

# Camp Cris Dobbins



## 2019 Program Guide



BOY SCOUTS OF AMERICA®  
DENVER AREA COUNCIL

*Updated 3/9/19*

# **Camp Cris Dobbins Program Guide**

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# Camp Cris Dobbins Program Guide

## Welcome from the Camp Director

Welcome to Camp Cris Dobbins! Our goal as a staff is to create a fun, engaging program for Scouts. In this outdoor setting, they can learn a variety of valuable skills and participate in memorable activities. In this guide, you will see which merit badges will be offered, the requirements that will be covered, what the schedule of classes will be, as well as the weekly schedule. **Please make sure to sign up for these through Doubleknot before arriving at camp.** Especially if your Scouts are interested in popular merit badges such as aquatics, shooting sports, and adventure merit badges. Dates and instructions on how to register for classes can be found in this program guide.

We will provide NCR's (the DAC summer camp method of merit badge tracking) that show the completion of requirements for a merit badge. Many councils, such as Denver Area Council, accept this form of tracking. However, some do not and in that case, please bring your own blue cards, fill them out with as much information as you can, and give them to our staff near the beginning of the week so that they can be completed on time to return them to you.

Friday is used for Scouts to complete any requirements they missed or did not fulfill for any reason throughout the week. This is also a time where your troop can plan their own activities, such as a hike. We do have registration for our whitewater rafting trip, provided by a third party (please see the aquatics section of this guide). For this activity a waiver must be signed by the Scout's parents or legal guardians and it is an additional cost, which varies based on the trip.

While we will do our best to put your troop in the campsite requested on your reservation form, please keep in mind that each campsite does have a specific capacity. Therefore, if our Camp Director and/or Superintendent determine the number of participants in your troop will put too much of a strain on the ecology of your requested campsite, we do reserve the right to move your unit. We thank you in advance for your understanding and for helping protect our camp.

Please keep in mind, we strive to stick to what is written here but appreciate your understanding when problems arise, such as the ever-changing Colorado weather. The schedule later in this guide might undergo changes, and a finalized version will be available to you when you arrive at camp. However, it will give you an idea as to what to expect so you can begin planning.



See you at camp!

Josh Harris

Camp Director

[Josh.Harris@Scouting.org](mailto:Josh.Harris@Scouting.org)



# **Camp Cris Dobbins Program Guide**

## Welcome from the Program Directors!

Sheriff Ryan and Deputy Quinn preside over the historic Fort Dobbins, located in the quaint and beautiful Peaceful Valley. Folks around these parts are kind and lighthearted, living in harmony as they have for over a hundred years. Though tranquil, being cowboys, traders, and 'steaders ain't as glamorous as it seems. The days are long, the sun is hot, and the trail is tough. But after putting in a full day of hard work, everyone gathers around the campfire for some good ole' laughs and tunes. When the sun has set over the jagged western peaks and the crickets begin to chirp, everyone retires to their simple canvas quarters, and all of Fort Dobbins rests up for another great day at Peaceful Valley.

Underneath the prairies and pine, there are rumors of vast riches of gold. Only the oldest settlers know the true tale – the wise Ranger Conrad spoke of a great gold deposit located under the elusive Bobcat Ridge. No one has seen the town of Bobcat Ridge in over a century. The only clue we have to help us in this hunt is a faded secret map, sketched on an old piece of rawhide. We are searching for the gold, as the riches contained within the earth beneath the town will ensure the Fort lives on for years to come. However, several members of the valley want to find the gold first and take it all for themselves. These bandits are doing everything they can to find the ghost town, and the gold, before the Sheriff and his deputy. Will the bandits steal the map and find the gold before the Sheriff and his Deputy? Or will Ryan, Quinn, and all of Fort Dobbins outwit the bandits, find Bobcat Ridge, and save the town?

We'll see you there!



**Sheriff Ryan Mellin**

Program Director

[Ryan.Mellin@Scouting.org](mailto:Ryan.Mellin@Scouting.org)



**Deputy Quinn**

Assistant Program Director

## Additional Camping Department Contacts:

<b>Camp Cris Dobbins:</b> Peaceful Valley Office: 303-648-3023 (June and July only) <a href="mailto:Peaceful.Valley@Scouting.org">Peaceful.Valley@Scouting.org</a> 22799 N. Elbert Rd, Box 97 Elbert, CO 80106	<b>Registration:</b> Camping Registrar MaryAnn Romero <a href="mailto:MaryAnn.Romero@Scouting.org">MaryAnn.Romero@Scouting.org</a> 720-266-2111
 <b>Peaceful Valley Scout Ranch:</b> Ranch Director Will Corcoran <a href="mailto:Will.Corcoran@Scouting.org">Will.Corcoran@Scouting.org</a> 720-266-2178	 <b>Camping Department Support:</b> Camping Specialist John Braselton <a href="mailto:John.Braselton@Scouting.org">John.Braselton@Scouting.org</a> 720-266-2128

# **Camp Cris Dobbins Program Guide**

## **Welcome to 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 3,316 acres of mountain park terrain, 7,000 feet in elevation, along the Palmer Divide in the Black Forest. Peaceful Valley also functions as a working ranch throughout the year, with over 1,000 acres devoted to farming and grazing. There are four different Scout camps located on Peaceful Valley: Magness Adventure Camp, Webelos Extreme Scouting Trek (W.E.S.T.), Camp Cris Dobbins, and Camp Dietler.



## **Welcome to Camp Cris Dobbins!**

Here at Camp Cris Dobbins, we pride ourselves on the exceptional quality in which we provide the Scouting program to each and every person that attends our camp. Going to summer camp is something that is a unique and life changing opportunity for youth, and we hope that the experiences at Camp Cris Dobbins are something that will stay with them for the rest of their lives.

The programs at Camp Cris Dobbins help to foster the ideals of Scouting, provide for exceptional life lessons and skills, and allow Scouts to have a week of fun. Our programs include everything from the basic Scouting skills to a unique "Hollywood" experience to high adventure to aquatics programs at the pool or lake to a top-of-the-line shooting sports facility. At Camp Cris Dobbins, we have something that will appeal to each and every Scout in your troop!



Camp Cris Dobbins also provides one of the best staffs in the country. We make sure that the traditions are passed on from year-to-year to ensure a continuing greatness in our seasonal staff. Each staff member is chosen and placed at their respective program areas based on their specific skills to ensure the best quality program for each and every Scout.

Camp Cris Dobbins is a "traditional" summer camp in which all meals are served out of our dining hall. Our dining hall has



recently undergone a massive renovation for the 2019 season which includes more seating and other amenities. Most notably, this will allow for single-shift dining at the camp. Gilwell Hall has also been renovated to include single-use restrooms and showers. Check out our Facebook page for updates on the construction! At each campsite you will find a great place to camp for the week with picnic tables, a latrine with hot showers and vault toilets. We provide canvas tents for camping, but you will need to bring your own cots or pads to sleep on! Camp Cris Dobbins has state-of-the-art program facilities including our Gates Aquatic Center and the Travis Shooting Sports Facility.

# **Camp Cris Dobbins Program Guide**

## Scouts BSA 11-Day Meetings & Camp Paperwork Submission

Due to new State of Colorado Child Care Facility requirements, all paperwork for youth and adult campers **MUST** be turned into the Council 11-days prior to the camper's arrival at the camping facility. At this meeting, the Camp Administration will be present from each camp to include Camp Directors, Health Officers and Food Service Managers. Additionally, the Camping Registrar will be present to take any remaining fees. You can also ask questions about camp at this meeting.



Links to all forms can be found on each camp's website page on the right-side bar.

[www.DenverBoyScouts.org/Camps](http://www.DenverBoyScouts.org/Camps)

### Youth Camper Paperwork Checklist (Each Camper)

- ☐ BSA Medical Form Parts A, B and C for Scouts, BSA
  - ☐ BSA Medical Form Parts A & B for Cub Scouts (Magness and WEST)
- ☐ Copy of insurance card
- ☐ Colorado Addendum: Immunizations
- ☐ Colorado Addendum: Contract to Carry (for those that carry emergency medications)
- ☐ **NEW Colorado Addendum: Additional Information**
- ☐ Medication Administration chart filled out (if applicable)
- ☐ Special Diet Request form (if applicable)

### Adult Camper Paperwork Checklist (Each Camper)

- ☐ BSA Medical Form Parts A, B and C for adults at camp for a total of more than 72 hours for the week (If you come every day, and leave every night you still need part C.)
- ☐ BSA Medical Form Parts A & B for Magness and WEST adults and Scouts BSA adults who are staying less than 72 hours for the entire week.
- ☐ Copy of insurance card
- ☐ Respective camp Adult Leader Reference Form
- ☐ Special Diet Request Form (if applicable)

### Whole Unit Paperwork Checklist

- ☐ Swim Classification Record (if done prior to camp)
- ☐ Unit roster for youth and adults attending
- ☐ Check (made out to Denver Area Council) for any unpaid registration fees
- ☐ Family Night visitor count

Camp Date	11 Day Meeting	Suggested Postmark Date if Mailing Paperwork
June 9-15	May 29	May 20
June 16-22	June 5	May 27
June 23-29	June 12	June 3
June 30-July 6	June 19	June 10
July 7-13	June 26	June 17
July 14-20	July 3	June 24
July 21-27	July 10	July 1

All meetings are at the Hamilton Scout Headquarters (10455 W. 6<sup>th</sup> Ave, Denver, CO 80215) and are from 5:30-7:30 in a drop-in style meeting.

#### Can't Make the Meeting?

Mail your paperwork to:

Summer Camp Paperwork  
10455 W. 6<sup>th</sup> Ave, Suite 100  
Denver, CO 80215

**DO NOT MAIL PAPERWORK DIRECTLY TO THE CAMP!**

**Questions? John Braselton, Camping Specialist**  
[john.braselton@scouting.org](mailto:john.braselton@scouting.org) 720-266-2128

# **Camp Cris Dobbins Program Guide**

## Check-In at Camp Cris Dobbins

Check-in begins at 1:00pm. If you arrive earlier, please wait in the parking lot, but check in will not begin until 1:00pm. **NEW: Check-in is at the new Dobbins HQ at the Trading Post.**

As you check-in your Scouts will meet with Dobbins staff. The Unit Leader and SPL will meet with Camp Management to review paperwork, settle any owed balances, and verify merit badge registration.

Items needed for this if NOT already turned in at 11-day meeting:

- ☐ Unit roster with youth and adults
- ☐ YPT Verification for adults
- ☐ Swim Check roster if done prior to camp
- ☐ Adult Leader Reference Forms
- ☐ Family Night and Scoutmaster Dinner attendance numbers

Scouts will walk to the campsite. One vehicle and trailer may bring gear to the campsite. All other gear must be carried. **Only the trailer may stay in the campsite, and all vehicles including the towing vehicle must return to the parking lot.**

Scouts and adults will set up their campsite. Medical re-checks are required and will be done during the camp tour. Please have medications ready to turn in at this time. A brief tour of the camp and an orientation at the dining hall will be provided. Units that need to complete swim checks will head over to the pool.

### Monday Check-in Process

Monday morning check-in runs from 5:00-8:00 am at the new Dobbins HQ (at the Trading Post). **If you are planning to arrive on Monday morning, please contact the Camp Director (Josh Harris, [Josh.Harris@scouting.org](mailto:Josh.Harris@scouting.org)) at least two weeks in advance to make necessary arrangements.**

If your unit is arriving Monday morning, you will need to handle paperwork, balances, and merit badge registration before that morning's merit badges. **To ensure ample time to set up the campsite and get to classes on time, breakfast will not be available for units arriving on Monday—Scouts should have eaten prior to arriving at camp.**

We highly encourage any units that are checking in on Monday morning to complete all merit badge registration in advance in order to speed up the process and allow ample time for campsite setup.

# **Camp Cris Dobbins Program Guide**

## **Check-Out at Camp Cris Dobbins**

The unit check-out process begins Friday afternoon; the Camp Director and Program Director will have the checkout paperwork and all merit badge records compiled by Friday afternoon. Our goal is to compile all merit badge records and other paperwork during the day and begin distribution to units in the afternoon and evening. This gives units the opportunity to review merit badge completion and resolve any errors or discrepancies while still at camp.

On Saturday morning, the Campsite Hosts will assist with the final parts of campsite breakdown, including cleaning up the campsite and leading trash sweeps of the area. Before leaving camp, one adult will check out at the new Dobbins HQ (Trading Post) and collect patches for the unit.

Additionally, adult leaders and Scouts will have the opportunity to fill out a camp evaluation. Please complete this so that we can continue to improve the Camp Cris Dobbins experience.

## **Lost and Found**

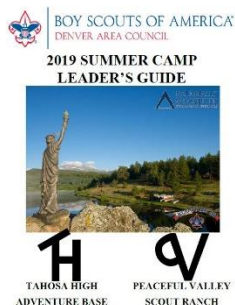
The lost and found is at the Trading Post/Dobbins HQ. If you find anything, please turn it in at the Trading Post/Dobbins HQ or give it to a staff member. Remember to check the Lost and Found before you leave camp! Any items remaining after September 1, 2019 will be donated.

## **Family Night**

Camp Cris Dobbins welcomes families on Friday night! The night begins at 5:00pm in campsites then dinner in the dining hall followed by a great campfire and award program. **Dinner costs \$8.** Visitors must park in the parking lot. Those that would like to stay overnight must bring their own gear, medical form parts A and B (and addendums if a youth) and Youth Protection Verification. **A count of the number of people attending from each unit is required to be submitted Sunday night, so please know how many before you come!**

## **Trash**

Please have your trash along the main road near your campsite by 9 pm daily. Please do not leave trash in your campsite overnight.



## **Leader's Guide**

Have you read the Peaceful Valley and Tahosa High Adventure Base Leader's Guide? It contains helpful information about registration and policies. Most information for Magness Adventure Camp can be found in this Program Guide, but it is helpful to review the Leader's Guide prior to camp. The Leader's Guide can be found at [www.DenverBoyScouts.org/Camps](http://www.DenverBoyScouts.org/Camps)



# **Camp Cris Dobbins Program Guide**

## Youth Protection Policy Information



**It is required that all adults attending camp have taken the Youth Protection Training.**

Colorado Law and BSA policy mandates that camp staff, adult volunteers and all other members of the Boy Scouts of America are mandatory reporters of suspected child abuse and neglect. Abuse can include adult on youth and youth on youth contact.

While we do not wish or anticipate any abuse to occur at camp, in rare instances it happens. Please follow the guidelines below.

### **If you suspect child abuse or neglect at summer camp:**

You are a mandated reporter as a member of the Boy Scouts of America. You must take the following steps. You may not designate someone else to do this for you. Child abuse or neglect suspicions can be from home (and noticed while at camp) or can occur at camp from adult on youth or youth on youth scenarios.

- 1. Ensure that everyone is safe before doing anything.**
- 2. Notify the Camp Director and/or Ranch Superintendent immediately.** They can assist you in this process, but you must still make the report.
- 3. Notify the local Law Enforcement Agency**

Peaceful Valley: Elbert County Sheriff's Office 303-621-2027 or 911

- 4. Notify the Colorado Department of Human Services.** 844-CO-4-KIDS
- 5. Notify the Boy Scouts of America.** SCOUTS FIRST Helpline 844-726-8871

The Denver Area Council, Boy Scouts of America operates summer camping programs that are licensed by the Colorado Department of Human Services. The license indicates that the program has met the required standards for the operation of a child care facility. The current license and most recent inspection is available for review in the camp office at both Camp Tahosa, Peaceful Valley Scout Ranch and the Council Service Center.

Additionally, if you would like to file a complaint about Peaceful Valley Scout Ranch (License #47810) as it relates to Colorado Child Care Facility regulations, please contact the Colorado Department of Human Services, Office of Early Childhood at 303-866-4511.

We all play a role in preventing **child abuse and neglect.**



**1-844-CO-4-KIDS**  
(1-844-264-5437)

# **Camp Cris Dobbins Program Guide**





## **What to Bring to Camp**

- Medications in their original containers
- Sleeping pad/mattress/cot
- Pillow
- Warm sleeping bag
- Clothing
  - 3-5 t-shirts
  - 1 long sleeve shirt
  - BSA Field Uniform
  - Fleece/Sweater
  - Outer Jacket
  - 1 pair long pants
  - 3-4 pairs of shorts
  - 8 pairs of underwear and socks
  - Sleepwear
  - Long underwear and stocking cap (if you get cold easily)
  - Swimsuit and goggles
  - Towel
  - Rain gear (NOT just a poncho)
  - Hat
  - Belt
  - Hiking Boots (break in before camp)
  - Sneakers (backup and in campsite)
- Day pack
- 10 essentials
- Water bottle
- Headlight or flashlight
- Pocketknife (with totin' chip)
- Insect repellant (**with your name on it!**)
- Sunscreen (**with your name on it!**)
- Notebook, pens, pencils
- Pre-requirement work for merit badges (if applicable)
- Personal first aid kit
- Toiletry kit (toothbrush, toothpaste, comb, body soap, shampoo, lip balm, **deodorant**)
- BSA Handbook
- Wristwatch
- Small camera
- Spending money (\$50-\$100)

## **What to Leave at Home**

- ❖ Firearms, BB guns, ammunition, Archery equipment, and Sheath Knives
- ❖ Valuables or Irreplaceable Items
- ❖ Electronic Games or Personal Music Players (IPODs, Gameboys, CD Players, etc.)
- ❖ Items (including clothing) with inappropriate slogans or logos. (The camp reserves the right to define what is "inappropriate".)
- ❖ Pets
- ❖ Any Tobacco Products (and any Vaping products)
- ❖ Alcoholic beverages, Illegal drugs, and Fireworks
- ❖ Excessive amounts of candy and sugar
- ❖ Self-contained stoves and lanterns (No Open Flames!)

# IN AN EMERGENCY WHEN YOU HEAR IT. DO IT.

 <p><b>Lockout</b></p>	<p><b><u>LOCKOUT! SECURE THE PERIMETER!</u></b>  <b>RADIO/STAFF ANNOUNCEMENT ONLY. NO SIREN.</b></p> <ul style="list-style-type: none"> <li>• Hikes/Cycling return to main camp area.</li> <li>• Do not travel between camps.</li> <li>• Nobody can leave the property.</li> <li>• Property gates are locked.</li> <li>• Business as usual.</li> </ul>
 <p><b>Lockdown</b></p>	<p><b><u>LOCKDOWN! RUN! HIDE! FIGHT!</u></b>  <b>SHORT WAVY SIREN. (Flat “Evacuate Area” siren for all clear, assemble)</b></p> <ul style="list-style-type: none"> <li>• If possible, attempt to move away from threat by running into woods with a buddy or small groups.</li> <li>• If running is not possible, find a place to hide. Lock doors, turn off lights, stay silent and out of sight.</li> <li>• As a <b><u>last resort</u></b> and only if your <b><u>life is in danger</u></b>, do what you can to protect yourself.</li> </ul>
 <p><b>Evacuate</b></p>	<p><b><u>EVACUATE AREA! REPORT TO ASSEMBLY POINT!</u></b>  <b>FLAT LONG SIREN.</b></p> <ul style="list-style-type: none"> <li>• Gather nearest personal belongings.</li> <li>• Report to <b>Mackenzie’s Range</b>. If unavailable, secondary location: Lake</li> <li>• <b>STAY OFF THE ROADS. USE TRAILS.</b></li> <li>• Group with unit.</li> <li>• Remain silent and follow directions.</li> <li>• <b>UNIT LEADER</b> take roll of unit, reporting using card system.</li> </ul>
 <p><b>Shelter</b></p>	<p><b><u>SHELTER! (LONG WAVY SIREN)</u></b>  <b><u>TORNADO</u></b>          Report to <b>Gilwell Hall</b> if possible. Use trails. <b>STAY OFF ROADS.</b></p> <ul style="list-style-type: none"> <li>• Group with troop, await further instructions.</li> <li>• <b>IF CANNOT MAKE IT TO SHELTER:</b> Lie flat in a ditch or depression. Report to Gilwell Hall when it is safe to do so.</li> </ul> <p><b><u>HEAVY RAIN/HAIL – RADIO/STAFF ANNOUNCEMENT – No Siren.</u></b></p> <ul style="list-style-type: none"> <li>• Take shelter in nearest building or tents. Stay inside, or undercover.</li> <li>• Do not walk in open areas.</li> </ul> <p><b><u>LIGHTNING/THUNDER STORM - RADIO/STAFF ANNOUNCEMENT – No Siren.</u></b></p> <ul style="list-style-type: none"> <li>• Take shelter in nearest building. Stay inside, or undercover.</li> <li>• Do not walk in open areas –return to main camp area.</li> </ul>



# Camp Cris Dobbins Program Guide

## Program Information





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	Period 1 9:30-10:20	Period 2 10:40-11:30	Period 3 1:30-2:20	Period 4 2:40 - 3:30	Period 5 3:50-4:40	Aux Period 5:00- 5:30	Kit/Fee
<b>Adventure</b>							
Climbing*	11		11		6		\$15
Cycling*	20		20		*5K Bike Ride*		\$15*
PVA			10				\$68
ATV Rider Course @ Dietler	12		12				\$45
<b>Eaglebound</b>							
1st Class	25		25				
2nd Class		25		25	20		
Tenderfoot	25		25		20		
<b>Handicraft</b>							
Archaeology/Fingerprinting		15					
Architecture/Art		15			15		
Leatherworking	15			15			\$10-\$17
Model Design and Building	15				15		
Pottery		15	15	15			\$10
Woodcarving	15		15	15			\$15
<b>Hollywood</b>							
Cit in the Nation/Cit in the World*		15	15	15			
Communications*	15		15		15		
Game Design		12			12		
Music				8			
Photography	12	12					\$10*
Theater			10				
<b>Shooting Sports</b>							
Archery	16		16		Open Shoot*		\$12
Rifle	22		22		Open Shoot*		\$15
Shotgun	10		10		Open Shoot*		\$25
<b>Aquatics</b>							
Canoeing	24		24		Open Boating*		
Kayaking	12		12		Open Boating*		
Small Boat Sailing	12		12		Open Boating*		
Lifesaving*	15	15	15		Open Swim*		
Swimming*	24	24	24	24	Open Swim*		

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Nature							
Bird Study/Insect Study	15		15				
Environmental Science*	15	15	15	15	15		
Fish & Wildlife Management/ Mammal Study				15			
Geology/Mining in Society	15			15			
Nature		15			15		
Forestry/Plant Science	15		15				
Reptile & Amphibian Study		15	15				
Weather				15	15		
Scoutcraft							
Camping*	15	15			15		
Emergency Preparedness*		20	20		20		
First Aid*	20		20	20			\$5
Orienteering		15			15		\$5
Pioneering			15				\$5
Search and Rescue	15			15			
Wilderness Survival	15	15	15				\$5
STEM							
Astronomy/Space Exploration		15	15		15		\$15
Chemistry/Nuclear Science	15	15		15			
Electricity	15				15		
Engineering	15		15				
Inventing			15	15			

## IMPORTANT NOTICE:

**Dobbins Headquarters is now in the same building as the Trading Post!**

**The old office will serve as Ranch Headquarters to support ranch operations. This office will no longer be able to support Dobbins-specific programs and questions.**

# **Camp Cris Dobbins Program Guide**

## **Merit Badge Registration Dates**

Dates for online merit badge registration are staggered and determined by camp attendance weeks. Merit badge signup begins at 8:00 a.m. MST on all dates. Also, please note that some classes have maximum caps, and signup for these classes will be on a first come, first served basis. Information on merit badges will be found in the Camp Dietler or Camp Cris Dobbins Program Guide

Week 1: June 9-15	Monday, April 1
Week 2: June 16-22	Monday, April 8
Week 3: June 23-29	Monday, April 15
Week 4: June 30-July 6	Monday, April 22
Week 5: July 7-13	Monday, April 29
Week 6: July 14-20	Monday, May 6
Week 7: July 21-27	Monday, May 13

**While there is a chance to sign up for or switch classes when you arrive at camp, some classes may be filled and unavailable. We suggest Scouts pick their classes before registration opens, and then the troop completes registration as soon as possible when it opens.**

## **Merit Badge Fees**

Some classes offered at Peaceful Valley require more resources than others and not all Scouts get to experience them. Due to this, some classes have a fee or kit purchase required. All class fees are paid at camp and kits must be purchased at camp. Units may pay for all fees and kits with one payment or may require each individual Scout to pay for their own. This is the discretion of the unit leader. Please make sure your unit is prepared for these fees.

Scouts will not be able to finish all requirements without paying these fees. Specific fees will be noted in the Camp Program Guides.

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# **ATV RIDER COURSE**

We're excited to offer a unique All-Terrain Vehicle (ATV) program. Peaceful Valley is one of the few camps in the nation to have a program like this. To take the ATV Safety Program, Scouts must be 14 years or older and pay the \$45 class fee. The class is a block class covering two periods and is recommended for Scouts who have already earned several of the merit badges offered at camp. Successful completion will provide Scouts with a wallet certification card recognized by ATV programs both within the BSA and out. Scouts that take this course will learn the skills and techniques necessary to have a safe experience while having a blast experiencing the beauty of Camp Dietler with added horsepower.

# **Camp Cris Dobbins Program Guide**

## *Online Registration*

Peaceful Valley Scout Ranch and Tahosa High Adventure Base uses an online registration system through a partnership with the Doubleknot Company for entering rosters, unit information, and pre-camp signup for all merit badge classes and various program activities. Make sure that you complete the entire sign up procedure. Keep the "User ID" and "Password" for registration – you will need this information to register your Scouts for their merit badges, and make your payments. If your unit does not have internet access, you will be able to process rosters and class registration by mail.

### **Step-by-Step Registration Guide**

As you register for merit badges, please keep in mind that even if no payment is due, your merit badge registration, **INCLUDING ALL CHANGES AND UPDATES**, will not be saved until you have completed the registration process by clicking the "**Continue**" button. If you feel you have already made the appropriate payments, you still need to select "**Pay by Mail**" to complete the process and save any changes.

Registration instructions are as follows: (Very detailed)

- Go to [DenverBoyScouts.org/Camps](https://DenverBoyScouts.org/Camps). Then click on Login. Enter your login information.
- **Under Summary.**
- See Upcoming Payments. Under Registration and Reservations, click on **View Details**. This will show the unit's information.
- **Under Registration**
- Click on **Update**. This is the screen where you can make changes, sign up for merit badges, etc.
- Click on **Who's Coming**. You must register everyone before signing up for merit badges.
- Type in first name, last name and phone number.
- Follow procedure for each Scout and adult. After you have added all your Scouts and adults, click continue. **This procedure must be completed before you can sign up your Scouts for merit badges.**
- Click on **What Are They Doing**.
- Schedule for (Scout Names in drop box), click on the name of the Scout you wish to register.
- Choose activities in **Area drop box** and select their merit badges. After you select the first Scout's classes, click on the next Scout, and select his classes. Follow this same procedure for each Scout. After you complete the classes for your Scouts, click on **Continue**. You can print a copy of the troop's merit badge classes here. but please note classes are not saved until you click on **Check Out**.
- Click on **Check Out**.
- A screen with **Payment & Billing Payment** will appear, and if you are not making a credit card payment, click the **Offline/Mail (mailbox)** button.
- Then click on **Complete Order**.
- Next screen – registration, click **Done**.
- The final screen, **Payment Details Registration**, click **Done**.

If all the procedures are followed, all your changes will be saved. **Remember, each time you make any additional changes; you must complete the entire procedure.** If you need any additional information, or have any concerns, please feel free to contact our Camping Registrar, Mary Ann Romero, at 720.266.2111 or [maryann.romero@scouting.org](mailto:maryann.romero@scouting.org). There will be an opportunity at camp to make schedule changes, but we highly recommend you try and finalize your Scout's schedules before you arrive, as space fills up quickly.



# Camp Cris Dobbins Program Guide

## Adventure Lodge at Fort Laramie

The Adventure Lodge is home base for some of the most thrilling experiences on the ranch. Scouts looking to add a little more action to their summer camp experience should check out the merit badges offered at the scenic Fort Laramie. Test your wits on any of our natural climbing areas, take a bike ride through camp on our 26 miles of beautiful, professionally designed and maintained mountain biking trails, or seek out the ultimate adventure in Peaceful Valley's own Mission: Adventure.



### Climbing



Scouts will learn how to properly use and care for climbing equipment, as well as climb and rappel in multiple locations at Peaceful Valley Scout Ranch. Scouts must be at least 13 years of age.  
**Requirements completed:** All (weather allowing).

### Cycling



Scouts will learn how to safely ride and maintain bikes, all while viewing camp from less-frequently traveled roads as they pedal around. Scouts must be at least 5 ft. 2 inches tall. The class does not have a fee if Scouts bring their own bike and the fee is \$15 if they rent our bikes. Helmets are required at all times when riding, and will be provided by the instructors if needed.  
**Requirements completed:** All except for requirements 7B(c) & 7B(d) (which can be completed during free time and Fridays, weather allowing).

**These merit badges are heavily dependent on the weather! Some requirements might not be finished due to weather!**

## MISSION ADVENTURE

Mission Adventure is an opportunity for older Scouts who have been to summer camp in previous years and are looking for an even more hardcore summer camp experience.

Scouts will work on intense backcountry skills in the areas of first aid, wilderness survival, fire safety, forestry, backpacking, cooking, orienteering, and more. Scouts from both Dietler and Dobbins will join together in this class to explore the far reaches of Peaceful Valley and experience all that the area has to offer, including a day trip to climb Pikes Peak. This class cost \$68. Scouts must be 14 years of age or older by June 1, 2019. **Scouts must have a signed consent form found on the camp page at [www.DenverBoyScouts.org/Camps](http://www.DenverBoyScouts.org/Camps). No other merit badges classes can be taken if Mission Adventure is taken as a class.**

# Camp Cris Dobbins Program Guide

## Aquatics at the Gates Aquatic Center and Silver Lake

The aquatics program at Camp Cris Dobbins is always a Scout favorite, with many merit badge options to choose from. At the Gates Aquatic Center, Scouts can spend their time working toward Eagle in Swimming and Lifesaving Merit Badges. Scouts who prefer boating can head down to Silver Lake and take Canoeing, Kayaking, or Small Boat Sailing.



### Swimming

Scouts will master several swimming techniques and gain confidence in the water, as well as learning water rescue techniques. Scouts enrolled in this class should be Blue Swimmers and should also bring long pants and a long sleeve shirt that can get wet. **Requirements Completed:** All (weather allowing).



### Lifesaving

This is an advanced merit badge for strong swimmers, teaching the principles of water rescue. Scouts must be a Blue Swimmer, have completed Second Class requirements 7a through 7c and First Class requirements 9a through 9c, and should bring long pants and a long sleeve shirt that can get wet. **Requirements Completed:** All (if Scout attends CPR demo & weather allowing).



### Canoeing

Scouts will spend their time learning to safely use and care for a canoe, as well as spend time out on the water learning various strokes. One class period in the week will be designated as "Swamp Day," where Scouts must swamp and recover their canoes. Scouts enrolled in this class should be Blue Swimmers and should be prepared to enter the water with a swimsuit and towel each day. **Requirements Completed:** All (weather allowing).



### Kayaking

Scouts will spend their time learning to safely use and care for a kayak, as well as spend time out on the water learning various kayaking techniques. Scouts enrolled in this class should be Blue Swimmers and should be prepared to enter the water with a swimsuit and towel each day. **Requirements Completed:** All (weather allowing).



### Small Boat Sailing

Scouts will spend their time learning to safely use and care for a small sailboat, as well as spend time out on the water learning various sailing techniques. One class period in the week will be designated as "Swamp Day," where Scouts must swamp and recover their boats. Scouts enrolled in this class should be Blue Swimmers and should be prepared to enter the water with a swimsuit and towel each day. **Requirements Completed:** All (weather allowing).

**These merit badges are heavily dependent on the weather! Some requirements might not be finished due to weather!**

# Camp Cris Dobbins Program Guide

## White Water Rafting

Peaceful Valley Scout Ranch has partnered with one of Colorado's premier rafting companies, River Runners, to provide units or individuals attending Cris Dobbins the opportunity to raft down the Arkansas River as part of their summer camp experience!

This unique and thrilling activity is open to all Scouts and adult leaders, you just have to be a blue swimmer. Better yet, it takes place on your open day at camp, meaning Scouts won't have to miss any of their merit badge classes to participate! This year, we will be offering two different runs.

The first trip will be on the Arkansas River in the Bighorn Sheep Canyon. Participants will take on seven miles of Class II and III rapids. The cost per person is \$82 for this trip and there is no age limit.

The second trip is perfect for participants who went on the Bighorn Sheep trip before and are craving more. This trip will take you through the Royal Gorge facing Class III rapids on a ten mile stretch. Due to the more intense nature of this run, all participants must be at least 14 years old. The cost of this trip is \$92.

Both trips include transportation, wet suit, spray jacket, rubber foot booties, helmets, guides, and lunch. When arriving at check-in, participants will be asked for a waiver. The trip departs from camp at 7:00 a.m., and will return at approximately 4:30 p.m. later that day.

Participation in this program is available to all, and adequate supervision is provided by the Peaceful Valley Camp Staff and River Runners. Units do not need to have adults go on the trip if they have Scouts going. However, if adult leaders want to go whitewater rafting, units must maintain adequate supervision for any Scouts remaining at camp. **All participants need to complete an online waiver beforehand, which will be posted on the Cris Dobbins website at [www.DenverBoyScouts.org/Camps](http://www.DenverBoyScouts.org/Camps).**



To sign the waiver, you must provide the date of the trip as well as which run you are participating in (Bighorn Sheep or Royal Gorge).

Participants missing the smart waiver will not be allowed to go with the group. There are no refunds, please complete the waiver before you arrive at camp.

# **Camp Cris Dobbins Program Guide**

## **Other Awesome Aquatic Adventures!**

### **CPR Demonstration**

A CPR demonstration is offered by the Outdoor Skills staff as shown on the schedule. This is intended to fulfill the CPR requirements found in the Lifesaving (15a & 15b) and the First Aid (7a) Merit Badges. **This is not a certification class, just a chance for the Scouts to demonstrate CPR to complete the requirement.** We will do a basic review and coaching, but time will not permit us to teach the technique in depth. All Scouts are welcome, but those who require the course for the above merit badges are highly encouraged to attend.

### **Polar Penguin**

At the lake, between breakfast and first period, you will have the opportunity to hop in for a quick dip! Each Camp Scoutmaster should keep a list of participants, and at the end of the week, should turn it in. All participants who completed at least three of the four morning dips will have the opportunity to buy a special patch at the Trading Post!

### **Free Boating and Swimming**

Every day during the 5<sup>th</sup> and auxiliary periods, Scouts can go to either to the pool or lake to participate in free swimming or boating time. **Scouts who wish to participate must have Swimmer (Blue) classification to use a boat, unless they are with an adult who is trained as a lifeguard.** In addition, Scouts must be in the Small Boat Sailing Merit Badge to take out one of the sailboats during the free boating time. **Free swim is limited to their abilities. Please refer to Safe Swim Defense and Safety Afloat Guidelines for more information.**

### **Mile Swim**

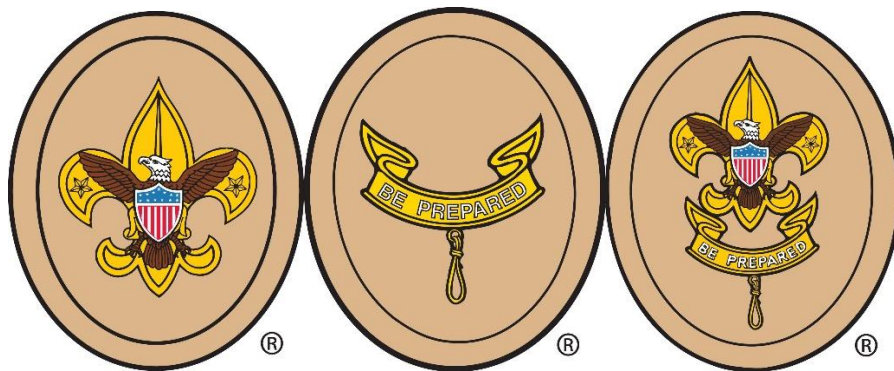
After successfully completing the BSA swim test, Scouts will be given an opportunity to earn the BSA Mile Swim Patch in our pool. Participants in the Mile Swim must participate in 3 of the 4 practice swims, which take place in the morning between breakfast and first period. The mile swim takes place at 9:15 am on Friday.



# **Camp Cris Dobbins Program Guide**

## **EagleBound at the TeePee**

EagleBound is our first year camper program. These classes are for new Scouts, and give them the chance to work on their Tenderfoot, 2<sup>nd</sup> Class, and 1<sup>st</sup> Class requirements.



## **Cornerstone to Eagle**

This year, our first-year camper program will operate differently than last summer. We have changed the format so that there are three distinct classes offered at EagleBound, each focusing on either Tenderfoot, Second Class, or First Class requirements. This has been done to make it more useful to those Scouts that have already earned one or more of these ranks, as well as to give the Scouts a chance to experience camp outside of EagleBound.

During these classes, they may also work on requirements that can be used towards other merit badges, such as First Aid (No NCR will be written but the Scoutmaster can sign off on specific requirements). Some requirements for the Scout rank may overlap with the curriculum for the other rank requirements taught, however the staff will not be writing NCRs for this but are willing to talk to the troop Scoutmaster, so the Scoutmaster can sign off in the Scout's book. The hope for these classes is to provide a stable foundation for these Scouts as they start their journey to Eagle.

**Requirements Completed: (These are subject to change and are provided as an example of what might be taught)**

Tenderfoot: 3abc, 4abc, 5abc, 7a, 8

Second Class: 2fg, 3acd, 4, 6abcd, 8ab, possibly (5a,c,d)

First Class: 3abcd, 4a, 5abcd, 6bcd, 7abc

All EagleBound Scouts working towards Tenderfoot are also invited to attend our overnighter, so be sure to check the overnighter section on page 32 for more details.



# Camp Cris Dobbins Program Guide

## Handicraft at Fort Lupton

Handicraft is the lodge for Scouts who enjoy working with their hands, expressing their creativity, and being generally handy. We offer a variety of different merit badges that will challenge Scouts to tap into their artistic side like Woodworking, Basketry, Art, Pottery, and Leatherwork. We also offer classes that utilize a Scout's crafty nature, like Model Design and Building. **Scouts taking Handicraft merit badges should refer to the schedule to estimate how much money they need to bring to camp to purchase the various kits needed to complete the badges. You may not see all merit badges here that we have offered in the past. Merit badges are now being rotated in the Handicraft lodge. This summer, Basketry, Indian Lore, and Textiles will NOT be offered, but will return in 2020 and 2022.** During Specials Night, a Totin' Chip class will be taught at the Handicraft Lodge. All Scouts are invited to attend and having a Totin' Chip is required for the Woodworking Merit Badge.



### Archaeology

Scouts will learn about the field of archaeology. They will engage in artifact recreation with an emphasis on the history of the Peaceful Valley region. **Requirements Completed:** All.



### Architecture

Scouts will learn about famous buildings and ways to make sustainable architecture. They will interview a "client" and learn about careers in the field. **Requirements Completed:** All.



### Art

Scouts will learn about elements of art and get a chance to paint and draw. **Requirements Completed:** All except requirement 4 and 6.



### Fingerprinting

Scouts will learn about the history of fingerprinting and take their own prints. **Requirements Completed:** All.



### Leatherwork

Scouts will make leather crafts such as knife pouches and moccasins, while learning how to craft and care for leather. Treatment of leather will be taught by caring for the saddles down at the horse corral. **Requirements Completed:** All.



### Model Design and Building

Scouts will design and build different models including a building. **Requirements Completed:** All except requirement 4.



### Pottery

Scouts will learn about clay, forms, and pottery techniques. They will use a potter's wheel, a kiln, and learn about Native American pottery. **Requirements Completed:** All except requirement 5d.



### Woodcarving

Scouts will practice their carving skills on their projects, as well as learning about proper knife care and sharpening. Scouts are required earn their Totin' Chips before camp. **Requirements Completed:** All.

# **Camp Cris Dobbins Program Guide**

## **Hollywood at Fort Collins**

Hollywood is a unique summer camp experience for Scouts interested in the art of movie making, photography, and music. It allows for Scouts to embrace and develop technological skills within the outdoors. Hollywood offers classes that are not normally found at a summer camp. Scouts will use digital cameras, computers with Photoshop, and a green screen to complete merit badges. **You may not see all merit badges here that we have offered in the past. Merit badges are now being rotated in the Hollywood lodge. This summer, Movie Making will NOT be offered, but will return in 2020 and 2022.**



### **Communications**

In this class, Scouts will learn how to be more effective communicators across a variety of different media. They will develop public speaking skills as well as teaching skills. **Requirements Completed:** All except 5 and 8



### **Citizenship in the Nation & Citizenship in the World**

In these merit badge classes, Scouts will learn about how to be a good citizen in the United States as well as the differences between other countries governments. They will learn about important current events, both national and international, and the impacts those events have in the world. **Requirements Completed:** Cit in the Nation: All except 2. Cit in the World: All except 7.



### **Game Design**

Game design creates goals, rules, and challenges as Scouts apply knowledge in mechanics and artistic value to create a game. Scouts will then apply that knowledge to developing their own game.

**Requirements Completed:** All.



### **Music**

Scouts will spend their time in class listening to and discussing various types of music. Scouts should try to bring their own musical instruments to class if they have one, but it is not required.

**Requirements Completed:** All except 3.



### **Photography**

Scouts will learn the differences between a film and digital camera. They will use digital cameras to satisfy the merit badge requirements, while capturing the beauty of Peaceful Valley. Pictures will be featured in the end-of-week slideshow. **Requirements Completed:** All.



### **Theater**

This class serves as an introduction to the field of theater. Throughout the week, Scouts will study various aspects stage acting and playwriting. Scouts will perform a piece at the end of the week campfire. **Requirements Completed:** All except 3.

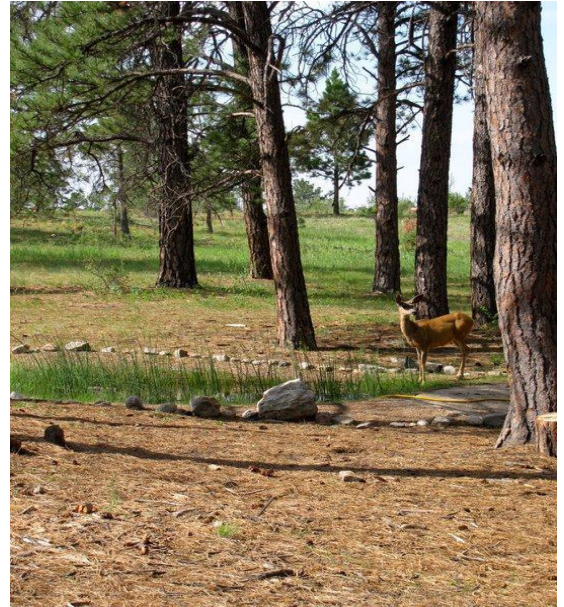


# Camp Cris Dobbins Program Guide

## Nature at Fort Garland

The Nature Lodge is our ecology and environmental based area at camp. Nature teaches more merit badges than any other lodge with a huge variety of nature-based badges.

For those Scouts interested in the fauna, we offer many nature merit badges. For those more interested in the ecology and landscape of camp and other ecosystems, we also have Soil and Water Conservation, Geology, Forestry and Environmental Science Merit Badges. **You may not see all merit badges here that we have offered in the past. Merit badges are now being rotated in the Nature lodge. This summer Nature will NOT be offered, but will return in 2020 and 2022.**



### Bird Study

Scouts will be introduced to the hobby of birding while in the beautiful setting of the Colorado wilderness. They will learn to identify bird species, properly care for binoculars, and keep a birding logbook. **Requirements Completed:** All except requirement 7.



### Environmental Science

This is a Eagle required merit badge. In this class, Scouts will have hands on experience studying ecology, pollution prevention, endangered species, environmental impact and conservation in this badge. This badge can be completed within the week, but does require work outside of class and in class writing. **Requirements Completed;** All, if observation times (req. 4b) are completed.



### Fish and Wildlife Management

This class will use the species at camp to teach Scouts about fish and wildlife conservation. **Requirements Completed:** All except requirement 7.



### Forestry

Scouts will experience forest ecology, wilderness management, and animal signs using the forests of Peaceful Valley. **Requirements Completed:** All except requirement 7.



### Geology

Using the rock formations of Peaceful Valley, Scouts will learn about geology including surface rocks, energy resources, mineral resources and earth history. **Requirements Completed:** All.



### Insect Study

Scouts will learn to identify and safely collect all manner of insects native to the wonderful Colorado wilderness. **Requirements Completed:** All except requirement 9 & 10.



# **Camp Cris Dobbins Program Guide**



## **Mammal Study**

Mammal Study is a hands-on merit badge that requires the observation of mammals in their natural habitat. Scouts will have the opportunity to experience the natural world and observe the local fauna. **Requirements Completed:** All.



## **Mining in Society**

This summer, we are introducing another merit badge at camp, Mining in Society. In this merit badge, Scouts can learn about the benefits and future of mining. **Requirements Completed:** All.



## **Nature**

Scouts will learn about various aspects of Nature including plants, animals and soil an rocks. **Requirements Completed:** All except partially 4



## **Plant Science**

Scouts will learn about plant development and tracking in this class. **Requirements Completed:** All except requirement 7.



## **Reptile and Amphibian Study**

Scouts in this merit badge will observe various kinds of reptiles and amphibians in terrariums all around camp. **Requirements Completed:** All except requirement 8.



## **Weather**

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe. **Requirements Completed:** All.

# Camp Cris Dobbins Program Guide

## Outdoor Skills at Fort Vasquez

Outdoor Skills is the essential Scout skills lodge at Camp Cris Dobbins. Outdoor Skills offers the most Eagle required badges at camp, including First Aid, Emergency Preparedness, and Camping. Scouts looking for a “back-to-basics” adventure will need the skills taught in our Orienteering, Pioneering, and Wilderness Survival classes. We also teach the Search and Rescue Merit Badge at Fort Vasquez.

Scouts who are interested in going on the overnighter with Camping or Wilderness Survival will need to make sure they have the proper equipment. Overnighter Scouts need a sleeping bag, tarp (**Camping participants only; Wilderness Survival participants will build their own shelter**), water bottle, flashlight, and warm clothes. Wilderness Survival Scouts need their Wilderness Survival Kits. (No mess kit required).



### Camping



Throughout the week, Scouts will enhance their knowledge of one of Scouting's oldest pastime. Scouts will have the opportunity to join staff and other Scouts on an overnighter. On Wednesday night, these Scouts will venture into the wilderness, eat a staff-prepared meal, play games, and sleep under the stars. **Requirements Completed:** All except requirements 7, 8d, 9abc.

### Emergency Preparedness



In this Eagle required merit badge, Scouts will learn how to prepare for, respond to, and recover from emergency situations, as well as how to prevent such situations from occurring. A surprise mock emergency will be posed to Scouts during the week and they will be expected to respond. **Requirements Completed:** All except requirements 1, 2c, 8, 9. **Prerequisites:** First Aid merit badge.

### First Aid



Scouts will spend the week learning the fundamentals of first aid and how to treat basic ailments in this Eagle required merit badge. The Outdoor Skills staff will offer a CPR demonstration as shown in the schedule in order to fulfill requirement 3b. **Requirements Completed:** All (if Scout attends CPR demo and present a first-aid kit).

### Orienteering



Scouts will learn how to properly utilize a map and compass, as well as put their skill into practice on multiple orienteering courses throughout the week. **Requirements Completed:** All except requirements 7, 10.

### Pioneering



Scouts will learn to splice, lash, and tie various knots to assist them in building functional camp gadgets. They will learn the fundamentals that lead any group to building a successful pioneering structure. **Requirements Completed:** All.

# Camp Cris Dobbins Program Guide



## Search and Rescue

In this merit badge, Scouts will spend the week learning the basics of search and rescue operations. During the week, Scouts will be presented with a search and rescue drill at which time they will put their skills to the test. **Requirements Completed:** All except requirement 5.



## Wilderness Survival

Scouts will learn the proper steps toward survival in various situations and environments. They will complete their one night in the wild in a natural shelter, with their classmates, at an overnight trip one night during the week. For this, Scouts should bring warm clothes and a proper survival kit. **Requirements Completed:** All (if Scout completes their night in the shelter at the overnighter).

# Camp Cris Dobbins Program Guide

## Shooting Sports at the Travis Family Shooting Complex

One of the centerpieces of the programs we offer at camp is our world class shooting range that the Scouts use to learn the ins and outs of operating guns and bows. In the off-season, these ranges are used to host numerous professional shooting sports competitions.

Whether you prefer the bang or the twang, the Camp Cris Dobbins Shooting Sports program is the place for you.



### Archery

USA Archery certified instructors teach Scouts to safely shoot and handle a bow and arrow. **Requirements Completed:** All, conditional with qualification.



### Rifle Shooting

Under NRA trained instructors, Scouts will learn about proper shooting, safe handling, and care of rifles. **Requirements Completed:** All, conditional with qualification.



### Shotgun Shooting

Under NRA trained instructors, Scouts will learn how to safely clean and operate a shotgun. **Requirements Completed:** All, conditional with qualification.



These merit badges are heavily dependent on the weather! Some requirements might not be finished due to weather!



# **Camp Cris Dobbins Program Guide**

## **S.T.E.M. at Bent's Fort**

At the STEM lodge, Scouts can let their creativity show in the Inventing Merit Badge, as well as learn more in the true "hard science" classes like Chemistry and Nuclear Science. There's something for every Scout here! And for those "mad scientists" in your troop, we hope to see them all at the STEM Lodge! And for those Scouts with their eyes on the stars, we offer the Astronomy Merit Badge which includes an overnighter.

### **Astronomy**



Scouts will learn about and observe Colorado's night sky. In addition to their daytime class sessions, the Scouts will have the opportunity to attend an overnighter on Wednesday for star viewing. After viewing, they will join staff and other Scouts for an evening away from camp complete with dinner and sleeping under the stars. **Requirements Completed:** All except requirement 4, 6, and 8 (weather allowing).



### **Chemistry/Nuclear Science**

Scouts will spend the week learning about the intricacies of chemistry and nuclear science. They will learn about safety, applications, and job possibilities associated with chemistry field. Scouts will also partake in multiple scientific experiments throughout the week. **Requirements Completed:** All



### **Electricity**

In this merit badge Scouts will be learning about circuits, currents and wiring as well as how to build circuits and simple electromagnets. This merit badge is for those "mad scientists" in your troop. **Requirements Completed:** All except 2, 8 and 9a.



### **Engineering**

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China. **Requirements Completed:** All except requirement 4.



### **Inventing**

Scouts will let their creative side shine by working on their own creation and learning about inventions of the past. **Requirements Completed:** All.



### **Space Exploration**

Not only will Scouts learn about various aspects of space exploration, they will design own model rocket. **Requirements Completed:** All.

# **Camp Cris Dobbins Program Guide**

## **Additional Program Adventures**



### **Aviation Merit Badge**

This merit badge, only offered on Friday from 9:15 am – 12:30 pm, is taught by the local model airplane club and introduces Scouts to the basics of aviation history and principles. Scouts will also get the opportunity to build and fly their own model plane. **Requirements Completed:** 1 & 3.

**\*This is not available every week as it depends on the schedule of the local aviation club.\***

## **Overnighter**

Spending a night under the stars is one of the many unique experiences that Scouting has to offer. At Camp Cris Dobbins, we are proud to offer this opportunity to Scouts in the Astronomy, Wilderness Survival, Camping, and Tenderfoot EagleBound classes. This is a chance for the Scouts to go out to our beautiful and secluded Gates property, and experience the wilderness for an evening! The staff will join them and cook a delicious meal while the Scouts play games, build shelters, and prepare for the night. It is a once in a lifetime experience for many Scouts, and a great opportunity for them to immerse themselves in the outdoors.

Scouts not in Astronomy, Wilderness Survival, Camping, and EagleBound classes can also participate; all you have to do is sign up at the Dobbins Office (at the Trading Post) to ensure enough food is brought for all participants.

**Scouts who are interested in going on any of the overnights need to make sure they have the proper equipment to do so.** Overnighter Scouts need a warm sleeping bag, tarp, water bottle, flashlight, rain gear, lots and lots of warm clothes, and a positive attitude! (No mess kit required)

## **Flag Ceremonies**

The camp will assemble twice daily for morning and evening flag ceremonies. Scouts will raise and lower the flag every day after Sunday. Beginning on Sunday night, troops can sign up at the Dobbins Office (at the Trading Post) to be a part of one of the many flag ceremonies. Be sure to sign up quickly, as there are many troops who wish to participate and only so many ceremonies in the week. Scouts should wear field uniforms when performing any flag ceremony.

## **Dobbins 5K Run**

A Scout is physically fit, and if you wake up early and participate in the Camp Dobbins 5K Run on Tuesday morning at 6:00 a.m., you can earn the opportunity to purchase the Camp Dobbins 5K Run patch. This also is a part of earning the PV Ironman Award.

## **Adult Leader Activities**

Each year, adults are able to participate in the Scoutmaster Challenge. This summer, the program has been revamped to include even more opportunities for leaders. We are also in the process of adding trainings as well as activities for the adult leaders. To that end we are currently creating an adult leader schedule which will be available at camp.

## **Dobbins 10K Bike Ride**

Every afternoon during 5<sup>th</sup> period and auxiliary period of the day, there will be a 10K bike ride for all Scouts who want to participate. This can be for the PV Ironman Award or simply to get out and enjoy camp! To participate in the ride, Scouts must sign up at HQ for the ride they wish to be a part of once they arrive at camp.

# **Camp Cris Dobbins Program Guide**



Attention Older Scouts!

## **DO SOMETHING AWESOME AT CAMP**

ATV riding course for both Dietler and Dobbins Scouts  
while at summer camp! Learn how to ride and operate  
All-Terrain Vehicles Safely!



### **ATV RIDERCOURSE**

Must be 14 years old. \$45 class fee. Must bring long  
sleeves and pants to camp for the class.

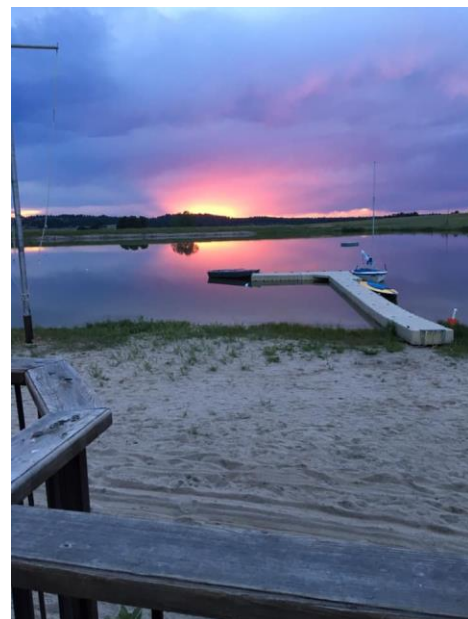


# **Camp Cris Dobbins Program Guide**

## **Evening Activities**

**Sunday Night:** After dinner on Sunday night we will host a campfire at Rendezvous Campfire Circle to welcome everyone to camp and provide brief introductions of the staff. After campfire, enjoy sundown sundaes on the back side of the dining hall.

**Monday Night:** Monday Night will be dedicated to spending quality time with your campsite host and troop within your specific campsite. No program areas will be open at this time. However, this evening can be used for any specific troop programming (i.e.: rank advancement activities, troop relays, etc.). Our counselors are excellent facilitators of camp games, including capture the flag and various card games. This is a time to really build up troop unity and enthusiasm before the week gets into full swing. There will be some activities hosted such as an optional non-denominational chapel service, as well as an optional cracker-barrel at the dining hall.



**Tuesday Night:** After dinner, a camp-wide festival and specials night will occur. The pool, Adventure Lodge, Handicraft Lodge, and the archery ranges will be open for a wide array of activities and competitions.

**Wednesday Night:** Will be the overnighter! Scouts within the EagleBound Program, Astronomy, Camping, and Wilderness Survival Merit Badges will spend the night away from their campsites! Weather permitting; they will have the opportunity to sleep under the stars at a site around camp. For Scouts who will not be attending the overnighter there will be camp games.

**Thursday Night:** Following dinner, we will gather for a party at Bobcat Ridge, should we be able to discover its location! This event will be a ton of fun and shouldn't be missed.

**Friday Night:** The last night of camp is a time for families to come down and enjoy this beautiful camp we call home. Families are welcome to join us for dinner in the William R. Kephart Dining Hall starting at 5 pm. After dinner, there will be a fantastic flag ceremony, and then an end of the week slide show produced by the Hollywood Lodge. After this is another wonderful Camp Cris Dobbins Staff Campfire, to close out the week!





# **Camp Cris Dobbins Program Guide**

## 2019 Camp Cris Dobbins Schedule

Times	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
7:15	Camp Closed	Flags (7:15)					6:30-8:45 Check-Out
7:30		Breakfast (7:30-8:30)					
8:30		Campsite Host Time (8:30-9:00)				Merit Badge Make-up	
9:30		Period 1 (9:30-10:20)					
10:40		Period 2 (10:40-11:30)					
12:00	1:00 Check-In Begins	Lunch (12:00-1:00)				Areas Closed	
1:30		Period 3 (1:30-2:20)				Coulter's Run	
2:40	Med & Swim Checks, Campsite Set-Up	Period 4 (2:40-3:30)					
3:50		Period 5 (3:50-4:40)					
5:00		Aux Period (5:00-5:30)				5:00 Family Night Dinner	
5:45	Flags (5:45)						
6:00	Dinner (6:00)					7:00 Flags Campfire	
7:30	Opening Campfire	Evening Programs (7:30-10:00)					
8:00							
10:00	Lights Out						

# **Camp Cris Dobbins Program Guide**

## Sunday Check-in 1:00-4:00:

- Med Checks @ Gilwell Hall
- Swim Checks @ Pool

## Scoutmaster Meetings:

- Sunday: 4:30-5:00 Scoutmaster Meeting @ Shower House Classroom (St. Joes Campsite)
- Monday: 1:45-2:15 Makeup Scoutmaster Meeting @ Gilwell Hall
- Tuesday: 6:00-7:00 Scoutmaster Dinner @ Gilwell Hall
- Wednesday: 1:45 Mid-week Scoutmaster Meeting @ Gilwell Hall

## Iron Man Award:

- Take part in the Mile Swim, the 5k Run, and a 10k bike ride
- 10k bike rides will take place Monday-Thursday during 5<sup>th</sup> and Aux Period. Sign up at HQ

## Morning Activities:

- 5k Run/Walk – Takes place Tuesday morning, starting at the Trading Post at 6am.
- Mile Swim – Takes place Friday at 9:15. In order to participate in the mile swim, you must attend at least 3 out of 4 mile swim practices. These practices take place every morning, Monday – Thursday, from 8:30-9:15am at the Pool.
- Polar Penguin – Takes place every morning from 8:45-9:00. On Monday this will take place at the pool. From Tuesday – Thursday, it will take place at the lake. You must participate at least 3 out of 4 mornings to earn the patch.

## Evening Activities:

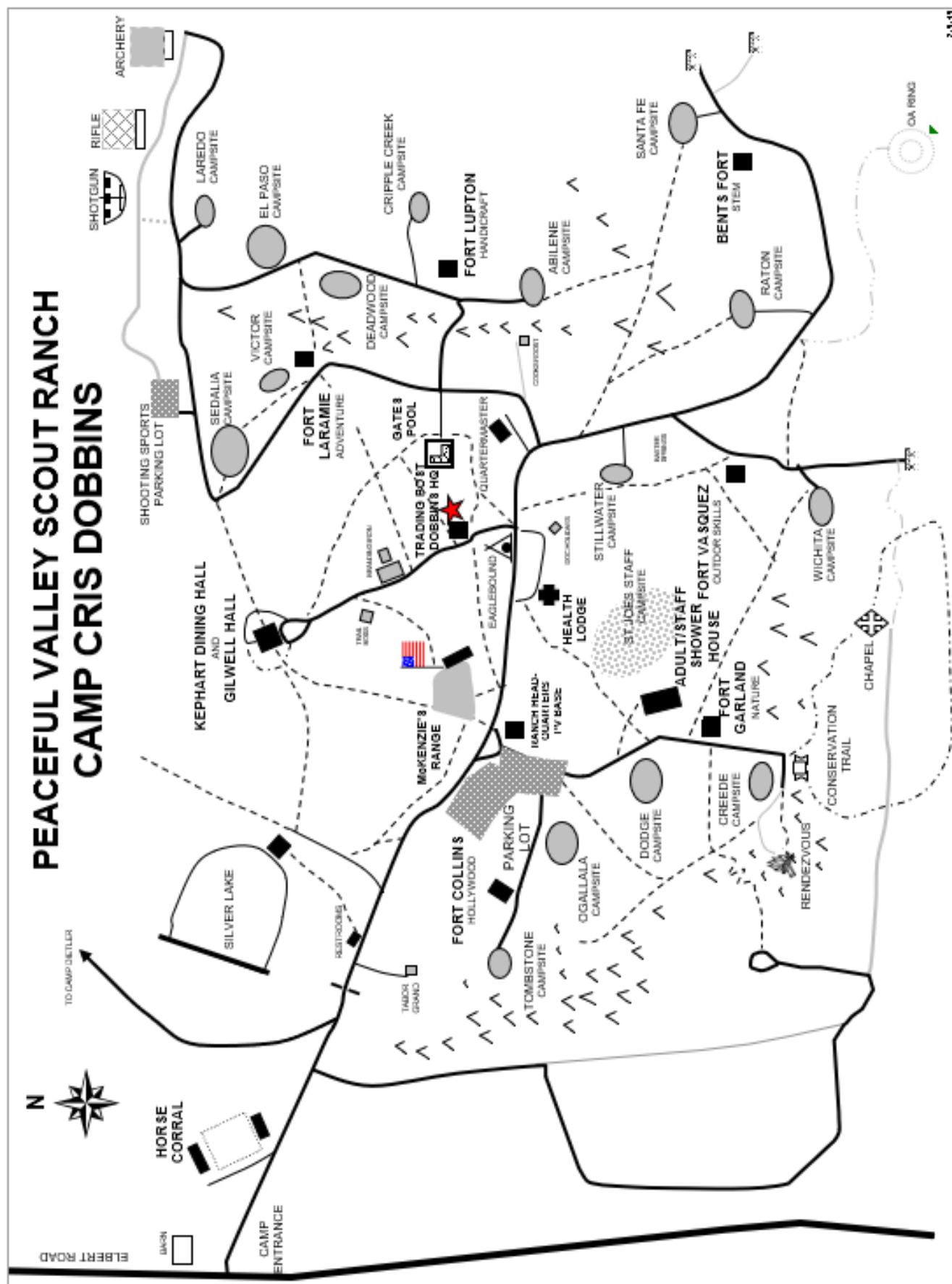
- Monday – Campsite Host Night
- Tuesday – Lodge Specials
- Wednesday – Overnighter and Camp Games. For Overnighter, meet at Scoutcraft, Ft. Vasquez, at 5:30 to hike up to the overnighiter site. You will NOT attend flags. Ensure that every Scout has their 10 Essentials (especially a water bottle and rain gear!), a sleeping bag, and a tarp. Tarps can be shared by Scouts in the same unit; the camp has a limited supply of tarps available for use. No other sleeping gear is necessary - we'll all be sleeping out under the stars! Burgers will be provided at the Overnighter site. Adults are invited (and encouraged) to attend! Just sign up at the HQ/Trading Post so we can be sure to have enough food for everyone!
- Thursday – Bobcat Ridge
- Friday – Family Night and Closing Campfire

## Friday:

- 7:00 All Whitewater Rafting participants need to meet @ Peaceful Valley Headquarters
- Pick up sack lunches after breakfast
- 9:15 Mile Swim @ Pool
- 9:15 E-Prep and Search & Rescue Drill @ Scoutcraft (Ft. Vasquez)
- 9:15-12:30 Areas open for merit badge completion
- 12:30-1:45 Program areas closed
- 2:00 Colter's Run begins
- 2:00-4:00 Program areas open for merit badge completion
- 5:00-6:30 Family night dinner
- 7:00 Flag Ceremony followed by campfire

## Saturday:

- Campsite hosts will be in your campsite by 6:30 to begin the checkout process, ensuring that latrines and campsites are clean.
- 6:45-8:15 Continental breakfast @ Dining Hall
- 8:30 Flag Ceremony
- 8:45 Finish checkout @ Dobbins HQ (Trading Post) if needed





## CAMPSITE SHOWER SCHEDULE

**All members of the campsite must abide by the shower schedule to comply with Youth Protection policies. Remember to take a quick “conservation shower”. Get in, get wet, soap up, rinse off, get out.**

[illegible]