with these more difficult ongoing problems.

This plan is constructed around four basic principles:

1. Enhance the Scout's self-concept.
2. Listen effectively and respond with empathy to the Scout.
3. Involve the Scout in helping to solve the problem rather than punishing.
4. Provide for more severe steps if the problem continues.

This is accomplished by a series of meetings with the Scout. Here are some guidelines for your meetings.

- **Talk privately** (but with two deep leadership and/or in full view of others) with the Scout at first occurrence of a problem; this step is very important in laying the groundwork for dealing with difficult behaviors should they occur later. Gently and with caring, ask the Scout to describe the situation as he sees it.
- **Carefully point out the** inappropriateness of this behavior and what is considered or expected behavior in that situation.
- **Develop a list of alternatives and write down those on which you both agree.** Provide clear alternative behavior rather than just point out the inappropriate behavior. Coaching is not a lecture; it is a give and take discussion with the major goal to build character and appropriate decision making.
- **Offer encouragement and concern** to the Scout. Point out his strong points and successes, too.
- **There may be hidden issues.** Often there are underlying personal or medical issues that affect a behavior. When a boy is angry and directs it toward you or others, he may be reacting to something else in his life. Try to understand what these underlying issues might be.
- **Stay calm yourself.** Don't take adolescent issues personally and as a result become angry yourself. If you feel this happening, it is time to turn the matter over to another adult Scout leader. One of the strongest ways to shape positive behavior is for you to show, not just tell, Scouts how to behave in difficult situations.
- **If further discussion is necessary,** schedule a meeting within a short period of time. At camp, this could be as soon as that afternoon or the next day. Let the Scout know that you are available to discuss his concerns at any time.
- **It is not necessary to talk to the Camp Director/Ranch Director** at this time unless the situation warrants immediate action based on health and safety issues.

## RANCH MANAGEMENT INVOLVEMENT

Troop leadership should report the problem to the camp director or senior management if the difficult behavior continues and interferes in a major way with the Scout's success in the program, his health and safety, or the health and safety of another camper or others. Some problems may be reported to the camp director by others outside the troop; if the problem affects the health and safety of any person, or significantly interferes with program, the camp director may initiate a meeting with troop leaders.

When troop leaders and the camp director meet, you will discuss the background, medical and other pertinent information, and your action plan with the Scout. Decisions will be made on when and how to notify the parents, and whether the behavior can be managed at camp. The camp director/ranch director may decide at that time to take action that would remove the Scout from Camp. If the Scout is to remain, troop leaders will be asked to set up a meeting that day which will include the Scout, troop leadership, camp director/ranch director and other staff as needed.

Prior to this formal meeting with the Scout, it is best to consult with the Scout's parents in person or on the phone, but not to include them initially in the meetings. Although the parents may contribute specific recommendations regarding things that have worked in the past to help the Scout with his behavior, the primary purpose of calling the parents is to help them understand that their son needs to have the opportunity to solve his problem on his own. Let the parents know that you will call them back after this meeting, but that you prefer that their son deal with the issues himself without their help. The parents will need your assurance that the process is fair, that their son is being treated in a positive manner and that you value their input. Be sure to call the parents back.

The meeting with the Scout should take place that day and should include unit leaders directly involved as well as Ranch management. The following may be helpful in conducting this meeting.

- **Point out the positive aspects of his behavior.**
- Be direct about the issue at hand. Discuss each point on the written list of specific behavioral changes leaders meeting with him feel need to be addressed. This short list should include a description of previous attempts to solve the problem.
- **Listen to the Scout's point-of-view and encourage him to participate** in this discussion while you listen and respond with a caring attitude. To meet our goal of behavior change and character building, we want this Scout to willingly agree that these are changes that he needs to make and that he can see the benefit of doing so. It may be helpful for him to see the consequences of his choices, both positive and negative. That is, what may happen if he makes one choice over another? If he is forced by the group to agree, the chances of success are much less.

- Each possible solution or point of agreement should be written down on the **Action Plan**. The Scout and each leader should sign this Action Plan and a copy given to the Scout.
- A follow-up meeting time should be set for early the next day.
- At the end of this meeting you must acknowledge the Scout's feelings about the situation and express confidence in his ability to make the necessary changes.

Part of the value of this meeting is that you are helping the Scout solve a problem that he agrees that he needs to change. This is a powerful character building opportunity. **When changes occur, remember that it is important for you to point out to the Scout that these were his choices and that he did the changing, which we recognize was not easy. It is easy for us to take credit here, but doing so robs him of ownership and personal responsibility.**

Between the first and second meeting the next day, troop leadership may want to informally encourage the Scout, recognize his attempts to change and point out the positive effect of any change he has made. Each meeting should not only evaluate any changes, but also result in modified points for the next meeting. It may be helpful to include a Scout's parents in the second meeting to make sure that all understand the behavioral problems, all are in agreement with the goals and that the parents feel that the Scout is being treated fairly. If they attend it is very important that you help them be supportive of the purpose of this meeting, which is the goal of letting the Scout solve the problem himself.

After each meeting the Scout's parents will be called by the camp director or troop leader to help them understand where you are in the process that you have discussed with them before camp. This is done for several reasons. If the issue is around not taking medication they may wish to know of the specific ongoing behavior problems that have resulted.

**Whatever the reason for his ongoing behavior problems, if the Scout is not able to show significant improvement in his behavior to the satisfaction of the camp director or if the behavior is serious enough to warrant immediate action as determined by the camp director, the parents will be asked to pick him up at camp immediately. If they are unable to do so or if he is so out of control that he is a danger to himself or others, the camp director will notify local authorities and emergency medical services and the Scout will be removed from Peaceful Valley Scout Ranch property at the expense of the Scout's family.**

## INFORMATION FOR PARENTS AND PARTICIPANTS

This section is intended to help you prepare your troop's information package for parents and campers. Copy this material, plus any other items that you need. The descriptions of programs are in the front of the Leaders Guide. The items that follow include:

- A suggested cover sheet showing key information on your troop, and things the parents and campers must do as part of your pre-camp process.
- A brief summary of some of the Ranch policies explained in the front section of this Leaders Guide. The summary is intended for youth, and should be shared with parents. Adult leaders going to camp should read the complete Leaders Guide for other policies that apply mainly to adults.
- Information on contacting or visiting camp, including directions. You may wish to add a map from the first section of the Leaders Guide.
- A suggested equipment list, and some comments on gear.
- A suggested form for your Scouts to use in selecting programs.

You may prefer to develop your own guide. If so, go to the council web site, where the entire Leaders Guide and Parents Guide are available in digital form for downloading.



# TROOP \_\_\_\_\_ CAMPER INFORMATION FOR 2003 SUMMER CAMP

## Troop Leaders

Summer Camp Coordinator \_\_\_\_\_ Phone \_\_\_\_\_  
Scoutmaster \_\_\_\_\_ Phone \_\_\_\_\_  
Troop Treasurer \_\_\_\_\_ Phone \_\_\_\_\_

Our Troop will attend Camp \_\_\_\_\_ at Peaceful Valley Scout Ranch.  
We will arrive on Sunday \_\_\_\_\_ and leave on Saturday \_\_\_\_\_.  
We have requested \_\_\_\_\_ campsite; final assignment will be done at camp.

## Registration

Sign up with the coordinator by \_\_\_\_\_. To confirm your reservation, we will need the following:  
\_\_\_\_\_.

## Things You Need To Do Before Camp

- ◆ The attached medical form must be returned to \_\_\_\_\_ by \_\_\_\_\_. All participants, youth and adult, must fill out and sign the front of the form. All youth, and all adults under 40 who will be in camp over 72 hours, must fill out the back and have a doctor's exam and signature OR attach a photocopy of last year's valid camp medical form signed by a doctor. (Medical exams are valid for two years from the date of the doctor's signature). All adults age 40 and older that will be in camp over 72 hours must have a new exam; the BSA policy is that exams are good for only one year. All participants must provide the required form; camp will send you home if you don't have it.
- ◆ Select the merit badges and other programs that you want to do, mark them on the enclosed form, and return them to the Summer Camp Coordinator no later than \_\_\_\_\_. Information on programs is enclosed. Talk to the Scoutmaster or Coordinator if you have any questions.
- ◆ If you plan to participate in Scuba, or PVA, get a special permission slip from the Coordinator and return it with all parent signatures by \_\_\_\_\_.
- ◆ Make final fee payments. The total fee is \_\_\_\_\_. Your balance due is \_\_\_\_\_. All fees must be paid by \_\_\_\_\_. The DAC offers limited "Camperships" to those who need financial help. Contact the Coordinator or Scoutmaster for an application, which must be returned by 4/1/03.
- ◆ Attend the Pre-Camp Swim Check, to be held on \_\_\_\_\_ at the \_\_\_\_\_. Bring a towel, swimsuit, and admission fee of \_\_\_\_\_.
- ◆ Attend the pre-camp information meeting to be held \_\_\_\_\_.
- ◆ Make a reservation for Family Night. Before the departure date, contact the Coordinator. After that date, contact camp directly at the phone number in this guide.
- ◆ Discuss the camp policies in this package with your Scout.
- ◆ Get packed!
- ◆ Our plan for the trip to camp is:
- ◆ Our plan for the trip home is:



# CAMP POLICIES

Summer camp leaders have been given a Leaders Guide containing complete camp policies. This is a summary of the key items that may affect Scouts. If you have questions, contact the Scoutmaster.

## MEDICATIONS

Under Colorado Law, Scouts not accompanied by a parent who bring any medication to camp must follow certain procedures. All medications must be turned into the Ranch medical staff and then dispensed to the campers by the Ranch medical staff. During the check-in process, all Scouts must check in all their medications (including prescription, "over-the-counter", and vitamins), except for inhalers and similar items.

**All medications checked in must be in the original containers, marked with the Scout's name and troop number and original medication information.** Do not cover up the information and instructions on the medication. Dosages and schedules to be followed in camp must be the same as on the package; changes must be stated in writing. Medication in pillboxes and non-original containers are considered contaminated and will not be accepted. Please send only enough medication for the doses that will be administered for the week.

The Ranch medical staff will work with the Scoutmaster to ensure that Scouts are taking their medication. The Scoutmaster will receive medication times during check in. It is the primary responsibility of the Scout and his Scoutmaster to know when they should be taking their medication. The Ranch medical staff will enforce the following policy in regards to Scouts missing their medication:

1. **The first time the Scout misses his medication**; the Scout will receive a verbal warning from the Ranch medical staff. The Ranch medical staff understands that a new environment and situation can cause some confusion and will counsel the Scout as to the correct medication times and procedures.
2. **The second time the Scout misses his medication**; the Ranch medical staff will alert the Scout and the Scoutmaster at the next scheduled mealtime. The Ranch medical staff and the Scoutmaster together will counsel the Scout about the importance of taking their medication.
3. **The third time the Scout misses his medication** will result in a call to the Scout's parents/guardians. The parents will have the opportunity to express to the Scout the importance of taking the appropriate medications at the appropriate times.

4. **If the Scout misses a fourth medication**, the Scout will be sent home. This action is obviously a last resort, but is critical to insure the safety and well being of the Scout as well as those around him.

## **SPECIAL DIETS**

All camps are willing to accommodate special diets for campers, whether for religious, medical or philosophical reasons. If a camper has a dietary restriction make sure it is indicated on his or her medical form. Please contact the camp a minimum of 2 weeks in advance to confirm request on special dietary needs.

## **EMERGENCIES & MEDICAL CARE**

Every precaution is taken to insure a healthy and safe camping experience for all Scouts attending Peaceful Valley Scout Ranch. However, accidents and medical problems do occur. The Ranch operates a well-equipped medical lodge that is administered by the Ranch medical director. The Ranch medical staff will be responsible for treating all medical situations. All medical service provided by the Ranch medical staff at no additional cost.

In the event of a medical emergency, the medical staff is available 24 hours a day, seven days a week. In the event of an injury or illness requiring immediate specialized medical attention, the care of your Scout will be turned over to the local emergency medical service, who may require the use of ground or air ambulance service at their discretion. All expenses associated with this additional treatment and/or emergency transportation is the responsibility of the Scout's parent(s) or guardian(s). The provider will bill scouts and leaders needing additional medical attention on or off the property for the services.

## **ACCIDENT AND SICKNESS INSURANCE**

The Denver Area Council has purchased accident and sickness insurance for every Scout and Scouter. United of Omaha Life Insurance Company provides coverage; detailed information on the policy is available from unit leaders, or the council. This coverage is excess insurance to any health or accident insurance that a family may already have in place. This coverage is primary only if no other insurance is available. This insurance covers all authorized camp program activities while in camp. All claims are handled directly with the insurance company. This insurance does not cover the co-payments for a family's primary insurance.

## YOUTH PROTECTION POLICIES

The adults who will lead the troop in camp are required to have completed the BSA's Youth Protection Training. This program is designed to protect against child abuse of any kind, at camp and throughout the year. If you have any questions about the policies, or have concerns about the behavior of any adult or youth, you should first contact your unit leadership.

## BEHAVIOR POLICIES

**Observe the Scout Oath and Law while in camp.** These principles are the basis for your behavior while in camp. Unit leaders will expect you to follow them.

**Guns, ammunition, and archery equipment** are to be left at home. The Ranch will provide rifles and ammunition and bows and arrows at the field sports area.

**Alcoholic beverages, illegal drugs, and fireworks** are not permitted in any Scout camp. Possession or use of them on Ranch property is cause for immediate removal from camp. In addition, use of illegal drugs will be reported to local authorities.

**Fire.** Open fires of any kind are prohibited. Campers who set fires will be removed from camp immediately, and may be referred to local law enforcement officials.

**Buddy System.** Troops should discuss and use the Buddy System while on the Ranch.

**Tobacco.** Youth may not use tobacco at any time. Adult use is strictly regulated.

**Discrimination.** Peaceful Valley Scout Ranch and the Denver Area Council, B.S.A. is an equal opportunity facility that does not discriminate on the basis of sex, color, race, creed, or religion. All participants shall observe this code while on the Ranch.

**Uniforms.** Class A (khaki shirt) is required for evening Flags and dinner, and campfires. Troops are encouraged to require troop t-shirts or similar uniforms for morning flags and other programs.

**Pets.** Do not bring any or animals to camp.

**Damage to Camp Property.** Each unit is responsible for taking care of the camp equipment that has been assigned for their use. In the case of damage to this equipment, the unit and unit leaders are responsible for paying for repairs or replacement. The unit may then recover costs from the Scouts involved, but we will look to the unit leaders for payment.

## **WHO IS IN CHARGE?**

Under the Boy Scouts system of camping, the Scoutmaster is in charge of the troop at all times. The Scoutmaster and other adult leaders have the primary responsibility for the care of the youth in camp. The discipline and organization of the troop is the Scoutmaster's responsibility. If a parent has concerns about a Scout's participation in summer camp or events during summer camp, the Scoutmaster is the first point of contact in resolving situations. Remember the troop leadership lives with the Scout day in and day out at camp. If the Scoutmaster is unable or unwilling to resolve the situation to your satisfaction then contact your troop's committee chairperson.

## **WHEN BEHAVIOR IMPACTS THE PEACEFUL VALLEY PROGRAM**

While the care and supervision of all youth is to be provided primarily by the unit leaders, nonetheless camp staff is responsible for operating an enjoyable program for everyone. If a participant becomes disruptive to program or interferes with others, staff will work with unit leaders in managing the problem in accordance with established BSA and camp policies set forth in the Appendix to this Guide; the procedure includes attempted notification of parents. In extreme cases, it may become necessary to remove the participant from camp; this will be done by the parents or by local emergency services or law enforcement. Final decisions on managing behavior that affects Ranch program or other participants rests with the ranch director, and we reserve the right to take any action necessary.

## **VISITOR INFORMATION**

Friday Family Night is an ideal time for parents to visit our camp facility. Family Night begins at 4:00 P.M. When you arrive at camp, please park in the designated lot and check in at the camp's headquarters. Do not drive directly into the campsites.

Family Night visitors may choose to bring a picnic or join their Scout for a camp meal. The cost for the meal is \$9.50 at Camp Dietler and EaglePoint with 3 to 8 years old at \$5.00. At Camp Cris Dobbins the cost is \$8.00 with 3 to 8 years old at \$4.00. At Camp Cris Dobbins, dinner is served buffet-style from 5:00 to 7:00 P.M., and at Camp Dietler/EaglePoint, family-style dinner starts at 6:00 P.M. If you wish to have a camp meal, please make a reservation with your unit leader before the unit leaves for camp. To make a reservation after that time, call the camp office at 303-648-3023.

If you are attending Family Night, please don't expect to leave with your Scout that night. Much of the program continues on Saturday morning and you'll be detracting from his experience. Those helping to provide transportation home on Saturday may be able to spend Friday night in camp; check with your unit leader.

Visitors are welcome at other times during the week, but should make prior arrangements with the unit's Scoutmaster prior to arriving at camp. All visitors must

park their vehicle in the main camp parking area; do not drive to the campsite. Check in with the camp office. Visitors may purchase meals on a space available basis -- \$5.00 breakfast, \$5.00 lunch, and \$7.00 dinner.

Visitors are required to leave pets, alcoholic beverages, fireworks, and firearms at home, and must follow all other camp policies. Program facilities are not available for use by visitors when camp is in session.

## **CAMP CONTACT INFORMATION**

Main Camp Number: 303-648-3023  
Council Service Center: 303-455-5522

The camp attempts to keep the main camp phone attended 24 hours a day. However there are times when this is impossible, so please leave a message and it will be returned in a timely manner. Peaceful Valley Scout Ranch is spread over 2,600 acres. While we will take messages for the Scouts and Scouters at our camps, they are generally not delivered until the next mealtime. We try to deliver emergency messages immediately, but this can still take up to an hour to deliver the message.

Mail is delivered daily to the Scout Ranch and will be picked up and distributed by the troop's Scoutmaster. Stamps and postcards are available at camp, and there are mail drops in the office.

Parents are encouraged to write to their sons while at camp. Be sure to mail early as it takes 4 or 5 day, for mail to be delivered. Please include a return address on the mail so it can be returned if it is late.

### **ADDRESS FOR CAMP:**

Scout's Name, Troop Number or group name  
Camp (name of camp attending)  
Peaceful Valley Scout Ranch  
22799 North Elbert Road, Box 97  
Elbert, CO 80106-0097

# DRIVING DIRECTIONS

# PERSONAL EQUIPMENT RECOMMENDATIONS

## **Sleeping**

- ❑ Sleeping bag
- ❑ Each Scout will be supplied with a 3" foam pad at camp - bring cots if desired
- ❑ Small pillow - optional - or use your stuff sack with clothing inside
- ❑ Sleep clothing

## **Clothing**

- ❑ Good walking shoes or hiking boots- please use and break in before summer camp
- ❑ Sneakers - for backup and games. Sandals do not work well due to rough terrain, thorns.
- ❑ 3-4 pair socks - Preferably wool, easier to dry and keep feet warm when wet. Bring liners if used.
- ❑ 3-4 changes of underwear
- ❑ 2 pair of shorts - nylon works very well
- ❑ 2-3 T-shirts (bring troop t-shirts if you have them). No inappropriate artwork or slogans.
- ❑ 1 hat - broad-brim is best for sun protection
- ❑ Scout Uniform - Class A shirt, pants or shorts, neckerchief and slide, OA Sash if you are a member
- ❑ Belt
- ❑ Swimsuit
- ❑ Long sleeve shirt(s)
- ❑ Long pants
- ❑ Fleece or sweater - Avoid cotton sweatshirts, as they are useless when wet.
- ❑ Outer jacket (good rain gear might fill this need)
- ❑ Rain gear - Needs to cover the whole body. Poncho alone is inadequate. Rain jacket and rain pants are best. Long underwear - optional for those who get cold easily
- ❑ Stocking cap or beanie - good for cool days or sleeping on cool nights - optional

## **Other Equipment**

- ❑ Daypack - big enough to carry rain gear, water bottle, class materials
- ❑ Water bottle - 1 quart - "Nalgene" style is best
- ❑ Toilet kit - toothbrush, toothpaste, comb, shampoo, soap, washcloth, lip balm, Sunscreen
- ❑ Personal first aid kit - see Handbook - required for Eaglebound/Shakedown participants
- ❑ Towel(s)
- ❑ Flashlight and extra batteries
- ❑ Alarm Clock and/or wristwatch

### **Other Equipment - Continued**

- Notebook and pencils/pens
- Merit badge books, Scout handbook as needed for classes you are taking
- Work done at home for merit badges, and/or things needed for Merit Badges or classes
- Medical Form (completely filled out and signed before camp)
- Medications in original container - see instructions elsewhere in this section
- Eyeglasses and/or sunglasses
- Small camera-optional
- Swim goggles-optional
- Pocketknife - small - optional
- Compass - optional - depends on classes taken
- Whistle- optional by troop
- Spending money, money for class or program fees, in a wallet with your name
- Book, football, frisbee, cards, etc. - optional

### **Extra Items for all Dietler campers and Dobbins Outpost campers (check with your unit leader)**

- Large frame backpack
- Sleeping bag stuff sack lined with trash bag, and straps to attach to pack
- Ground cloth or "Bivvie Bag"
- Large strong plastic bag to cover your pack, or a pack cover, and one for clothing storage
- Personal eating utensils - cup, bowl, spoon



## **CLOTHING FOR SWIMMING MERIT BADGE**

You will be doing an in-water undress and making a float from clothing. This requires a long-sleeve button-up shirt (such as a Scout uniform shirt) lightweight "airtight" pants, and shoes that can get wet. Sweatpants and pants/shirts with mesh do not work. Jeans are good if they are loose fitting.

## **TRAINING CERTIFICATES**

Adult leaders should bring their registration card and youth protection training certificate. Youth who have completed CPR certification should bring that card if needed to meet merit badge requirements.

## **DO NOT BRING THESE THINGS TO CAMP**

- ❑ Expensive or irreplaceable items
- ❑ Game Boy, Sega, Walkmans, Portable CD players, Boom boxes, Televisions, similar items
- ❑ Knives with blades over 3", axes
- ❑ Shooting sports equipment (we will provide all the equipment that you need)
- ❑ Clothing with artwork or messages not consistent with Scouting values
- ❑ Matches, lighters, fireworks

## **PACKING**

At Dietler, pack everything in a frame backpack, as you will be hiking in with your gear, and using your backpack to go on outpost. Check with your Scoutmaster if it won't fit - some gear can go in by car. At Dobbins, use a pack or duffel bag. Don't use luggage or footlockers. Try to get it all in one bag plus your day bag!

## **LABELING**

Be sure that expensive items have name and troop number. Be sure to label uniform shirts and troop apparel - it all looks alike! Put a tag on your pack or duffel bag in case it gets separated from you.

## **BE PREPARED FOR WEATHER**

You will be visiting Peaceful Valley Scout Ranch in the summer, but we are still in Colorado at 7,000 feet. This means we can experience anything from sleet to blistering heat. Daytime temperatures can range from the low 40's to the low 100's depending on the time of the year and the current weather patterns. Nighttime temperatures can drop to the upper 30's toward the beginning and end of the camping season. Afternoon thundershowers are not uncommon, and can be a major problem for unprepared guests. Most programs will continue even with rain, so quality rain gear is a must. Be sure your rain gear is truly designed for rain - many nylon jackets are not water repellent in heavy rain; they soak through, become cold, and create a risk of hypothermia. Due to the moderately high elevation and high temperatures, dehydration is a major concern. Be sure to bring and use at least one good 1-quart water bottle that will not break or leak during the week.

## **MONEY AND VALUABLES**

Leaders and campers are encouraged not to bring valuables to camp. Scouts do not need more than \$50.00 at camp. This should cover the cost of merit badge supplies, horseback riding, etc. and still give them plenty for treats or souvenirs. Every year, money is lost because the Scout did not have a good way to carry money. Please send your son to camp with pants and shorts with pockets and a wallet to carry his money.

The lake and the Gates Aquatics Center at Camp Cris Dobbins have lockers available to store personal belongings when swimming or using the lake. Leaders and campers need to provide their own locks. **Peaceful Valley Scout Ranch will not be held liable for lost or stolen items.**

## **LOST AND FOUND**

If a Scout loses something while he is at camp this summer, check at camp headquarters on Friday night before leaving. If a valuable item is discovered missing after you get home, call the Peaceful Valley Headquarters at 303-648-3023 to see if it has been turned in. Lost and found must be claimed at Peaceful Valley! Have your Scouts clothing and equipment items marked with their name and troop number. After two weeks, unclaimed items will be donated to charity. Be sure you have everything before you leave camp!

# CAMP CRIS DOBBINS 2003 PROGRAM OFFERINGS

THIS FORM MUST BE RETURNED TO THE TROOP NO LATER THAN \_\_\_\_\_!!

TROOP NUMBER \_\_\_\_\_ SCOUT'S NAME \_\_\_\_\_ PHONE \_\_\_\_\_

First Choice \_\_\_\_\_ Second Choice \_\_\_\_\_ Third Choice \_\_\_\_\_

Fourth Choice (Backup) \_\_\_\_\_ Fifth Choice (Backup) \_\_\_\_\_

Scheduled Activities \_\_\_\_\_

Generally, you will be able to take three merit badge classes. Please list your choices in the space above. We will try to register you in your first choices, but if space is not available, we will put you in your fourth or fifth choice. Other special programs that do not take up a class period are also listed. You can choose any of those that you want. There are extra fees and other requirements for several programs; they are noted below. Talk to your Scoutmaster for more information. You will have to do work at home on most of the merit badges. The Scoutmaster will give you information on those requirements before camp. If you don't do it, you don't get the badge.

Climbing MB (minimum age 13)  
Cycling MB  
PV Adventure (Three periods; age 14, \$25-\$50)  
Swimming (Must BSA Swimmer)  
Lifesaving (Swimming MB)  
Beginning Swimming  
BSA Lifeguard (3 periods, age 14 & adults, etc)  
Canoeing (BSA Swimmer)  
Rowing (BSA Swimmer)  
Small Boat Sailing (BSA Swimmer)  
Eaglebound 1 (T/2)  
Eaglebound 2 (1st)  
Basketry (buy kits \$10-\$20)  
Leatherwork (buy kits \$10-\$20)  
Space Exploration (buy kits \$10-\$20)  
Woodcarving (buy kits \$10-\$20)  
Pottery (buy kits \$10-\$20)  
Indian Lore (buy kits \$10-\$20)  
Cinematography (Takes three periods; \$20)  
Communications  
Journalism  
Photography (\$10 fee)

Medicine MB  
First Aid  
Environmental Science  
Astronomy  
Mammal Study  
Geology  
Fishing  
Soil/Water Conservation  
Fish/Wildlife Management  
Weather  
Horsemanship (\$25 fee)  
Adv. Horsemanship (Horsemanship MB req; \$25 fee)  
Animal Science  
Farm Mechanics  
Camping  
Emergency Preparedness  
Orienteering  
Pioneering  
Wilderness Survival  
Backpacking  
Rifle (\$6 fee)  
Archery (\$5 fee)  
Shotgun (\$15 fee)

## SPECIAL PROGRAMS OUTSIDE CLASS PERIODS

Jr. Leader Training  
CPR Demo  
Scuba Discovery (age 12, \$20)  
Colo Cons. Awd  
Overnight Trail Ride (\$20 fee)

# CAMP DIETLER/EAGLEPOINT

## 2003 PROGRAM OFFERINGS

THIS FORM MUST BE RETURNED TO THE TROOP NO LATER THAN \_\_\_\_\_!!

TROOP NUMBER \_\_\_\_\_ SCOUT'S NAME \_\_\_\_\_ PHONE \_\_\_\_\_

First Choice \_\_\_\_\_ Second Choice \_\_\_\_\_ Third Choice \_\_\_\_\_

Fourth Choice (Backup) \_\_\_\_\_ Fifth Choice (Backup) \_\_\_\_\_

Scheduled Activities \_\_\_\_\_

Generally, you will be able to take three merit badge classes. Please list your choices in the space above. We will try to register you in your first choices, but if space is not available, we will put you in your fourth or fifth choice. Other special programs that do not take up a class period are also listed. You can choose any of those that you want. There are extra fees and other requirements for several programs; they are noted below. Talk to your Scoutmaster for more information. You will have to do work at home on most of the merit badges. The Scoutmaster will give you information on those requirements before camp. If you don't do it, you don't get the badge.

Climbing MB (minimum age 13)

Cycling MB

Swimming (Must BSA Swimmer)

Lifesaving (Swimming MB)

Beginning Swimming

BSA Lifeguard (3 periods, age 14 & adults, etc)

Canoeing (BSA Swimmer)

Rowing (BSA Swimmer)

Small Boat Sailing (BSA Swimmer)

Shakedown (Tenderfoot-2nd-1st Class)

Woodcarving (buy kits \$10-\$20)

Basketry (buy kits \$10-\$20)

Leatherwork (buy kits \$10-\$20)

Space Exploration (buy kits \$10-\$20)

Indian Lore (buy kits \$10-\$20)

First Aid

Environmental Science

Astronomy

Mammal Study

Soil/Water Conservation

Weather

Horsemanship (\$25 fee)

Camping

Emergency Preparedness

Orienteering

Pioneering

Wilderness Survival

Backpacking

Archery (\$5 fee)

Shotgun (\$15 fee)

### SPECIAL PROGRAMS OUTSIDE CLASS PERIODS

CPR Demo

Scuba Discovery (age 12, \$20)

PV Adventure (Three periods; age 14, \$25-\$50)

## **PARENTAL CONSENT FOR PARTICIPATION IN PEACEFUL VALLEY ADVENTURE**

Scout \_\_\_\_\_ Unit \_\_\_\_\_ Date in Camp \_\_\_\_\_

### **Program Description**

The Peaceful Valley Adventure program ("PVA") is a special "adventure" program conducted by the staff at Peaceful Valley Scout Ranch ("Ranch") for Scouts age 14 and up.

Possible activities conducted on the Ranch may include kayaking, rock climbing, hiking, mountain biking, and similar "adventure" activities. Participants may elect to go on an optional day excursion away from the Ranch. This trip will include some or all of Cave of the Winds, Pikes Peak, tourist destinations in Colorado Springs, and Castlewood Canyon near Castle Rock. Activities at these sites may include a guided cave tour, a non-technical climb of Pikes Peak, sightseeing, and rock climbing and/or rappelling in Castlewood Canyon. The Ranch staff and/or unit leaders, using camp vehicles and/or unit leaders' personal vehicles, will provide transportation and supervision.

Standard BSA safety procedures and camp policies will be followed during all activities, including the off-Ranch trip.

There is an additional fee of \$25 for participation in PVA. Participants in the optional Cave of The Winds trip must also pay the vendor's admission fee, estimated at \$20.

### **Permission to Participate**

Please initial beside each paragraph, which is to apply to your child, and strike out any which are not to apply.

\_\_\_\_\_ I grant permission for my child to participate in all PVA activities conducted at the Ranch except those noted below. If none are noted, my child may participate in all activities at the Ranch. (Note any restrictions here)

\_\_\_\_\_ I grant permission for my child to participate in the optional day excursion described above, and to participate in all PVA activities conducted during this optional day trip except those noted below. If none are noted, my child may participate in all activities during the trip. (Note any restrictions here)

\_\_\_\_\_ My child is not permitted to go on the optional day excursion, and is to remain on the Ranch.

Signature of Parent or Authorized Guardian \_\_\_\_\_ Date \_\_\_\_\_

# PARENTAL INFORMED CONSENT AGREEMENT FOR OFF-SITE FIELD TRIPS

I understand that participation (PVA) Peaceful Valley Adventures Program offered through the Denver Area Council, B.S.A. on \_\_\_\_\_ (date), involves a certain degree of risk that could result in injury or death. In consideration of the benefits to be derived and after carefully considering the risk involved, and in view of the fact that the Boy Scouts of America is an organization in which membership is voluntary, and having full confidence that precautions will be taken to ensure the safety and well-being of my (son/daughter), I have given \_\_\_\_\_ (name) \_\_\_\_\_ (my son/daughter), my consent to participate in such activities as climbing/rappelling, rafting, caving and hiking in the mountains on \_\_\_\_\_ (date).

In case of emergency, I understand every effort will be made to contact me. In the event I cannot be reached, I hereby give my permission to the physician selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for my child.

(This form must have signatures of both parents/guardians).

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Date