

# 2011

## Camp Daniel Boone



## Leaders Guide

Daniel Boone Council, BSA

# Table of Contents

<b>Welcome to Camp Daniel Boone</b>	<b>3</b>
<b>How to Register for Camp</b>	<b>5</b>
<b>Pre-Camp Preparation</b>	<b>7</b>
<b>Unit Leader's Pre-Camp To-Do List</b>	<b>7</b>
<b>Base Camper's Personal Equipment List</b>	<b>9</b>
<b>Phone Listing and Mailing Information</b>	<b>13</b>
<b>Sunday at Camp</b>	<b>14</b>
<b>Ledbetter Lodge Dining Hall Facility</b>	<b>15</b>
<b>Adult Leader Activities/Information</b>	<b>19</b>
<b>Merit Badge Program</b>	<b>23</b>
<b>2011 Camp Daniel Boone Merit Badge Schedule</b>	<b>34</b>
<b>Goin' Great First Year Program</b>	<b>35</b>
<b>Rafting Day Trips</b>	<b>39</b>
<b>Camp Daniel Boone High Adventure</b>	<b>40</b>
<b>Venture Crews</b>	<b>42</b>
<b>The Treks</b>	<b>43</b>
<b>Boonesboro Village</b>	<b>48</b>
<b>FORMS</b>	<b>55</b>
<b>Camp Daniel Boone Parents Information</b>	<b>61</b>
<b>Phone Listing and Mailing Information</b>	<b>62</b>

# Welcome to Camp Daniel Boone

Dear Leader,

Thank you for taking time out of your busy summer schedule to provide the Scouts in your Troop with the experience of a Lifetime. From the height of Cold Mountain to the valley of the Little East Fork we believe you will be glad you came. Camp Daniel Boone's program is designed to support the enormous opportunities for leadership and character development that arise from the summer camping experience. From our Goin' Great program for your first year Scouts to our High Adventure program, the programs at Camp Daniel Boone are designed to help your Scouts grow and develop as young men.

With 50+ merit badge and program opportunities there is something for every Scout in base camp. We are excited to enhance our program by including Music, Whitewater, and Geocaching merit badges in addition to adding to the core traditional Scouting skills. Our High Adventure program continues to provide access to some of the best rivers and trails in the southeast, watch for our newest Kayaking trek in 2011. Boonesboro Village has added Pottery and Black-powder Rifle merit badges. We have also added a hand-built kiln and a new range. With Rock School, Fontana Float, a million plus acres of Wilderness and National Forest to hike in, it is no wonder that Daniel Boone is the home of High Adventure on the East Coast.

We also believe in the value of a little discovery time. Whether that is fishing, fellowship with some of the Scouts from the 20 different councils in camp each week, roasting marshmallows, climbing the rock wall, making a spoon for mom at Boonesboro Village, or to play a little Frisbee, we will do our best to help your Scouts discover new talents and hobbies and gain self confidence. For adults we offer numerous leader training events during the week. There is also a cobbler cook-off, the Boonesboro Classic golf tourney, and plenty of time to relax in base camp. We hope you will also enjoy the cool summertime temperatures at the highest-elevation BSA camp east of the Mississippi River. Your entire troop or crew is destined to have a great summer experience at CDB.

Yours in Scouting,

*Connie Bowes*

Council Scout Executive

*Robert Garrett*

Council Program Director

*At Camp Daniel Boone, we will do everything we can to ensure that you and your Scouts have a memorable Scouting experience in the mountains of Western North Carolina. Participation in the programs at Camp Daniel Boone is the same for everyone without regard to race, color, age, religion, disability, or national origin.*

*Camp Daniel Boone is regionally and nationally recognized for its outstanding facilities and exciting program. The camp is inspected annually and certified as a Nationally Accredited Camp by the National Council of the Boy Scouts of America. All key staff members are trained through the B.S.A. National Camp School System and many staff members are CPR and basic first aid trained. The dining facility at Ledbetter Lodge is held to the highest state and local standards, as well as those of the national council.*

## 2011 Camp Dates

Week 1	June 12 - June 18
Week 2	June 19 - June 25
Week 3	June 26 - July 2
Week 4	July 3 - July 9
Week 5	July 10 - July 16
Week 6	July 17 - July 23
Week 7	July 24 - July 30
ROTC / High Adventure	July 31 - August 5
Webelos Woods	August 5 - August 7

## ***BSA Mission Statement***

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

The values we instill are based on those found in the Scout Oath and Scout Law.

# How to Register for Camp

Your unit can register for your next summer camping experience as early as June of the year before you want to attend. Troops that attend CDB will have the opportunity to register for next year during their week at camp. All camp reservations must pay \$220.00 reservation fee. To book your registrations please call the council office at **1-800-526-6708**. Registration forms are located in the forms section of this book and online at **www.campdanielboone.org**.

## Program Costs

Base Camp	\$280.00
High Adventure Camp	\$310.00
Boonesboro Village	\$310.00
Rock School	\$340.00
Hike and Raft Trek	\$400.00
Whitewater Adventure Trek	\$450.00
Kayak Trek (NEW)	\$450.00

**\*Reduced Adult Camp Fees-** For a minimum of 10 Scouts, each unit can register 1 adult free. For every additional 10 Scouts attending camp, the unit can register one adult at the discounted price of \$140.00. Reduced camp fees are only applicable for adults in the Base Camp program.

For example, if you have 20 Scouts attending camp (base camp or any high adventure program), you will receive 1 complimentary adult and 1 adult at \$140.00. If you have 30 Scouts, one adult is registered at no fee and 2 adults at the \$140.00 rate. If you have 19 youth at camp and 2 adults, the first adult attends for free, while the second adult pays a full \$280 camp fee.

## Fee Schedule

- ☐ **\$220 Deposit** with Reservation Application (\$200 of this deposit is applied to your total bill. \$20 is non refundable internet access fee)
- ☐ **\$90 per registrant** by January 15, 2011
- ☐ **\$90 per registrant** by March 15, 2011
- ☐ **Balance due** by May 15, 2011
- ☐ *Please make payment using a single unit check. Please do not send individual checks from Scouts.*
- ☐

### Please Mail Payment To:

Camp Daniel Boone  
333 West Haywood Street  
Asheville, NC 28801

## Registration/Insurance

In accordance with National Policy, every Scout and Scouter that attends summer camp must be registered with the Boy Scouts of America and listed on the unit roster. The Daniel Boone Council provides council-wide limited accident and sickness insurance coverage for all registered Scouts and Scouters from the Daniel Boone Council. Provisional Scouts and troops from outside of the Daniel Boone Council must provide certification from their own council that they have troop and/or council accident insurance coverage. This may be with the BSA/Mutual of Omaha policy that troops already carry or it may be a comparable policy with another carrier. This form can be obtained from your local council office. You will be expected to turn this form in prior to check-in at camp.

## Refunds – ***NOTE: Change in Refund Policy***

All fees are refundable until May 15, 2011, less the \$220.00 deposit fee. After May 15<sup>th</sup>, fees are transferable to another member of this year's trip, but not refundable with the exception of a death in the family (Parents or Legal guardian, Siblings, or Grandparents) or a signed doctors excuse. Trip cancellation insurance is available through several insurance carriers. This insurance will cover all expenses of your trip including fees paid to the troop in addition to the camp fee, with no deductible. It is an option that each family can decide on and must be purchased prior to May 15, 2011. The purchase of trip cancellation insurance is the responsibility of each individual participant. **No refunds or exceptions will be made due to failure to purchase trip cancellation insurance.** One option for obtaining Trip Cancellation Insurance is Seven Corners Insurance at:

<https://www.sevencorners.com/insurance/HWKQTS4>

## Medical Forms

- **Every camper (youth or adult) must have a completed BSA Medical Form # 34605 signed by a physician within the past 12 months, regardless of program.**
- **No other medical forms are accepted.** All medical forms are turned in upon arrival at camp and maintained at the health lodge during your stay.

**Medications can be kept by the unit leader so long as proper locked storage is brought. Medications can be left with the health officer and administered by the camp health lodge staff if desired.**

## Provisional Scouts

Provisional Scouts are those persons attending the “Base Camp” program as individuals attending separately from their troop. Fees for provisional Scouts are \$280.00 per Scout, per week. Provisional Scouts are welcome each week and will be placed with another attending troop. We appreciate Scoutmasters offering to serve as leaders for provisional Scouts. Please inform the camp director if you are willing to assist a provisional Scout during your troop's week at Camp Daniel Boone.

## Pre-Camp Preparation

If your troop is associated with a Cub Scout Pack, it is important that you always maintain a healthy relationship with that pack. Make sure that Webelos who will be crossing over will have the opportunity to attend summer camp, your troop should begin talking with them about the adventure well in advance. It is of value to have your Senior Patrol Leader and some Scouts attend a den meeting or two to teach a skill and talk up Boy Scouting and summer camp. Attend your pack's blue and gold banquet, and be there when they receive their Arrow of Light Award and cross over. Send a special invitation to every graduating Webelos Scout inviting them to attend summer camp with your troop.

## Summer Camp Meeting

Many troops have a special **summer camp meeting** each spring for the benefit of the boys and their parents. Invite Webelos who will be crossing over to attend. The purpose and scope of these meetings will vary from troop to troop. Some meeting activities could include:

- Travel plans
- Collection of medical forms, camp fees, merit badge selections
- Distribution of contact numbers and CDB Parent Information
- Showing the Camp Daniel Boone promotional slide show
- Having a question and answer period for parents and Scouts

Medical forms can be found online or at your local service center. **CDB Parent Information** can be found in the appendix of the leader's guide. It includes contact numbers, general information about the camp program, medicines, diets and necessary equipment for camp. Please distribute this to parents as it is a valuable resource concerning their child's week away from home.

## Unit Leader's Pre-Camp To-Do List

Early planning and organization can help your unit have a successful and stress-free week at Camp Daniel Boone. Use this check-list to keep everything in order.

### November / December

- Contact Webelos about summer camp
- Set up troop payment plan
- Collect a sign-up fee
- Begin planning with Patrol Leader's Council
- Distribute merit badge program schedule to Scouts

### January / March

- Collect fees
- Hold troop summer camp meeting
- Select high adventure treks for older Scouts
- Distribute medical forms
- Complete spring recruiting at local school

## **April / June**

- Register Scouts online for merit badges at [www.campdanielboone.org](http://www.campdanielboone.org)
- Collect final fees. (Balance due May 15)
- Collect medical forms
- Register new Webelos Scouts
- Make final arrangements for adult leadership
- File tour permit
- Obtain copy of proof of insurance and forward to council office
- Ensure troop equipment is ready

## **Sunday Check-In Procedure**

Units should plan to arrive at Camp Daniel Boone between 1:00 P.M. and 4:00 P.M. Each unit will be assigned a Guide. This staff member will assist your unit throughout the check-in procedure and during the upcoming week. This staff member will also do your checkout inspection at week's end. Please plan on having your swim trunks readily accessible as you will be taking a tour that will include your swim check as part of the check in process.

## **Check-Out Procedure**

All advancement information will be given to the Scoutmaster at Friday night's Scout Master meeting in the Dining Hall. In addition to advancement, the Scout Master will also receive medical forms, and undelivered mail; non-refrigerated medications as well as 2011 Camp Daniel Boone patches and any unit pictures that were purchased. Each area director will be present at this Scoutmaster meeting to answer any questions concerning your Scout's advancement. It is the responsibility of the unit leader to ensure his/her units' advancement records have been received prior to departure.

On Saturday morning your Guide will arrive at your campsite to check you out. All equipment must be checked in with the quartermaster prior to campsite inspection. The troop site should be cleaned and ready for the next troop to occupy.

On Saturday morning, breakfast is served from 6:00 – 9:00 on the front porch of the dining hall. This is a continental breakfast that offers cereals, milk, fruit, and breakfast pastries. Unit Leaders should pick up any refrigerated medications in the Health Lodge at this time.

All troops should be out of camp by 10:00 A.M. The Trading Post will be open until 10:00 AM for any last-minute needs.

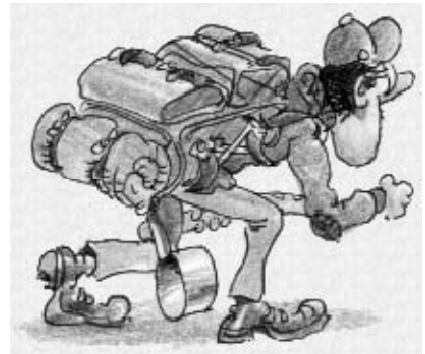


# Troop Equipment List

- Dining Fly for Campsite
- Propane Lanterns
- Ice Chest
- American, State, Troop, and Patrol Flags
- Alarm Clock
- Cooking Equipment
- Hand soap for Latrines
- Florescent Flagging Ribbon
- Duct Tape
- First Aid Kit
- Tour Permit
- Troop Merit Badge Books

# Base Camper's Personal Equipment List

- ☐ BSA Field Uniform
- ☐ Book of Faith
- ☐ Sweater or Jacket
- ☐ Rugged Pants
- ☐ Short Pants
- ☐ Swim Trunks
- ☐ T-Shirts
- ☐ Rain Gear
- ☐ Underwear
- ☐ Socks and Extra Socks
- ☐ Bath Towels
- ☐ Sleeping Bag (40-degree) & pillow (pillow is optional)
- ☐ Water Bottle
- ☐ Toiletries
- ☐ Tennis Shoes or Sneakers
- ☐ Hiking Boots
- ☐ Shower Sandals
- ☐ Watch
- ☐ Pens/Pencils/Paper
- ☐ Money for Trading Post (average camper spends \$50)
- ☐ Scout Handbook
- ☐ Flashlight w/Extra Batteries
- ☐ Completed Medical Form



NOTE: Please label all articles of clothing and personal gear with Scout's name and unit.

## Optional Equipment List

- ☐ Hat
- ☐ Camera & Film
- ☐ Sunscreen
- ☐ Sewing Kit
- ☐ Fishing Gear

We recommend that Scouts **do not bring** portable gaming devices, cell phones, etc.; as CDB cannot be responsible for lost or stolen items. Cell phones do not work at CDB.

# Camp Rules

- **No firearms, bows and arrows, or ammunition of any kind may be kept in the possession of any Scout or Scouter.** These materials must be checked in with the Rifle Range Director upon arrival at camp.
- **No alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property.** There are absolutely no exceptions to this policy. One strike and you will be asked to leave camp property.
- **Closed toed shoes must be worn in camp at all times.** Flip-flops are only allowed in the showers.
- **Everyone leaving camp must sign out at the Camp office.**
- **Medications can be checked into the health lodge or kept by the unit leader. The unit leader must bring a lockable storage box to keep medications in campsite. All medications requiring refrigeration will be kept in the health lodge.**
- **Class “A” Scout uniform, correctly worn, is required for all evening meals in base camp.**
- **A limit of two trout per person per day may be caught from the lake (no license required).** Please be courteous of others by observing this limit.
- **NO pets are permitted in camp.**
- **Throwing rocks is strictly forbidden. Wading, playing, etc.; in the mountain stream that runs through camp should be done ONLY with adult supervision.** Serious accidents can occur due to the slippery rocks and fast-moving water.
- **Absolutely no cars are permitted in camping areas. (NO EXCEPTIONS)** The NUNC Kiwanis facilities are for those individuals who cannot walk to or from campsites, or sleep with a CPAP machine. Contact the Camp Director prior to your arrival to discuss options.
- **No bicycles may be ridden in the base camp.**
- The **Buddy System** is to be followed at **all** times

# National Guidelines

The following policies have been adopted to provide additional security for youth in the program. In addition, they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

- **Two-deep leadership.** Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring the sufficient leadership is provided for all activities.
- **No one-on-one contact.** One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of other adults and youth.
- **Respect of privacy.** Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They must also protect their own safety in similar situations.
- **Separate accommodations.** When camping, no youth is permitted to sleep in the tent of an adult other than his own parent. Camp Daniel Boone has individual shower and latrine facilities used by youth and adults.
- **Proper preparation for high-endurance activities.** Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.
- **Boy Scouts of America Smoke-Free Policy.** It is BSA policy to provide a smoke-free environment for all Scouting participants. Therefore, smoking is not allowed at Camp Daniel Boone in the presence of youth or in buildings. You may smoke only in the designated smoking area.

# Health and Sanitation

Living in a communal setting such as camp provides certain health issues. For every campers health we strongly encourage everyone to:

- Wash hands regularly
- Do not share towels
- Cover your mouth and nose when sneezing
- Practice high standards of personal hygiene
- Please use the attached pre-camp health questionnaire to ensure your Scouts and leader are healthy prior to departure

# **Daniel Boone Council, BSA**

## **Pre-camp Health Status Questionnaire**

Date:

Name of Camp/Activity:

Unit Type:

Unit Number:

### **Instructions:**

Prior to attending camp, we request that each unit leader review/ask the following questions with all of your unit adults and youth. We request that you do this prior to departing your home location. We will review this procedure upon arrival at camp.

### **Assessing the Health Status of Your Unit/Campers**

#### **Ask the following questions, does this apply to anyone in your unit?**

- |                                    |                           |                          |
|------------------------------------|---------------------------|--------------------------|
| 1. Fever (100°F or greater)? ..... | <input type="radio"/> Yes | <input type="radio"/> No |
| 2. Sore throat? .....              | <input type="radio"/> Yes | <input type="radio"/> No |
| 3. Vomiting? .....                 | <input type="radio"/> Yes | <input type="radio"/> No |
| 4. Diarrhea? .....                 | <input type="radio"/> Yes | <input type="radio"/> No |
| 5. Cough? .....                    | <input type="radio"/> Yes | <input type="radio"/> No |
| 6. Muscle aches or lethargy? ..... | <input type="radio"/> Yes | <input type="radio"/> No |

### **Notes:**

If an individual in the unit checked "yes" for fever or vomiting or diarrhea alone OR to any two (or more) of the other symptoms, do not allow that individual to travel to camp. If they have questions about the individual's health or symptoms, contact their healthcare provider.

If any individual has been diagnosed by a healthcare provider with a different disease – such as strep – have them follow their healthcare provider's recommendation.

Scout camps are adventurous, active and frequently wilderness environments. There is no provision for lodging other than in a un-air conditioned tent. Please assure the health and safety of all of our campers by assuring that only Scouts and leaders who are healthy come to camp.

# Phone Listing and Mailing Information

Council Office-----800-526-6708

Call the council office for all inquiries between August and May.

Robert Garrett

Council Program Director -----800-526-6708

rgarrett@bsamail.org

Camp Daniel Boone-----828-648-0435 (8:30a-10:00p)

828-648-6770 (10:00p-8:30a)

Only call camp during June and July.

Camp Health Lodge-----828-648-0442

Camp Dining Hall-----828-235-2776

## Phone Calls

Due to the number of Scouts in camp every week, we request that only EMERGENCY calls be made to Camp Daniel Boone. In the case of a family emergency, CDB staff will deliver a message to that Scout in an expedient manner. All other messages received by camp will be passed on to that troop's Scoutmaster at the next flag ceremony. Scouts are welcome to use the office phone in case of emergency; otherwise, they will be directed to pay phones. Pay phones accept change and calling cards. Calling cards can be purchased in the trading post.

**NOTE: Cell phones do not receive reception at Camp Daniel Boone.**

### Mail:

Scout's Name  
Troop #  
Camp Daniel Boone  
3647 Little East Fork Road  
Canton, NC 28716

Please include a return address on any mail that will come into camp so that it may be returned to sender if not picked up by the end of the week. Mail early to ensure prompt arrival.

Mail can be picked up daily by any unit leader in the camp office. All undelivered mail will be given to each unit on Friday night. Any mail or packages received after a unit has left will be sent return to sender.

# Sunday at Camp

## Arrival Times

Expected arrival time for units is between **1:00 P.M. and 4:00 P.M. on Sunday**. Registration on Sunday will **not** begin prior to 1:00 P.M. Upon prior arrangement with the Camp Director, troops may request a Saturday arrival. Troops arriving at Camp Daniel Boone before Sunday afternoon registration and/or staying past Saturday morning checkout will be charged \$15.00 per person, per night. Troops arriving early or staying late will be responsible for their own two-deep leadership and medical staff. Saturday dinner, Sunday breakfast and Sunday lunch are provided with early registration. You must indicate on the May fee transmittal form if you are arriving early.

## Campsites Reservations

Campsites are reserved on a first-come first-served basis. Units must bring the minimum number of campers (youth and adult) to be guaranteed the exclusive use of the reserved campsite. There may be times when units not bringing the minimum number of campers will be asked to stay in a different campsite, or to share the site with another unit to allow for maximum use of camp facilities. The \$220 deposit must be received before the site is reserved. Units staying at a site have the exclusive right to reserve that site for the next camping season, provided that they meet the minimum and maximum occupancy requirements and reserve it before they leave camp. Once the week is over all sites will be open to the first unit that submits their deposit.

## Campsite Options

Campsite	Max Occupancy	Min Occupancy	Campsite	Max Occupancy	Min Occupancy
Arrowhead	116	105	Junaluska	31	25
Sequoyah	58	50	Cherokee	30	24
Iroquois	56	48	Blackfoot	28	22
Croatan	44	37	Creek	26	21
Tsali	42	36	Tuscarora	26	21
Chickasaw	40	34	Powhatan	24	16
Mohican	40	34	Apache	20	16
Catawba	36	24	Pasquotank	20	16
Chippewa	32	26	Seminole	18	14
Chickawnee	32	26	Lumbee	16	12
Sioux	31	25			

## NUNC Kiwanis - Special Needs Campsite

Scouts or Scouters with special needs may choose to stay at our NUNC Kiwanis campsite. The site is conveniently located near the main program areas of camp including the dining hall and handicap shower facilities. Please notify the Camp Registrar when making your troop reservations if these facilities will be utilized by a Scout or Scouter from your unit. The site has four two-person cabins, ramps, and other facilities needed for wheelchairs. Electricity is also available. Please remember that automobiles are not permitted in any campsite area.

# Ledbetter Lodge Dining Hall Facility



Ledbetter Lodge provides excellent views of camp as well as a great meal and friendly service. Breakfast and dinner are served on a rotation basis to prevent congestion in the dining hall and a better experience for all. Troops eat according to their campsite with the first rotation being served before flag ceremony and the second after flag ceremony. Lunch is served on a “drop-in” basis. Dining Hall rotation is listed below by campsite:

## Group A

Arrowhead	Apache
Blackfoot	Chickasaw
Chickawatee	Junaluska
Lumbee	Powhatan
Sequoyah	Sioux
Tsali	

## Group B

Arrowhead	Catawba
Cherokee	Chippewa
Creek	Croatan
Iroquois	Mohican
Pasquotank	Seminole
Tuscarora	

A salad bar is available at most meals for both Scouts and Scoutmasters. Second helpings of entrees are given to each rotation if at all possible. Orange juice, milk, and coffee are available beverages at breakfast. Bug juice and iced tea are available to all campers during lunch and dinner.

During breakfast and dinner troops sit at assigned tables. The tables' cleanliness during those meals is the responsibility of each troop. Additionally, each troop does one session of dining hall duty. This duty is assigned based on campsite.

Thursday evening gives you and your Scouts a chance to cook as a unit. Make sure to have food pickup on your duty roster for Thursday afternoon. The number required to carry food varies depending on the size of your group. We will provide all of the food and condiments needed as well as plates, cups, and silverware. The meal will be jambalaya. Cook pots will be provided. Units can cook on the open fire or bring their own cook stove. If you want to add to this meal or cook in a different method, please make sure to bring the proper cooking equipment. If there are any special dietary conditions within your troop, please complete the special needs request form found at the back of this book, or online. Please submit the form with your March or May fee transmittal. The camp cook can be reached during camp at 828-235-2776.

## **Cold Mountain Outfitters Trading Post**

Cold Mountain Outfitters Trading Post is conveniently located underneath the Ledbetter Dining Hall and is well stocked with all the appropriate camping needs. We have a full line of official BSA gear as well as outdoor supplies and crafts that Scouts will need for the many activities offered at Camp Daniel Boone. The Trading Post is also equipped with camp souvenirs, a variety of CDB t-shirts and other memorabilia. Our concession stand is also a very popular place, offering a variety of snacks and beverages. The average camper spends \$50 while at Camp Daniel Boone.

## **Weekly Camp-Wide Events**

### **Camp-Wide Tug-Of-War**

Each Troop may register 10 Scouts to compete. There are no substitutions allowed. It is a single elimination tournament. Winners of the competition receive a special award and everyone participating will receive points for the Long Rifle award.

### **Wednesday Night Hoedown**

Each Wednesday night we will have a live band playing good-ole mountain music and a picnic out on the lawn. Hamburgers are served outside while Scouts, Scouters and guests listen to live bluegrass music. All parents and family members are invited to camp for a great cookout, and to enjoy fellowship with their Scouts. Dinner for guests cost \$5, tickets can be purchased in the trading post. Chapel is held at 8:30 and is followed by the Tsali Lodge campfire program and Call Out Ceremony.

### **Friday Night Campfire Program**

This will be a campfire put on by your Senior Patrol Leaders and will be in the ever popular Gong show format – are YOU ready???



# **The Long Rifle Award**

Become a CDB Honor Troop by completing the following requirements. Every troop can be an honor troop. All awards will be presented at Friday Night Campfire.

1. Visit all stations during check-in.
2. SPL attends (or is represented) at all SPL Meetings.
3. Complete a unit good turn / conservation project.
4. Participate in Tug-o-War and Gong Show activities.
5. At least one adult earns a Scoutmasters Merit Badge.
6. Average at least 90 on daily campsite inspection.
7. Serve as honor guard at one flag ceremony or deliver at a flag ceremony a patriotic thought.
8. Majority of troop takes time to visit with a troop from another state in camp.
9. Complete the CDB Compass Course.
10. Show Scout Spirit.

## **CDB Compass Course**

Each Troop will receive an instructional package at Mondays Senior Patrol Leaders Meeting. They complete the course at their convenience and then turn their completed score sheet in at a Senior Patrol Leaders Meeting. Winners of the competition will receive a special award and everyone participating will receive points for the Long Rifle award.

## **Patch Trading**

Scouts can gather together in Ledbetter Lodge to swap council strips, OA flaps, camp patches or other Scouting patches and items such as troop shirts or neckerchiefs. This is a great activity to help Scouts meet and become friends with fellow Scouts from across the US. Every Monday night at 8:30.



### **Purpose**

The Order of the Arrow is Scouting's national honor society. It recognizes 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 camping, and to crystallize the habit of helpfulness as a life purpose. Each Boy Scout troop with qualified Scouts are urged to hold an election during the spring. You select the date and place of the election as unit leader. An assigned election team from the Order of the Arrow must be on hand to conduct the election. Contact your local chapter for membership qualifications and to confirm a time for your unit election. This information can also be found on the Daniel Boone Council Website on the Order of Arrow page.

### **Youth Eligibility Requirements**

To become a member, a youth must be a registered member of a Boy Scout troop and hold First Class rank. The youth must have experienced 15 days and nights of camping during the two years before his election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps. Scouts are elected to the Order by their fellow troop members, following approval by the Scoutmaster.

### **Call-Out Ceremony**

The OA Call-Out ceremony is conducted each Wednesday night. All guests are encouraged to stay for the Tsali Lodge campfire and Call-Out Ceremony. It is a memorable ceremony for all newly elected Scouts as well as guests. **Units must have a copy of their unit election report as well as a letter from their home lodge stating it is OK for their Scouts to be called out by Tsali Lodge.**

### **Tsali Lodge Ice Cream Social**

Tsali Lodge hosts an Ice Cream Social every Tuesday evening at 8:30 in the dining hall. All OA members with a valid membership card, or flap on their uniform are admitted free. It is a great opportunity for fellowship and patch-trading with other Arrowmen from across America.

# **Adult Leader Activities/Information**

## **Leader Lounge**

Our Leaders Lounge, located in the administrative building, offers many comforts to busy Leaders. An internet-accessible computer along with plug in access for laptops is available every day until 9:00 P.M. The internet is T1 service. The lounge also includes a regular phone where leaders can make phone calls with a calling card. Couches, and tables, coffee, tea, and snacks are always available.

## **Leader Communication with Camp Management**

At Camp Daniel Boone we value the time and energy that each Scoutmaster puts into running their troop program. We strive to help you meet your units' needs while at CDB. Our staff will make every effort to address any concerns or suggestions you may have promptly. Communication between Leaders and Camp Daniel Boone Administration is critical. With that in mind we provide several avenues of communication between Scoutmasters and administrators. Prior to camp please contact Robert Garrett the council program director at 800-526-6708 or [rgarrett@bsamail.org](mailto:rgarrett@bsamail.org).

## **Leader Meetings**

Formal Scoutmaster Meetings are held on Sunday and Friday nights. These meetings are important resources for troops as programs are reviewed and procedures explained. Please make every effort to attend these meetings.

## **Leader Coffees**

Leader Coffees are held each morning at 9:15 A.M. in the dining hall. This is a time of fellowship with other adult leaders in camp, a time for information distribution, and a chance for leaders to meet with the management team of Camp Daniel Boone. This is an excellent time to make suggestions and ask any questions. There will be coffee and other assorted drinks available.

## **Leader Bulletin Board**

To keep everyone up-to-date, a bulletin board in the Leader Lounge will post important notices and daily schedules.

## **Daily Activities for Adult Leaders**

### **Leave No Trace Trainer Course (NEW for 2011)**

Recognition as Leave No Trace Trainers with training skills for both generic and Scouting audiences. Graduates fully meet BSA "Leave No Trace Trainer" National Camp Standard and youth qualify for Leave No Trace Trainer position of responsibility in troop, team or crew. This is a 2 day 16 hour course that is available to adults and youth. Complete details will be available closer to camp.

### **Boy Scout Intro to Outdoor Leader Skills**

This is a hands-on training program to help adult leaders to be comfortable in the basic outdoor skills through First Class rank. The course is held daily from 10 AM until noon. Participation all five days is required for completion. Course is required training for Scoutmasters and their Assistants.

### **Scoutmaster Classroom**

The Scoutmaster's Classroom is an opportunity for you to brush up on basic Scout skills, attain certifications, learn some techniques to use with your Units, as well as have some fun with other Scouters. Below is a schedule of events:

	<b>Monday</b>	<b>Tuesday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
<b>Class</b>	Safe Swim, Safety Afloat Certification	Adult Trail to Eagle	Climb on Safely Certification	Trek on Safely And Leave No Trace Awareness	Golf Tournament	Dutch Oven Cook-off
<b>Location/ Time</b>	Waterfront 3:30	Leadership 3:30	Climbing Wall 4:40	Climbing Wall 3:30	Parade Field 3:30	Scoutcraft 3:30

### **Leaders Fish Bake**

Every Wednesday at lunch, the CDB staff invites all adult leaders to attend a fresh trout fish-bake on the porch of the dining hall. Come enjoy mountain trout, iced tea, and all the fixins!

### **Leader Shoot-Off**

Come up to the rifle and shotgun range to see how your shooting skills match up! Scoutmaster shotgun shoot-off is held on Tuesday at 7:30P.M. Rifle shoot-off is held on Wednesday at 7:30 PM. The winner of each shoot-off receives a plaque at Friday night's campfire.

### **Boonesboro Open Golf Tourney**

On Thursday afternoon leaders will have a chance to show their stuff on the CDB Golf Course. Each leader can use one or more clubs that they have made while at camp. With racquetballs used as golf balls, it is a no holds barred fun filled course of fellowship and wonderful competition on the beautiful CBD links.

### **Scoutmaster Cobbler Cook-off**

As part of the Scoutmaster Classroom, on Friday afternoon at 3:30, we ask interested adults to assemble at the Scoutcraft Area. You supply the ingredients for your recipe, all the knowledge and skill. There are 2 options, dessert or main course. Main course can be a breakfast or dinner dish. Camp has 8 dutch ovens for use. Leaders may also use their own dutch ovens in the activity. Winners are announced and awarded a prize at the Friday night campfire.

**Scoutmaster's Merit Badge**

Leaders have to complete a variety of tasks to earn the CDB Scoutmasters Merit Badge. While it is a fun award to earn, the goal behind the program is to help each adult in camp also experience personal growth and skill development to help them become a better leader for the Scouts in their troop or crew. Please see the Scoutmasters Merit Badge check-sheet in the forms section for complete details.

**Advanced Leatherworking for Leaders**





Leaders will learn to use a swivel knife and leather tools, as well as color stains to complete a project. Available Tuesday 7:30 to 8:30 and Thursday 3:30 to 5:30.

**Leave No Trace Awareness Training**

Participants receive introductory training in the skills and ethics of Leave No Trace. Workshop topics include the underlying ethics and seven principles of Leave No Trace.

**Trail to Eagle for Leaders**

A short training session where leaders can discuss the Eagle Scout Project requirements and their role in helping a Scout work through the project and paperwork to apply for recognition as an Eagle Scout. They will also discuss what it means to be an Eagle Scout and ways they, as leaders can deliver this important message not only to Eagle Candidates, but to all members within their unit.

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:30		Reville	Reville	Reville	Reville	Reville	Reville
7:15 – 8:00	Breakfast A	Breakfast A	Breakfast A	Breakfast A	Breakfast A	Breakfast A	Breakfast A
8:05	Flags	Flags	Flags	Flags	Flags	Flags	Flags
8:15 -- 8:45	Breakfast B	Breakfast B	Breakfast B	Breakfast B	Breakfast B	Breakfast B	Breakfast B
9:00 – 9:50	Session 1	Session 1	Session 1	Session 1	Session 1	Session 1	Session 1
10:00 – 10:50	Session 2	Session 2	Session 2	Session 2	Session 2	Session 2	Session 2
11:00 – 11:50	Session 3	Session 3	Session 3	Session 3	Session 3	Session 3	Session 3
11:45 – 12:45	1:00 Arrival	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch
1:30 – 2:20	Tour	Session 4	Session 4	Session 4	Session 4	Session 4	Session 4
2:30 – 3:20		Session 5	Session 5	Session 5	Session 5	Session 5	Session 5
3:30 – 5:15		Open Program	Open Program	Open Program	Open Program	Open Program	Open Program
6:00 – 6:40	Supper	Supper A	Supper A	Open Program Campwide Hoedown	Troop Dinner	Supper A	Supper A
6:45							
	Flags	Flags			Flags		
6:50 – 7:30		Supper B	Supper B			Supper B	Supper B
7:30 – 8:30		Open Program	Open Program		Troop Time	Make up Program time	
7:30		SM Powder Shoot	SM Shotgun Shoot	SM Rifle Shoot			
8:30	Vespers	Patch Trading	O A Ice Cream Social	Vespers/Campfire			Closing Campfire
9:00	Opening Campfire	Leader Cracker Barrel					Lights Out
10:00		Lights Out	Lights Out	Lights Out	Lights Out		

# Merit Badge Program

Merit Badge signups are completed online. After April 1, 2011, you can visit [www.campdanielboone.org](http://www.campdanielboone.org) to select your Scout's program choices. There will be an opportunity on Sunday to make corrections to schedules as needed.

To have a successful merit badge program, your Scouts should begin their work prior to arrival at camp. Some badges are easily earned in camp while others take longer. Advanced planning will provide a more effective merit badge program in your unit. Please note that we cannot make any substitutions for merit badge requirements.

Our base camp program offers a variety of merit badges designed for all age levels within the Scouting program. First-year campers should consider the Goin' Great area to achieve many of the Tenderfoot through First Class rank requirements. Handicraft and Scoutcraft badges are also age-appropriate for first year campers. Second and third year campers are a little older and should be ready to try their hand at Aquatics and Shooting Sports merit badges, as well as Handicraft and Scoutcraft. Third and fourth year campers are mentally and physically ready for the more challenging areas such as Ecology and High Adventure, as well as badges in the Leadership area. Scouts should generally register for three, perhaps four merit badges while at summer camp. The camp experience is so much more than just earning merit badges. Free time for hiking and fishing, or just enjoying the fellowship of other Scouts is a very important part of the camp experience. Don't let your Scouts miss this part.

Merit badges are usually taught in group sessions. It is advised that the Scoutmaster check with his Scouts that are working on merit badges and review the requirements to ensure that the individual Scout has satisfactorily completed the work before leaving camp. If a Scout has satisfied certain requirements prior to coming to camp, he should give his counselor a signed form from the Scoutmaster stating which requirements have been completed.

Scoutmasters will receive signed rosters of completed requirements for each merit badge. Blue cards are not used. If your unit uses the blue cards, you will need to keep the rosters and put CDB on the blue card as the location where they received the badge. The Scoutmaster has the final approval on all merit badges. He will sign off on the blue cards.

Scouts are expected to have a merit badge book for the merit badges they are taking. They can use a book from the troop library, or purchase one at the camp store. Each Scout will receive a merit badge workbook when they attend their first merit badge session. These workbooks will be used all week and turned into the unit leader by the Scout at the end of the week. The purpose of the workbook is to give unit leaders a check and balance to ensure that learning is taking place, as well as to give a Scout recourse should a dispute arise over completion of merit badge requirements. We have also found that Scouts who receive partials are more likely to complete the merit badge if they have a clear picture of what requirements are left. The workbook does not replace the merit badge pamphlet but should be used in conjunction with them.

Each individual must meet every requirement themselves. We strive to ensure each Scout has a positive learning experience while at camp. Several merit badges have a *recommended age*. This is a recommendation from Camp Daniel Boone, it is not a requirement. We have found certain merit badges are generally suited for older Scouts, but in no way will we refuse to allow Scouts younger than the recommendation to attempt these merit badges.

**IMPORTANT** – Study merit badge requirements carefully to determine what requirements you may not be able to complete at camp and try to complete it before you come to camp. These requirements are included in this guide on the pages that follow.

Be sure each Scout receives written proof of all advancement completed before leaving camp. It is much easier to track paperwork while we are all still at camp.

# Merit Badge Program Areas

## Aquatics

### BSA Lifeguard

Required Age: 14 or have completed the 8<sup>th</sup> grade. (This is also open to leaders)

This is a rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend several hours a day (between 10:00am and 5:00 P.M.) in the Aquatics area. Physical strength, stamina, and the mental discipline to handle a great deal of written work is required. This program is recommended only for older Scouts and strong swimmers. American Red Cross First Aid and CPR / AED for the Professional Rescuer, or equivalent training courses from recognized agencies. You must bring proof of current certifications in these areas to camp with you or the BSA Lifeguard card cannot be issued.

### Canoeing

All Ages

This is an excellent merit badge to introduce boating to Scouts. While good physical strength and stamina adds to the experience, almost anyone can enjoy their time in a canoe once they understand the techniques. Scouts should bring a bathing suit and a towel to participate in this session.

### Instructional Swim

All Ages

Thousands of young men have learned to swim in Lake Allen. If your Troop has Scouts that wish to learn how to swim, or simply want to improve their technique, our staff will be available for training during the 3:30-5:30 open program session.

### Kayaking & Roll Clinic

Required Age: 14 (Open to Leaders)

Prerequisite: Swimming Merit Badge, Canoeing Merit Badge

This course is an introduction to the sport of kayaking. Taught by experienced and trained staff, students will learn proper care and maintenance of equipment, flat-water and white-water paddling skills, and more advanced techniques such as the Eskimo Roll. A trip on a local whitewater river (\$15 cost) will end the course. The river trip may be cancelled due to weather and river conditions. This trip is limited to qualified students only, according to the discretion of the instructor. To participate in the class, Scouts are required to be at least 14 years of age, have canoeing and swimming merit badges, and be physically fit. Attendance at all classes is mandatory to be eligible for the river trip. Kayaking class is taught every day at 9:00, 10:00, and 11:00. The roll clinic is scheduled at 1:30 and 2:30 daily. Scouts must enroll in both the class session and the roll clinic in order to complete the course. Fees for the trip are paid upon successful completion of the course. This is NOT a merit badge. Participants will earn the Kayaking BSA Award. Personal wet suits, shorties and river shoes may be used.



**Lifesaving**

Recommended Age: 12

Prerequisite: Swimming Merit Badge

This is a challenging merit badge that requires physical strength, stamina and decision making ability. Scouts must bring long pants, a long-sleeved button-down shirt, and shoes that can be gotten wet.

**Mile Swim**

Recommended Age: 13, Adults Welcome

For the ultimate test of physical fitness and swimming ability in the BSA, the session will work up to the mile every day by building endurance through supervised training sessions. Scouts and Scouters that earn the Mile Swim at Camp Daniel Boone can wear their award with pride.

**Rowing**

All Ages

Rowing has long been recognized as one of the best activities for developing strength and muscle tone in the upper body. This session will teach the proper techniques and safety procedures for this sport. Scouts should bring a swimming suit and a towel for this class.

**Swimming**

All Ages

One of the first Eagle-required merit badges that Scouts should attempt, swimming is taught in the heat of the afternoon at Lake Allen. Participants should bring shoes, socks, swim trunks, long pants, belt, and a long-sleeved shirt that can get wet, and they should bring a pair of swimming trunks and a towel to every class.

**Polar Bear Swim**

All Ages – This is a Fun Activity, no award will be presented.

Enjoy an early morning swim in the exhilarating waters of Lake Allen. Polar Bear Swim will be offered weekly on Wednesday at 6:30 AM.

# **Ecology**

**Chemistry**

All Ages -

Scouts will learn about chemical reactions, build a Cartesian diver, and learn about uses of chemicals in commercial and industrial uses. Requirements 2 and 4 must be completed at home.

**Electricity**

All Ages -

Scouts will learn how we generate, transmit, and use electricity. Requirements 2,8, and 9A must be completed at home.

**Environmental Science**

Recommended Age: 14

Scouts will learn about ecosystems and how animals and plants play an equal role in maintaining the delicate balance of nature. We will conduct experiments to demonstrate the greenhouse

effect, how the removal of vegetation affects water runoff as well as others. Scouts should make sure to bring a writing utensil and paper

### **Fish and Wildlife Management**

All Ages

Scouts will learn about conservation techniques for natural resources such as responsible use of land and protection of wildlife. The course will also cover hunting and fishing laws, and ways that individuals can make a difference in the world through conservation.

### **Forestry**

All Ages - \$4

Scouts learn forest management techniques and visit the Cradle of Forestry – the first Forestry school in the world. They also learn to identify trees and other plants as well as learn the forests role in the overall ecosystem.

### **Geology**

All Ages

Scouts will explore the study of the earth. Learn about volcanoes, fossils, rocks and minerals here on planet Earth.

### **Mammal Study**

All Ages

Scouts will practice techniques to study mammals in the wild. They will learn how to identify footprints left by mammals, how populations influence others, and how the animal kingdom is classified. They will also participate in a project to build a habitat for mammals.

### **Pulp and Paper**

Required Age: 12

This class will cover the history of papermaking, how paper is made, and how paper products are used in our society. The highlight of the week is a trip to the Blue Ridge Paper mill in Canton, NC. Long pants and closed-toed shoes are required for this trip. The age limit is based on Paper mill rules. Scouts under 12 cannot complete the merit badge.

### **Reptile and Amphibian Study**

All Ages

This session will cover the habits of and differences between reptiles and amphibians. In addition to learning the role these animals play in our ecosystem, Scouts will learn how to identify different types of reptiles and amphibians. Requirement 8 must be completed outside of camp.

### **Soil and Water Conservation**

All Ages

Scouts will learn how to preserve natural resources and how to lessen their impact on the ecosystem by learning how to prevent erosion. They will participate in an erosion control project during the week to allow them to observe erosion control in action.

## **Oceanography**

All Ages

Scouts will explore the science and career opportunities of ocean-based research. Learn about ocean currents and the ecosystems that make up over 70% of the earth's surface. Requirement 8 may not be able to be completed at camp.

## **Weather**

All Ages

Scouts will learn about meteorology in general and what to do during dangerous weather conditions. The class will also go over the water cycle, weather patterns, and cloud formations.

# **Handicraft**

## **Art**

All Ages

Scouts will learn to tell a story using pictures as well as draw an object using a variety of mediums. Requirement #4 may not be completed.

## **Basketry**

All Ages - \$ (cost varies depending on size and type of basket kit. Generally between \$15 - \$20 for merit badge.)

Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. They will purchase, create, and take home two baskets, in addition to weaving a chair.

## **Indian Lore**

All Ages - \$ Cost varies depending on craft kits purchased. Average cost is \$10 - \$20)

Through this exciting, hands-on merit badge, Scouts will discover numerous aspects of the of Native American culture. Playing games, speaking the language, singing songs, listening to legends, or creating and building items similar to those utilized by our ancestors are just a few ways that participants will learn about Western North Carolina's oldest residents. Some will focus on Cherokee culture, and some groups will focus on Shawnee culture.

## **Leatherwork**

All Ages - \$ Cost varies. Average cost is \$15 - \$20.

The class will learn where leather comes from, how it is used, how to tan, cure, and finish it, and how to take care of it. Scouts will also get an opportunity to create their own leather souvenir.

## **Space Exploration**

All Ages – Cost \$10 depending on model rocket style purchased.

Scouts learn about the how and why of mankind's journey into outer space. They have an opportunity to build, launch, and recover a model rocket. The class also encourages creative thinking towards outer space and involves designing an unmanned space mission and a manned base on another planet.

## **Woodcarving**

All Ages - \$ Cost Varies. Average cost is \$9

This craft will serve you for a lifetime. Learn the best wood to carve, the tools to use, and how to carve correctly, then plan and carve two projects to take home.

# Leadership

## **Cinematography**

All Ages

Learn about the elements of a good movie. Create a story line and learn to use filming equipment. Film your story. Learn about career opportunities in the cinematography world.

## **Citizenship in the Nation**

Recommended Age: 13

Learn about the rights and responsibilities of being a citizen in the United States. Dig deeper into the founding documents such as the bill of rights and the constitution. Learn about some famous speeches and historical sites. Participants should bring the contact information for their US Senators and Congressman with them to camp. (Req. 8) Either 2a, 2b or 2c must be completed at home.

## **Citizenship in the World**

Recommended Age: 13

Scouts learn about the meaning of global citizenship and the relationship between nations and world organizations. This course requires a high level of maturity and participation.

## **Communications**

Recommended Age: 13

During this session, Scouts will participate in several written and oral activities designed to strengthen their communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Requirements 5, 7, and 8 must be completed at home.

## **Crime Prevention**

All Ages

Scouts will learn how crime affects their community, school, and local businesses, while also learning what they as individuals can do to help. The group will take a field trip to a local police station to satisfy Requirement 7. Requirements 2, 4 and 5 MUST be done at home.

## **Emergency Preparedness**

Recommended Age: 13

Prerequisite: First Aid Merit Badge

Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies. This is an advanced merit badge, resulting in increased confidence in the event of catastrophic events. For Requirement 8a, 8b, 8c, proof of creating and participating in a troop mobilization and a creating a personal emergency service pack MUST be done at home.

Requirements 2c, 6b & 6c must be done prior to camp.

## **First Aid**

All Ages

Scout will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 2b, putting together a home first-aid kit, should be completed prior to camp and brought for approval.

## **Genealogy**

### **All Ages**

Scouts will learn why genealogy is important, how and where to find supporting documents, how to create a family and begin development of a family tree. Requirement 4c, they should bring a photocopy of their document to camp. Requirement 6, they need to bring to camp a listing of at least 2 generations of family history to build their family tree.

## **Golf**

Recommended age 13 with prior experience. \$35 greens fee

Scouts will learn about the history of golf and how it has evolved into a sport. Bringing your own set of clubs is strongly recommended. Scouts will be going to a golf course to play an 18 hole round of golf. Greens fees are \$35. Prior experience in golf is strongly recommended.

## **Law**

### **All Ages**

Scouts will learn the basics of what it is to be a lawyer. They will learn about famous trials, talk to a lawyer, learn about basic laws, and conduct a mock trial in class. The second half of Requirement 4, go to a law enforcement officer in your neighborhood and ask about his or her responsibilities and duties, will not be able to be completed at camp. This should be done prior to camp and brought to the counselor at camp for approval.

## **Music/Bugling**

### **All Ages**

Scouts will learn about the wonderful world of Perfect 5<sup>th</sup>s and Diminished Triads. Scouts will learn the history of music and listen to many musical examples. Scouts must complete either 3a, 3b, 3c from the music merit badge. Requirement 6 from the bugling merit badge must also be completed prior coming to camp. It is highly recommended that the Scout bring his own trumpet, bugle, or cornet.

## **Photography**

### **All Ages**

**Scouts must bring their own digital camera. Any cheap digital camera will do.** If a Scout brings a disposable camera, the Scout will need 4 to 5 of them because the class will take 150 to 200 pictures. If a disposable camera is used, then the Scout will have to get his pictures developed in order to show the counselor his pictures before he leaves camp in order to get credit for the merit badge. Scouts will learn how different elements affect picture quality, the basic parts of a camera, produce a story using pictures, and create a slide show focusing on a single topic of the Scouts choice.

## **Public Speaking**

### **All Ages**

Scouts will learn how to be a better presenter. This merit badge is intended for the Scouts that are not comfortable in speaking in front of audiences to join. Scouts will learn how to give a speech, make a presentation, talk impromptu in front of a class, and learn how to run a meeting.

## **Traffic Safety**

All Ages

Scouts will learn all the dangers of Traffic. They will learn how to check the oil in a car, check tire pressure, and learn about traffic laws. Scouts will be doing a traffic safety demonstration during their week at camp in order to fulfill requirement 5.

## **Trail to Eagle**

All Ages

A non credit program in which participants discuss the Eagle Scout Project requirements and how to fill out the workbook. They will also discuss the Eagle Scout Application and what it means to be an Eagle Scout. This 2 day session will be offered during free time on Monday and Tuesday.

# **Scoutcraft**

## **Archeology**

All Ages

An opportunity for Scouts to learn about the study of human cultures through the recovery, documentation and analysis of material remains and environmental data, including architecture, artifacts, biofacts, human remains, and landscapes.

## **Camping/Backpacking**

All Ages

This badge is intended to teach all Scouts about camping and backpacking/camping skills. Participants will be expected to plan a campout and show that they are packed and ready to go on a camping trip. Camping requirement 9 cannot be completed at camp, although a Scouts week at CDB does count towards the 20 days and nights of camping. They will also learn how to prepare and plan for an extended trek in the wilderness. Discuss gear selection and route planning and actually go backpacking. Req. 11 must be completed at home.

## **Fishing**

All Ages

Scouts learn about fishing equipment and techniques. Scout will have the opportunity to catch, clean and cook a fresh trout. Requirement # 9 may not be completed at camp as Lake Allen is predominately populated with only one type of fish.

## **Geocaching**

All Ages

Scouts will learn about GPS Units, geocaching in the US. They will learn how to hide and document a geocache as well as find geocaches around CDB. At press time we still await the official requirements, but expect this merit badge to be released prior to the opening of camp.

**Journalism**

All Ages

Scouts will learn about the free press and the first amendment. Focus will be on newspaper journalism as participants work to print the CDB Times, a daily newspaper. Scouts will also learn the difference between a hard news story and a feature story, and learn about careers in journalism.

**Model Design and Building**

All Ages

Scouts will learn the value and purpose of architectural, structural, process, mechanical, and industrial models. They will work together to build one type of model listed above. They will also work to build a special-effects model of a fantasy spacecraft. They will also learn about career opportunities where these skills are used.

**Orienteering**

All Ages

Learn to use a map and compass to find your way. Plan your own orienteering course, and compete with other Scouts in a course at camp. Teach members of your troop about orienteering.

**Pioneering**

Recommended Age: 12

Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Before camp, Scouts should practice the knots for requirement 3.

**Railroading**

All Ages

Scouts will learn to identify types of trains and cars. They will learn about Amtrak and how a railroad company operates. They will learn about rail safety and railroad signals. Finally they will design a model railroad set.

**Salesmanship**

Recommended Age: 12

Explore the world of sales. Learn what it takes to be an effective salesman. What are the responsibilities of a salesman? Get practical experiences using the sales techniques learned. Req. 5 must be completed at home.

**Wilderness Survival**

Recommended Age: 12

Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, get found and find safe drinking water. Scout should bring his survival kit (req. 5) with him to camp. We strongly recommend Scouts earn camping merit badge before attempting this badge.

# Shooting Sports

## Archery

All Ages – Cost \$5

Learn to make a bowstring and an arrow. Practice shooting and improve your accuracy. Scouts must shoot a score high enough to qualify for the merit badge.

## Rifle Shooting

All Ages – Cost \$15 **Session is 90 minutes long.**

Learn basic rifle safety and shooting skills. Participants must shoot well enough to qualify for merit badge completion. (Req. 2 Option A k&l) Requirement 2 Option A is the only option available at CDB. First year campers with no previous shooting experience are discouraged from attempting this badge. NO personal rifles or personal ammunition are to be brought to camp.

## Shotgun Shooting

Recommended Age: 13 – Cost \$15

Shotgun shooting is a both physically and mentally challenging merit badge. It teaches Scouts not only how to shoot, but how to shoot safely. They will learn about different types of shotguns, ammunition, and targets. Scouts who complete the merit badge will have grasped the state of mind and the skills necessary for shooting, and have a good time doing so. NO personal shotguns or personal ammunition is to be brought to camp. Recommended age is due to the recoil of the shot gun and potential bruising and trouble handling the gun for young Scouts. Participation for Scouts under 13 will be at the approval of the Shotgun Range Director.



## **Horsemanship Merit Badge**

All Ages

Horsemanship merit badge is offered as an evening session at nearby Stockton Farms. Stockton Farms is a fully equipped working horse farm located about 10 minutes from camp. The horses are gentle and specially trained to ride children. Class times are from 7 to 9 P.M. on Monday and Wednesday. Participants must attend both sessions to complete the badge.

The program is comprehensive and Scouts will learn about horse care and history as well as how to ride. No previous riding experience is necessary. Cost of the 4 hour course is \$40 per participant and is paid to Stockton Farms upon arrival at the farm. Troops must provide their own transportation to Stockton Farms.

## **Animal Science Merit Badge**

All Ages.

This is another evening session at Stockton Farms. We are pleased to offer this merit badge as many Scouts have limited opportunities to earn this exciting and educational badge. Class times are from 7 to 9 P.M. on Tuesday and Thursday. Participants must attend both sessions to complete the badge.

The program is comprehensive and Scouts will be able to completely earn the badge at camp. The program will complete the Beef Cattle Option for requirement 6. Cost for this 4 hour course is \$40 and is paid to Stockton Farms upon arrival at the farm. Troops must provide their own transportation to Stockton Farms.

## **Climbing Merit Badge**

Recommended Age: 13

Located at the Harrison High Adventure Building, our rock wall (made entirely out of natural stone) is the perfect place for Scouts to be introduced to the sport of climbing. Participants in the Merit Badge session should have sufficient upper body strength for climbing and for belaying other Scouts. Due to size of the facility, each hour-long session is limited to ten participants. The wall looms 40 feet above the base platform and nearly 70 feet above the valley floor below. It is a great experience where Scouts can build self confidence while earning the climbing merit badge.

# 2011 Camp Daniel Boone Merit Badge Schedule

Time	Aquatics(3)	Ecology(4)	Leadership(5)	Handicraft(4)	Scoutcraft(5)	Shooting Sports	Climbing Wall
9:00	Canoeing(24)	Env Science(40)	Cit. in the Nation(40)	Basketry(20)	Camping/Backpacking(25)	Archery(32)	Climbing(13)
722	Rowing(14)	Forestry(40)	Cit in the World(40)	Leatherworking(20)	Fishing(20)	Rifle(32)	
		Geology(40)	First Aid(40)	Space Exploration(40)	Pioneering(40)	Shotgun(12)	
		Soil & Water Conservation(30)	Emergency Prep(40)	Woodcarving(30)	Railroading(40)		
			Photography(20)		Wilderness Survival(30)		
10:00	Canoeing(24)	Chemistry(30)	Cit. in the Nation(40)	Art(40)	Archeology(40)	Archery(32)	Climbing(13)
748	Kayaking(17)	Env Science(40)	Cit in the World(40)	Indian Lore(40)	Camping/Backpacking(25)	Shotgun(12)	
	Lifesaving(15)	Fish & Wildlife(40)	Communications(40)	Space Exploration(40)	Geocaching(40)		
		Oceanography(40)	Cinematography(20)		Journalism(40)		
			Law(40)		Railroading(40)		
10:30						Rifle(32)	
11:00	Kayaking(17)	Electricity(30)	Cit in the World(40)	Indian Lore(40)	Archeology(40)	Archery(32)	Climbing(13)
	Rowing(14)	Mammals(40)	Communications(40)	Leatherworking(20)	Model Design and Building (25)	Shotgun(12)	
730	Swimming(40)	Reptile/Amphib(40)	Inventing(40)	Woodcarving(30)	Orienteering(40)		
		Weather(40)	Music(40)		Salesmanship(25)		
			Traffic Safety(40)				
1:30	Canoeing(24)	Env Science(40)	Cinematography(20)	Indian Lore(40)	Archeology(40)	Archery(32)	Climbing(13)
	Kayak Roll Clinic (17)	Forestry(40)	Cit. in the Nation(40)	Leatherworking(20)	Camping/Backpacking(25)	Rifle(32)	
745	Swimming(40)	Pulp & Paper(20)	Crime Prevention(25)	Woodworking(30)	Fishing(30)	Shotgun(12)	
		Reptile/Amphib(40)	First Aid(40)		Geocaching(40)		
			Genealogy(40)		Model Design and Building (25)		
2:30	Kayak Roll Clinic(17)	Env Science(40)	Communications(40)	Basketry(20)	Camping/Backpacking(25)	Archery(32)	Climbing(13)
673	Lifesaving(15)	Geology(40)	Emergency Prep(40)	Leatherworking(20)	Journalsim(25)	Shotgun(12)	
	Swimming(40)	Mammals(40)	Golf(9)	Space Exploration(40)	Pioneering(40)		
		Weather(40)	Photography(40)	Woodcarving(30)	Wilderness Survival(30)		
			Public Speaking (15)				
	7 to 9 PM	Horsemanship	M & W @ Stockton Farm	7 to 9 PM	Animal Science	T & TH @ Stockton Farm	

# **Goin' Great First Year Program**

Camp Daniel Boone's Goin' Great Program ensures that your new Scouts will get off on the right foot. With this premier program each Scout will be an active part of a patrol and participate in learning projects that will enable him to earn a significant number of requirements needed for the Tenderfoot, Second Class, and First Class ranks as well as the chance to earn the Orienteering, Pioneering and First Aid Merit Badges.

The Goin' Great program is a daylong comprehensive program and takes time. The morning portion of the program covers mainly rank advancement up through Star Rank, while the afternoon is mainly devoted to the Orienteering, Pioneering and First Aid Merit Badges. We strive to provide individual attention to each Scout and ample time to learn the requirements that are taught. The program area is divided into 6 learning stations with a maximum of 15 Scouts at each station. This ensures a good instructor-to-Scout ratio and enables us to spend more time with each Scout. The goal of the program is to help each Scout begin their journey towards the rank of Eagle Scout through patrol based hands on skill development.

Scoutmaster assistance is strongly encouraged to help give individual attention to the Scouts in this program. Please check with the Goin' Great staff if you want to offer assistance.

## **REQUIRED MATERIALS**

- **Participants in the Goin' Great Program should bring a "personal" first aid kit. This kit should include at least:**
  - 5 band-aids
  - 1 tube antiseptic cream
  - Latex gloves
  - 2 roller bandages
  - Alcohol swabs
  - Moleskin
  - Tweezers
  - Calamine lotion
- **Sleeping Gear for the Tuesday overnight campout**
  - Sleeping Bag
  - Clothing
  - Flashlight
  - Water bottle
  - First aid kit(see above)
  - Backpack
  - Pillow
  - Foam mattress (optional)

# Goin' Great Area Daily Schedule

Monday – Friday      9:00 - 12:00    Morning Classes  
                                 1:30 – 4:30      Afternoon Classes

**Scouts who complete the full program will experience the following:**  
**(\*=Only with Swim Trip) (\*\*= Only with overnight trip)**

## **Tenderfoot**

1. Present yourself to your leader, properly dressed, before going on an overnight camping trip. Show the camping gear you will use. Show the right way to pack and carry it.
2. Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch. \*\*
3. On the campout, assist in preparing and cooking one of your patrol's meals. Tell why it is important for each patrol member to share in meal preparation and cleanup, and explain the importance of eating together. \*\*
- 4a Demonstrate how to whip and fuse the ends of a rope.
- 4b Demonstrate that you know how to tie the following knots and tell what their uses are: two half hitches and the taut line hitch.
- 4c Using the EDGE method, teach another person how to tie the square knot.
5. Explain the rules of safe hiking, both on the highway and cross-country, during the day and night. Explain what to do if you are lost.
6. Demonstrate how to display, raise, lower and fold the American Flag.
7. Repeat from memory and explain in your own words the Scout Oath, Law, Motto and Slogan.
8. Know your patrol name, give your patrol yell and describe your patrol flag.
9. Explain why we use the buddy system in Scouting. Describe what a bully is and how to respond to one.
- 10a Record your best in the following tests: push-ups, pull-ups, sit-ups, standing long jump and ¼ mile walk/run.
11. Identify local poisonous plants, tell how to treat for exposure to them.
- 12a Demonstrate how to care for someone who is choking.
- 12b Show first aid for the following:
  - Simple cuts and scratches
  - Blisters on the hand and foot
  - Minor burns and scalds (first degree)
  - Poisonous snakebite
  - Bites or stings of insects and ticks
  - Nosebleed
  - Frostbite and sunburn

## Second Class

- 1a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
- 1b. Using a map and compass together, take a five mile hike approved by your adult leader and your parent or guardian.
2. Discuss the principles of Leave-No-Trace.
- 3b. On one of these campouts, select your patrol site and sleep in a tent that you pitched. Explain what factors you should consider when choosing a patrol site and where to pitch a tent.
- 3c. On one campout, demonstrate proper care, sharpening, and use of the knife, saw, and ax and describe when they should be used.
- 3d. Using the tools listed in requirement 3c to prepare tinder, kindling and fuel for a cooking fire.
- 3e. Discuss when it is appropriate to use a cooking fire and lightweight stove. Discuss the safety procedures for using both.
- 3f. In an approved place and at an approved time, demonstrate how to build a fire and set up a lightweight stove. NOTE: Lighting the fire is not required)
4. Participate in a flag ceremony for your school, religious institution, chartered organization, community or troop activity. Explain to your leader what respect is due the flag of the United States.
6. Identify or show evidence of at least 10 kinds of wild animals found in your community.
- 7a. Show what to do for “hurry” cases of stopped breathing, serious bleeding, and ingested poisoning.
- 7b. Prepare a personal first aid kit to take along with you on a hike.
- 7c. Demonstrate first aid for the following:
  - Object in the eye
  - Bite of a suspected rabid animal
  - Puncture wounds from a splinter, nail and fishhook
  - Serious burns
  - Shock
  - Heatstroke, dehydration, hypothermia, hyperventilation and shock
  - Heat exhaustion
- 8a. Tell what precautions must be taken for a safe swim.\*
- 8b. Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.
- 8c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.
- 9a. Participate in a school, community or troop program on the dangers of using drugs, alcohol and tobacco and other practices that could be harmful to your health. Discuss your participation in the program with your family and explain the dangers of substance addictions.
- 9b. Explain the three R’s of personal safety and protection.

## First Class

1. Demonstrate how to find directions during the day and at night without using a compass.
2. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc)
- 4a. Help plan a patrol menu for one campout that includes at least one breakfast, one lunch, and one dinner, and that requires cooking at least two of the meals. Tell how the menu includes the foods from the [food pyramid](#) and meets nutritional needs.
- 4b. Using the menu planned in requirement 4a, make a list showing the cost and food amounts needed to feed three or more boys and secure the ingredients.
- 4c. Tell which pans, utensils, and other gear will be needed to cook and serve these meals.
- 4d. Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.
6. Identify or show evidence of at least 10 kinds of native plants found in your community.
- 7a. Discuss when you should and should not use lashings. Then demonstrate tying the [timber hitch](#) and [clove hitch](#) and their use in [square](#), [shear](#), and [diagonal lashings](#) by joining two or more poles or staves together.
- 7b. Use lashing to make a useful camp gadget.
- 8a. Demonstrate tying the bowline knot and describe several ways it can be used.
- 8b. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
- 8c. Show how to transport by yourself, and with one other person, a person:
  - From a smoke-filled room
  - With a sprained ankle, for at least 25 yards
- 8d. Tell the five most common signs of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
- 9a. Tell what precautions must be taken for a safe trip afloat.
11. Describe the three things you should avoid doing related to the use of the internet. Describe a cyberbully and how you should respond to one.

# Rafting Day Trips

## **Nantahala River: Available on Tuesday, Wednesday and Thursday**

Fees: Units providing their own transportation: \$30.00 per person, payable at camp.

Units needing transportation: \$45.00 per person, payable at camp. (Must have 25 total sign up for transportation to be provided, max 48 people)

## **Pigeon River Available on Tuesday, Wednesday and Thursday (NEW FOR 2011)**

Fees: Units must provide their own transportation: \$35.00 per person, payable at camp.

This covers equipment, lunch, guides, and Forest Service river use fees. All tickets purchased through the Trading Post at camp. All participants must have a completed release form which can be found at [www.campdanielboone.org](http://www.campdanielboone.org) under forms.

The Nantahala provides a thrilling four-hour trip on class II and III rapids through the Nantahala National Forest. You will get wet, so be sure to bring an extra set of clothes and shoes. The following items are recommended for the trip: shoes (sneakers or shoes that tie are required), shorts or swim trunks. On cooler days additional clothing may be needed. Cameras may be taken at your own risk.

The Pigeon River features spirited Class III-IV rapids along the eastern border of the Great Smoky Mountains National Park. This is our most condensed whitewater experience—a full dose of whitewater excitement and scenery in just three short hours. Dam-controlled water releases ensure whitewater action.

Nantahala trips are Guide-Assisted. This means there is a guide along, but not in every raft. Units that want a guide in every raft will pay an additional \$5 per participant when booking this trip. The Pigeon River is a fully guided trip. This means there is a guide in every raft.

### **Schedule:**

Tuesday, Wednesday & Thursday groups providing their own transportation can go.

Rafters will leave camp immediately after breakfast and must be at the river outpost no later than 9:30 AM. Troops can expect to return about 3 P.M.

Transportation is provided on Wednesdays only. There is an extra \$15 per person fee for transportation and a minimum of 25 participants must go. Maximum on the bus is 48 participants.

All Rafters will leave camp immediately after breakfast and must be at the river outpost no later than 9:30 AM. Troops can expect to return about 3 P.M.

**REQUIREMENT:** All participants must pass the swim test at Camp Daniel Boone.

# Camp Daniel Boone High Adventure

A leader in high adventure programming for over 30 years, Camp Daniel Boone is the premier council-operated destination for older Scouts, Explorers, and Venture Scouts in the country. Programs are filled on a first-come first-serve basis, so do not delay in making your choice for your high adventure trek.

All treks leaving Camp Daniel Boone are accompanied by a trained staff member. Our guides assist in leading the group through the wilderness, providing necessary first aid and emergency care, and instructing participants in skills essential for navigation and survival in a remote wilderness setting. The patrol method is utilized on all expeditions and leadership development is our goal.



## **Participants must be at least 13**

**years of age by September 1, 2011.** A completed official BSA Medical Form is required for all High Adventure Programs. Other medical forms will not be accepted. Scouts arriving without the required medical form will be responsible for acquiring a physical locally prior to being permitted to begin their trek. Treks will not wait to depart for Scouts without a physical.

NOTE: The National Forest Service limits group size to 10 people in all wilderness areas. For our backpacking treks this number will include a staff member and one other adult with the crew. (Example: eight Scouts, one adult leader and one trail guide or eight Scouts and two trail guides) Therefore group size is limited to nine participants inclusive of an adult or eight participants without an adult. Any troop with more than nine participants will be asked to split into smaller groups upon arrival to base camp. Any groups with a small number of participants may be required to join other groups to provide an optimal crew size. Space is limited on all High Adventure trips. Expeditions are filled on a first-come, first-served basis, so make your reservations as soon as possible.



# Personal Equipment for High Adventure Treks

A Scout is prepared. Although our treks take place in a summer setting, the mountains of Western North Carolina have variable temperatures ranging between 40 and 90 degrees Fahrenheit. Prolonged periods of rain are not uncommon. Each Scout and Scouter must be equipped for cold, hot and WET weather. Hypothermia is a real challenge in the mountains, even in summertime.

**Clothing** - Class A uniform (complete) plus one Scout t-shirt. Uniforms are to be worn in base camp.

**Trail Clothing**- [Cotton provides no level of insulation after becoming wet from rain and/or sweat.

Synthetic/wool-blend fabrics are an affordable option and provide warmth in any condition]- three pair underwear, three t-shirts, one pair of pants (not blue jeans), one long-sleeved fleece, two pair hiking shorts (quick-drying nylon can double as a swim suit), three pair hiking socks (tube socks are too thin, look for wool or wool blend) – storing clothes in sealable freezer bags will keep them dry until needed

**Hiking Boots** – the trails are rough and often wet and muddy, and there are frequent river crossings without bridges. Boots need to be waterproof, sturdy, and BROKEN IN!

**Raingear** – One rain jacket with hood and a pair of rain pants. A sturdy poncho works well (try a surplus store) and if large enough doubles as a pack cover, provided a pair of gaiters are worn to keep out water run-off from inside boots

**Sleeping Bag in a stuff sack** – we recommend putting the sleeping bag in a thick trash bag and then into a stuff sack to keep it dry

**Sleeping Pad** – a thin/lightweight piece of foam is enough to insulate and add comfort

**Backpack** – Internal or external frame pack with hip-belt, large enough to carry your personal gear plus your share of patrol gear and food

**Pack Cover** – made of water-repellent nylon

**Swimsuit and small towel** – swimsuit may count as a pair of shorts

**Backpacking tent** – as **lightweight as possible**. Remember you can share the burden of carrying a two-man tent with a friend. 4 to 5 lbs is average weight for a tent.

**Small Plastic ground cloth** - to go under sleeping bag

**Hat with brim** – ridge trails will have long sunny days

**Toiletries** – biodegradable soap, washcloth, toothbrush and paste, toilet paper in sealable bag (leave the deodorant in base camp, it only attracts bears)

**Eating utensils** – plate or bowl, and spoon

**2 Quart-sized** water bottles, **Small** Pocket Knife, flashlight with extra batteries (**small** AA size), sunscreen, sunglasses, compass, sandals or sneakers for campsite wear and river crossings

**Optional** –

Small-size insect repellent, camera, backpacking stove, water filter

**NOTE:** Hikers will not be permitted to carry over-weight packs regardless of age, size or experience.

The base weight of the pack should be between 18 and 22 pounds (base weight being the combined weight of the above items) Patrol equipment and food will be added.

## Patrol Equipment

Camp Daniel Boone will provide for all treks: backpacking stoves, bake-packer pots, water purification, trowels, troop tarp with line, fuel bottles and any other cooking needs. All Patrol Equipment is furnished free of charge providing that the equipment is returned in the condition issued. Any equipment lost or damaged will be paid for by the person it was issued to.

# Venture Crews

Venture Crews are invited during every week at Camp Daniel Boone. In addition we have set aside a specific week for Crews and Troops looking just for high adventure treks. Crews select one of our many high adventure treks and we will work with you to develop an itinerary to allow your crew to achieve the Silver Bronze and Gold, as well as Ranger requirements that your crew wants. Have an all female crew? That's fine, as we have female trek leaders to work with your group. With so many treks to choose from, why wait? Get your crew together and get yourself ready for an awesome week of exploring and adventure with Camp Daniel Boone.

## Low-Impact Camping

The Boy Scouts of America puts more youth and adults into the outdoors than any other single organization. Since Scouting is such a heavy user of America's outdoor resources, it is important that leaders and youth understand and appreciate the need to preserve and protect the environment.

Primitive backcountry wilderness areas are a national treasure and must be treated with respect. We must train our youth to utilize these areas responsibly – to observe and enjoy, but at the same time to preserve and protect. An understanding and appreciation of Leave-No-Trace backcountry ethics can add a new dimension to a Scouter's outdoor experience. Low-impact camping techniques can help ensure that future generations have the opportunity to experience pristine wilderness areas. All Camp Daniel Boone treks adhere to Leave No Trace backcountry ethics.

**Take only memories; leave only footprints.**

## Emergency Rescue Policy

All emergency rescues and recoveries will be executed by local EMS and Search & Rescue officials. All non-emergency extractions will be charged \$100 against the Troop account. Since non-emergency extractions tax our resources, this fee is final and non-negotiable.

## The Treks



**Note: for the Whitewater, Hike/Raft and Fontana Float Swimming Merit Badge is required.**

### Fontana Float

This expedition combines five days on the water with the option of a day hike along Lake Fontana. This trek will begin with a full day of canoeing on the Tuckasegee River. With several whitewater rapids, Monday is nine miles of floating fun before the river empties into Fontana Lake. Once on the lake, enjoy three days of paddling canoes along the banks of the Nantahala National Forest or the Great Smokey Mountain National Forest. The crew will travel Robinson Crusoe style from shore to shore, island hopping across Fontana Lake. Friday will provide an opportunity to visit Fontana Dam, the largest dam east of the Mississippi River and perhaps take a day hike along the Appalachian Trail. Scouts will have the opportunity to work on canoeing, cooking, camping, hiking, orienteering and fishing merit badges.

**All crews must have at least one adult from the unit participate in this trek.** All participants bring personal camping and fishing gear. It is important for Scouts to pack lightly. We recommend one dry bag for every two Scouts. We provide dry bags for participants that do not bring their own. Participants must also be able to pass the swim test at Camp Daniel Boone's Lake Allen. Our pontoon boat will carry all of the food, patrol gear and personnel gear.

**Clothing** – Replace hiking socks with thin fast drying socks.

**Hiking Boots** – Water shoes or sandals coupled with sneakers for campsite replace boots.

**Frame Backpack** – External frame backpacks are not good for these treks. All personal gear can be packed in a small duffel or internal frame pack please.

**Large Towel** – as participants will be spending the whole week on water

**Sunscreen** – bring enough for an *entire* week

# Rafting & Hiking Trek

An exciting trek which features three days of rafting three different rivers. Wednesday is an action packed day in which the crew will raft the Chattooga River in the morning, eat lunch and then hit the trail to complete a three day backpacking trek.

## **Monday: Raft Nantahala River**

The shimmering Nantahala River offers whitewater rafting through mild but exciting rapids. Nantahala rafting features eight miles of practice on easy Class II rapids before splashing through the exciting Class III whitewater of Nantahala Falls. This is one of America's most popular whitewater runs.

## **Tuesday: Raft Chattooga River Section IV**

Section IV's awe-inspiring views and rapids will thrill adventurous Scouts and Scouters seeking the highest white-knuckle adventure on the water. You'll experience the river in self-bailing rafts designed to optimize the Chattooga experience at any water level. Immortalized in the film *Deliverance*, Section IV of the Chattooga is the classic southeastern whitewater experience against which all others are measured. The best part about the experience on the Chattooga is that our guides take the time to show you the river's best kept secrets, like cooling off in a deep swimming hole or taking a walk underneath a cascading waterfall. Be prepared for the ride of your life through Seven-Foot Falls, the best place to grab some air. Take a jump off Ambush Rock into a deep, calm pool. Enjoy lunch served riverside, or sometimes beneath impressive, overhanging cliffs. Just as memorable are the heart-pounding rapids, including our big finale at the famous Five Falls. Here, rafters are faced with five back-to-back Class IV-V rapids with names like Jawbone and Sock 'em Dog.

## **Wednesday: Raft Upper Pigeon River**

Pigeon River whitewater rafting features spirited Class III-IV rapids along the eastern border of the Great Smoky Mountains National Park. This is our most condensed whitewater experience—a full dose of whitewater excitement and scenery in just three short hours. Dam-controlled water releases ensure whitewater action.

Upon completion, the crew will begin a three day fifteen to twenty mile backpacking trek, returning to the Harrison High Adventure Base on Friday afternoon. Please note participants will be camping on Monday, Wednesday and Thursday nights and will need backpacking gear for this trek. Use the standard high adventure trek checklist for packing.

# Whitewater Adventure Trek

The Whitewater Trek offers Scouts and Scouters a great weeklong experience of whitewater fun on some of the finest waters in Georgia, North Carolina and Tennessee. The trek itinerary is:

**Sunday: Arrive at Harrison High Adventure Base, Camp Daniel Boone**

**Monday: Raft Nantahala River**

The shimmering Nantahala River offers whitewater rafting through mild but exciting rapids. Nantahala rafting features eight miles of practice on easy Class II rapids before splashing through the exciting Class III whitewater of Nantahala Falls. This is one of America's most popular whitewater runs.

**Tuesday: Raft French Broad River**

An enjoyable day of rafting down the world's third oldest river on the stately French Broad River which flows through scenic Pisgah National Forest in the mountains of North Carolina. On French Broad River rafting trips, you can expect moderate Class II and III rapids that are splashy and fun.

**Wednesday: Raft Upper Pigeon River**

Pigeon River whitewater rafting features spirited Class III-IV rapids along the eastern border of the Great Smoky Mountains National Park. This is our most condensed whitewater experience—a full dose of whitewater excitement and scenery in just three short hours. Dam-controlled water releases ensure whitewater action.

**Thursday: Raft Ocoee Middle Section**

Ocoee River white water means splashy waves and continuous action. The Middle Ocoee is the nation's most popular whitewater rafting run. The exciting Middle Ocoee rafting trip begins against the roaring backdrop of whitewater falling down Ocoee Dam #2, with the explosive entrance rapid called "Grumpy's." The action hardly slows down during this five-mile stretch of whitewater. Highlights include negotiating major Class III and IV rapids with names like Table Saw, Broken Nose, Double Trouble, Double Suck and Powerhouse. This Tennessee based river's fast-moving waters will get you soaked, smiling and laughing with delight. The Ocoee is a dam-released river with consistent flows and pleasantly warm water.

**Friday: Raft Chattooga River Section IV**

Section IV's awe-inspiring views and rapids will thrill adventurous Scouts and Scouters seeking the highest white-knuckle adventure on the water. You'll experience the river in self-bailing rafts designed to optimize the Chattooga experience at any water level. Immortalized in the film *Deliverance*, Section IV of the Chattooga is the classic southeastern whitewater experience against which all others are measured.

The best part about the experience on the Chattooga is that our guides take the time to show you the river's best kept secrets, like cooling off in a deep swimming hole or taking a walk underneath a cascading waterfall. Be prepared for the ride of your life through Seven-Foot Falls, the best place to grab some air. Take a jump off Ambush Rock into a deep, calm pool. Enjoy lunch served riverside, or

sometimes beneath impressive, overhanging cliffs. Just as memorable are the heart-pounding rapids, including our big finale at the famous Five Falls. Here, rafters are faced with five back-to-back Class IV-V rapids with names like Jawbone and Sock 'em Dog. The Chattooga is an intense way to conclude a perfect week of rafting.

Participants will camp overnight on Thursday night and should bring their own tent, sleeping pad and sleeping bag. Other nights the group will lodge at the Harrison High Adventure Base.

## **Whitewater Kayak Trek**

A five day kayaking trek which will allow a Scout to earn the Whitewater Merit Badge. Scouts must pass the swim test at Camp Daniel Boone prior to starting this trek. Scouts will eat drink and sleep kayaking for the week. Cost of the trek is \$450 and is also open to adults. Must have a minimum of 6 per week to run the trek.

### **Day 1: Lake Kayaking Basics & Eco-engagement**

- Morning: Spend the first morning touring on a nearby lake where instructors will provide techniques for confidence and success. We'll start with a "classroom style" session reviewing the basics of lake kayaking and going over the necessary equipment to enjoy the sport. We will also introduce and study the ecology of our area so we'll be able to identify the ecology and wildlife that abounds in the Great Smoky Mountains as we explore in our boats.
- Afternoon: The afternoon will be filled with time exploring the rest of the lake. After we return to NOC, there will be time to shower and enjoy some free time before dinner.

### **Day 2: Nantahala Raft Trip / Adventure Hike**

- Morning: We'll head the Nantahala River for a morning of excitement! There will be an option to go along in a stable raft (with a guide included) for your introduction to whitewater.
- Afternoon: A guided hiking trip that takes advantage of the scenery, flora and fauna located in the Great Smoky Mountains. This session will end with time to shower and relax prior to dinner.

### **Day 3: Introduction to Kayaking (Merit Badge Program)**

- Morning: In the morning we'll go to the lake to be introduced to more maneuverable kayaks that used for whitewater rivers. Your group will learn new maneuvers in these new boats, including the "wet exit," in preparation for a trip on a section of moving water. The group will then travel to a nearby river for a chance to paddle downstream and let the river do the work for us.
- Afternoon: After lunch you'll continue to be fascinated by the scenery of this protected waterway and possibly see Osprey catching a fish on the river and a Great

Blue Heron majestically keeping an eye on his domain. We might even have the opportunity for a surf session too!

#### **Day 4: Whitewater Kayaking (Merit Badge Program)**

- Morning: The group will travel to a nearby river for a chance to paddle downstream and gain the knowledge and experience necessary to let the river do the work for us. Basic techniques such as eddy turns, peel outs and ferries will be practiced on a class I-II section of river.
- Afternoon: During the afternoon, we will complete all of the necessary skills and techniques needed to achieve the whitewater kayaking merit badge. We might even have the opportunity for a surf session too for some big boomin' fun! After this session will we will drive back to NOC for dinner.

#### **Day 5: Nantahala Kayak**

- Morning: We'll return to the Nantahala River for more whitewater excitement in a kayak. Today we will be going down an appropriate section of the river in kayaks using our new skills for the best thrills of the week!
- Afternoon: This session will end with time to return to Camp Daniel Boone for dinner.

## **Rock School**



Five days of rock climbing at various locations. Day one focuses on an overview of climbing merit badge. Those skills are then taken to a local destination (Victory Wall, Looking Glass or Snake's Den) on Tuesday.

From there, the group will travel to Linville Gorge Wilderness where the remainder of the week will be spent learning complex rigging techniques while improving climbing skills on Table Rock, the Chimneys, Hawk's Bill and Short Off. Time between routes is spent bouldering and backpacking from one location to the next. Groups will return to camp on Friday evening.

Due to the level of physical and mental maturity required, requirements for the trip are that all participants must be either 14 years of age with the climbing merit badge or at least 15 years of age. Participants should also be able to do 2 pull-ups and 20 pushups. We will furnish all harness and rock equipment. We do ask that Scouts provide climbing shoes as that will aid in the more technical climbs. Participants will earn the Climbing Merit Badge.



## **Boonesboro Village**

### ***Not Just Learning History, But Living It!***

Boonesboro Village is a living history program at Camp Daniel Boone. It allows Scouts Scouters and parents attending CDB to experience life skills and crafts that were common in the late-1700's. Living in Boonesboro Village is like going to Boy Scout Camp in 1920, with an atmosphere and camaraderie that is very different from most traditional base camp experiences.

Participants will enter the 1770's Sunday afternoon and experience life as our ancestors knew it until they return to the 21<sup>st</sup> century on Saturday morning. Villagers live in barracks and prepare all of their own meals over open fire using equipment that was available in the 1770's. Open fire cooking skills are valuable to have, but can be developed at camp as well.

Each resident villager is provided with a period hunting shirt (their class "A" uniform for the week), a Boonesboro Patch and two craft kits with their fees. Each resident villager can select one from group A and one from group B listed below.

Additional crafts may be purchased. Merit badge opportunities within the village include Metalworking, Wilderness Survival, Leatherworking, Indian Lore and Pottery and Black Powder Rifle Shooting. Resident Villagers will also be able to earn additional merit badges in the CDB base camp program. This is accomplished by working in the village during the morning and taking merit badges in base camp in the afternoon.



Each Village Craft Center is directed by a Master Craftsman with over 20 years experience in their specific craft. They will teach you the skills of the 1770's as well as the history of the period, and of their craft.

Crafts offered include blacksmithing projects, make a wooden spoon or bowl, make a candle lantern, pottery projects, knife-making, various Indian Lore crafts including moccasins, felt bags and wampum bracelets. Skills and contests include learning to make fire by flint & steel, and the bow drill and 'hawk throw'n, to name a few. Villagers also spend time at the village tavern playing games of the era and enjoying a cold root beer.

Villagers will do all of their own cooking in the campsite in a Dutch oven and on a open fire. Adults work with the Scouts to complete each day's duties. Menu items in the past have included Cornish game hens, buffalo stew, fresh eggs, fluffy pancakes, homemade biscuits and gravy and other delicious items. All cooking and serving equipment is provided. Participants may not bring more than 1 standard footlocker of personal gear into the village.

All campers at CDB are invited to stop by and visit Boonesboro Village during the hours of 9:00 A.M. – 5:00 P.M. daily. Stop and chat over a good cup of coffee or tea, or try your hand at one of the crafts yourself. Come and live a bit of history in Boonesboro Village.

**Available Crafts to be completed at the village.  
(Crafts may vary. Some Crafts are for villagers only.)**

Group A  
Blacksmithing  
Sheath Knife  
Candle Lantern  
Pottery  
Black Powder Rifle Shooting

Group B  
Wooden Spoon  
Medicine Bag  
Wampum Bracelet  
Belt Bag  
Leather Belt  
Candle Making  
Woodon Bowl



# Backpacking Treks

*“A wilderness, in contrast with those areas where man and his own works dominate the landscape, is hereby recognized as an area where the earth and its community of life are untrammelled by man, where man himself is a visitor who does not remain.”*

**-The Wilderness Act of 1964**



The flagship of our High Adventure program is our backpacking treks. Camp Daniel Boone is nestled at the base of the famous Cold Mountain and surrounded by Shining Rock National Wilderness. While many of our treks take place within walking distance of base camp, we also have over a million acres of National Forest land available in Western North Carolina. With so many available options, troops will never have to do the same trip twice.

All treks are led by trained and experienced staff. Our guides stress instruction and practice in map and compass use, low-impact outdoor techniques, camping, cooking and leadership. Instruction and practice in first aid, nature, conservation, trail maintenance and local history can also be included. Parts of several merit badges may also be earned during the week.

All backpacking treks are designed around the patrol method. This helps facilitate a greater sense of group accomplishment as all challenges are faced from a group-centered perspective. Please note that all trek ratings are relative to the difficulty of climbing the mountains of the Southern Appalachia. We ask that all participants take part in some form of conditioning prior to arrival to camp, as all trails at one point will have a strenuous climb. We recommend long day hikes with a weighted pack and/or weekend backpacking trips for your Troop's springtime activities. Individual exercise routines also help significantly.

# **The Cold Mountain/ Art Loeb Trek**

## **“Advanced”**

The Cold Mountain/ Art Loeb trek is a four day hike through Pisgah National Forest and Shining Rock Wilderness along the Art Loeb Trail. The trail is approximately 30 miles in length and famous for its ruggedness. It runs from the Davidson River across several landmark area peaks around the southern rim of the Davidson River valley.



It crosses Pilot Mountain on the northern end of this dividing ridge, before climbing steeply to the Blue Ridge Parkway and Silvermine Bald, where it tops 6000' in elevation.

Next, the trail crosses Black Balsam Knob where there is a plaque commemorating Art Loeb and the Trail. This is the most famous and most popular section of the trail, for good reason. The views and uniqueness of this section of trail are second to none! Finally, it travels across the mountain balds and

through the Shining Rock Wilderness past Shining Rock itself. Near Cold Mountain the trail climbs into “The Narrows” and rugged ridgeline which slowly gets smaller and smaller with memorable views to the north and south. A side trip will take you to the summit of Cold Mountain, before descending steeply to end at Camp Daniel Boone. This trail is a memorial to Art Loeb, an activist from the Carolina Mountain Club, and a man who deeply loved these mountains. This trail was ranked as the #2 trail in America for high alpine views in the April 2007 Backpacker Magazine. On Friday the group has the option of rafting the Nantahala River.

# Trail Crew Experience

## “Advanced”

Scouts who want an opportunity to give back to the trail, and learn what it takes to build and maintain trail, this is the trek for you. Scouts spend Monday thru Thursday of week one working on trail maintenance with a local hiking club and the National Forest Service. Friday is spent rafting on the Nantahala River. Saturday thru the following Friday are spent backpacking through any of the numerous areas we offer our other treks.

# The Bartram Trail

## “Advanced”

### One or Two Week Trek

Named after famed naturalist William Bartram, this trail covers 117 miles thought to be part of his travels in the 1770s. This trip offers an opportunity to witness multiple unique ecosystems daily as the trail meanders through a variety of elevation plateaus in North Georgia and Western North Carolina. Depending on the desire of the Scouts, treks can end with a day of rafting on the Nantahala River.

### One Week Trek: 46.9 Miles Strenuous

Day	Miles	Campsite
Monday	11.4	Wayah Bald
Tuesday	11.8	Appletree Campground
Wednesday	6.8	London Bald
Thursday	6.8	Ledbetter Creek
Friday	10.4	Camp Daniel Boone

### Two Week Trek: 105 Miles Very Strenuous

Day	Miles	Campsite
One	10.4	Ledbetter Creek
Two	8.8	Piercy Creek
Three	5.8	Appletree Campground
Four	11	Wine Spring
Five	12.3	Wallace Branch
Breakfast on day six will be in the town of Franklin as you are transported across the 17 mile road-walk to Buckeye Creek. Laundry will also be done		
Six	4.0	Wolf Rock
Seven	12.5	Westfork Creek
Eight	12.1	Wilson Gap
Nine	10.9	Rainy Mountain
Ten	13.3	Warwoman Creek
Eleven	6.8	Camp Daniel Boone
Twelve	Optional Raft trip on Nantahala River	

**Minimum of 6 must register to run the two week trek.**



# **Joyce Kilmer/Slickrock Creek Wilderness**

## ***Intermediate***

A staff favorite. This wilderness is located along the Tennessee/ North Carolina border south of the Great Smokey Mountains. This week long journey will provide participants with a rare opportunity to visit a virgin forest. Part of the trek can include the Joyce Kilmer Memorial Forest, a 3,800 acre tract of virgin timber and pristine wilderness splendor. Many of the trees are 16 to 22 feet in circumference and over 120 feet tall. Trips may also cross the Tennessee border into Citico Creek Wilderness expanding the coverage area to over 32,000 acres. There is no set route for this trek due to countless possibilities. The itinerary for each trip will be discussed between the troop and the high adventure staff guide upon arrival to camp. Treks depart either Sunday night or Monday morning and return on Friday. Make sure to bring a swimsuit for this journey as swimming holes such as Wildcat Falls highlight this trek.

## **Middle Prong Wilderness**

### **“Advanced”**

Backpackers who know Middle Prong Wilderness value the secluded tract for what it lacks: designated campsites, blazed and well-maintained trails, and established picnic spots. The one sought-after amenity it does offer—almost without fail—is solitude.

A sanctuary for black bears, bobcat, deer, opossums and raccoons, as well as prime bird watching territory; Yellow-bellied sapsucker, black-capped chickadee, brown creeper, and wild turkey are seen regularly. The middle Prong trek includes the Green Mountain Trail, Mountains to Sea Trail, Buckeye Gap and Haywood Gap Trails, which all intertwine within the wilderness area. This trek is for those looking for a remote wilderness experience.



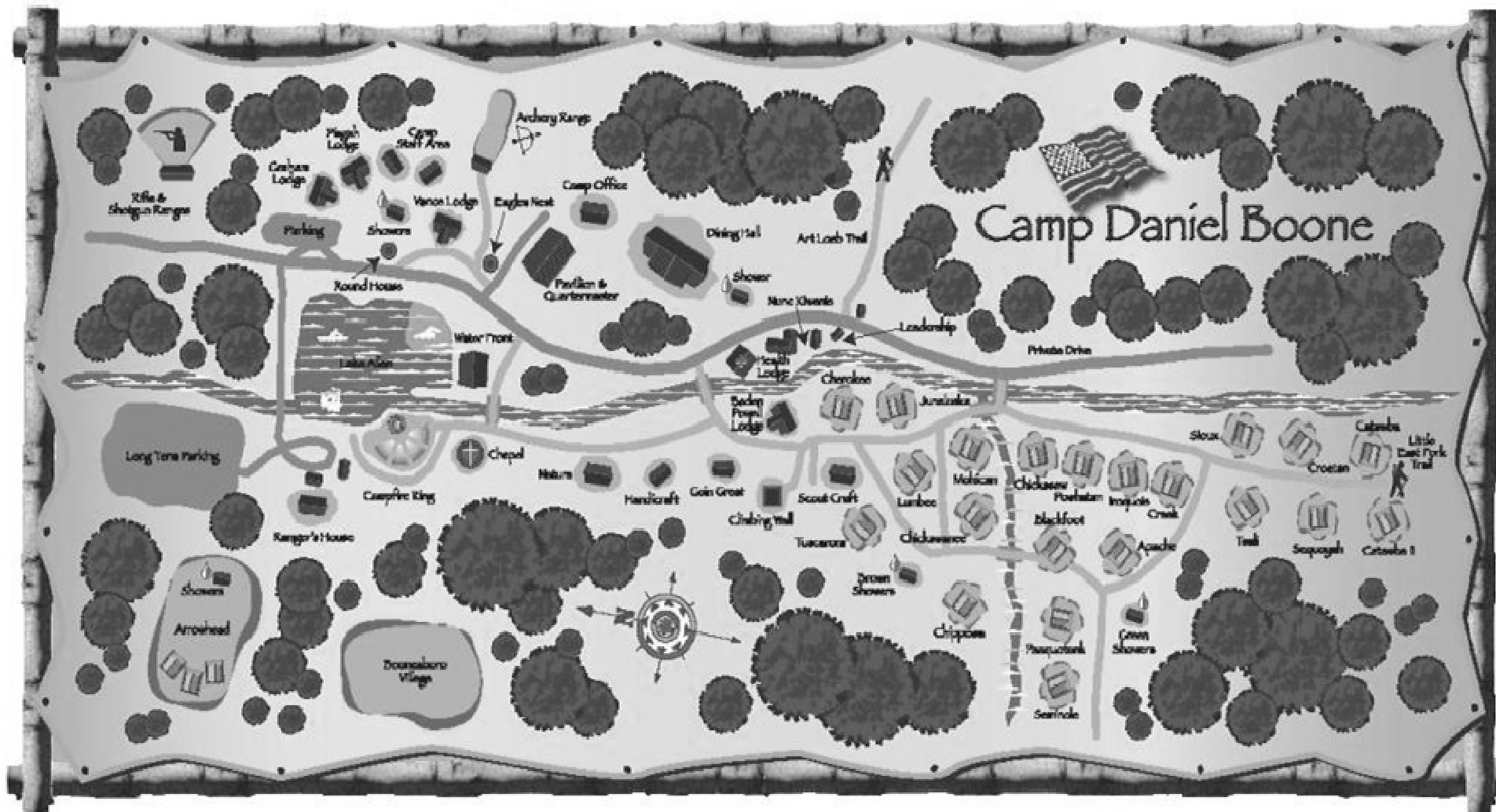
# **The Shining Rock Wilderness Trek**

## **“Beginner to Intermediate”**



Wilderness areas were established because of the area and Shining Rock is the largest Wilderness area in North Carolina. Many mountains in the Wilderness exceed 5,000 feet and several peaks exceed 6,000 feet. The Shining Rock Ledge is the backbone of this area. The Shining Rock Wilderness Trek is a four day backpacking trek through this magnificent wilderness. The trek hikes out of base camp either Sunday evening or Monday morning and hikes back into camp on Thursday evening. Friday is spent whitewater rafting on the Nantahala River. The trek covers 30 - 40 miles of trail. There are a number of possible routes for the trek and each route offers a combination of different highlights. Every trek includes a visit to Shining Rock (elevation 6,010 ft.), the namesake of this wilderness, one of the largest pieces of exposed quartz on the planet.

# FORMS





2011 Youth Roster for Camp Daniel Boone

Troop #:
District:
Council:

**Council:**

Chartered Organization:
-------------------------

[illegible]

<p align="center"><b>Rosters Due at Camp Office at Sunday Check-In</b></p>	
--	--

<b>2011 Adult Roster for Camp Daniel Boone</b>		
Troop #: _____	District: _____	Council: _____

Council:

Chartered Organization: _____

[illegible]

<p align="center"><b>Rosters Due at Camp Office at Sunday Check-In</b></p>									
--	--	--	--	--	--	--	--	--	--

## Special Needs Request Form

The Daniel Boone Council will do everything in its power to accommodate participants with special needs. Please complete this form and submit it with your payments. Thank you for your assistance. Please submit by May 15<sup>th</sup>

Unit Number: \_\_\_\_\_ Council / District: \_\_\_\_\_

Week Attending Camp: \_\_\_\_\_

1. Does anyone in your unit have a physical need that limits mobility? Please provide details below:

---

---

---

2. Does anyone in your unit have special equipment needs? (Access to electricity, etc.) Please explain below:

---

---

---

3. Do any of your unit members have special dietary concerns? Please be specific and suggest possible alternatives:

---

---

---

4. Please list any other special needs below:

---

---

---

Person to contact if we have questions:

Name: \_\_\_\_\_ Phone: \_\_\_\_\_

# Scoutmasters Merit Badge

NAME \_\_\_\_\_ Council \_\_\_\_\_ Unit # \_\_\_\_\_

Visit each program area

- Boonesboro Village
- Climbing Wall
- Ecology
- Goin Great
- Handicraft
- Leadership
- Shooting Sports
- Trading Post
- Waterfront
- Scoutcraft

Attend at least one Scoutmaster Coffee.

Complete at least one leaders training session.

- Participate in either the: Scoutmaster Black Powder Shoot (*Monday at 8pm*), Scoutmaster Shotgun shoot (*Tuesday at 7:30pm*), Scoutmaster Rifle Shoot (*Wednesday at 7:30pm*), Advanced Leather Working (*Tuesday 7:30pm and Thursday 3:30pm*), Dutch Oven Cook Off (*Friday at 4pm*), or Scoutmaster Golf Tournament (*Thursday at 3:30pm*).
- Visit with a unit leader from another state.
- Work with unit on service project.
- Teach a Scout skill to a Scout in your troop.
- Complete the leaders' survey.

I certify on my honor that I have completed the requirements

Signature \_\_\_\_\_

# Camp Daniel Boone Parents Information

*Scoutmasters: please forward this information to the parents of your Scouts. It is a valuable tool in helping them prepare for their son's summer camp adventure.*

At Camp Daniel Boone, we strive to provide an excellent program for your Scouts, whatever their age or interest. We offer a large variety of merit badges, high adventure treks special programming and an excellent staff to guide your son through his week at camp.

## Scout Pricing for 2011 Camp Season

Week 1	June 12 - June 18
Week 2	June 19 - June 25
Week 3	June 26 - July 2
Week 4	July 3 - July 9
Week 5	July 10 - July 16
Week 6	July 17 - July 23
Week 7	July 24 - July 30
ROTC / High Adventure	July 31 - August 5
Webelos Woods	August 5 - August 7

Please consult your Scoutmaster for fee scheduling and your troop's payment plan.

## Refunds – ***NOTE: Change in Refund Policy***

All fees are refundable until May 15, 2011, less the \$220.00 deposit fee. After May 15<sup>th</sup>, fees are transferable to another member of this year's trip, but not refundable with the exception of a death in the family (Parents or Legal guardian, Siblings, or Grandparents) or a signed doctors excuse. Trip cancellation insurance is available through several insurance carriers. This insurance will cover all expenses of your trip including fees paid to the troop in addition to the camp fee, with no deductible. It is an option that each family can decide on and must be purchased prior to May 15, 2011. The purchase of trip cancellation insurance is the responsibility of each individual participant. **No refunds or exceptions will be made due to failure to purchase trip cancellation insurance.** One option for obtaining Trip Cancellation Insurance is Seven Corners Insurance at:

<https://www.sevencorners.com/insurance/HWKQTS4>

## Medical Forms

- Every camper (youth or adult) must have a completed BSA Medical Form # 34605 signed by a physician within the past 12 months, regardless of program.
- No other medical forms are accepted. All medical forms are turned in upon arrival at camp and maintained at the health lodge during your stay.

Medications can be kept by the unit leader so long as proper locked storage is brought. Medications can be left with the health officer and administered by the camp health lodge staff if desired.

## **Wednesday Night Hoedown**

Each Wednesday night we will have a live band playing good-ole mountain music and a picnic out on the lawn. Hamburgers are served outside while Scouts, Scouters and guests listen to live bluegrass music. All parents and family members are invited to camp for a great cookout, and to enjoy fellowship with their Scouts. Dinner for guests cost \$5, tickets can be purchased in the trading post. Chapel is held at 8:30 and is followed by the Tsali Lodge campfire program and Call Out Ceremony.

## ***Additional Information***

Some merit badges require kits to complete. These kits can be purchased at the Trading Post for a variety of prices. The average Scout spends \$50 in the trading post between merit badge supplies, souvenirs etc.. Additional information about Camp Daniel Boone can be found in your Scoutmaster's Leader's Guidebook or online at [www.campdanielboone.org](http://www.campdanielboone.org).

## ***Contacting Your Scout***

### **Phone Listing and Mailing Information**

Council Office-----800-526-6708

Call the council office for all inquiries between August and May.

Robert Garrett

Council Program Director -----800-526-6708

[rgarrett@bsamail.org](mailto:rgarrett@bsamail.org)

Camp Daniel Boone-----828-648-0435 (8:30a-10:00p)

828-648-6770 (10:00p-8:30a)

Only call camp during June and July.

Camp Health Lodge-----828-648-0442

Camp Dining Hall-----828-235-2776

### **Phone Calls**

Due to the number of Scouts in camp every week, we request that only EMERGENCY calls be made to Camp Daniel Boone. In the case of a family emergency, CDB staff will deliver a message to that Scout in an expedient manner. All other messages received by camp will be passed on to that troop's Scoutmaster at the next flag ceremony. Scouts are welcome to use the office phone in case of emergency; otherwise, they will be directed to pay phones. Pay phones accept change and calling cards. Calling cards can be purchased in the trading post.

**NOTE: Cell phones do not receive reception at Camp Daniel Boone.**

<b>Mail:</b> Scout's Name Troop # Camp Daniel Boone 3647 Little East Fork Road Canton, NC 28716	Please include a return address on any mail that will come into camp so that it may be returned to sender if not picked up by the end of the week. Mail early to ensure prompt arrival.
--	---

Mail can be picked up daily by any unit leader in the camp office. All undelivered mail will be given to each unit on Friday night. Any mail or packages received after a unit has left will be sent return to sender.

# Base Camper's Personal Equipment List

- ☐ BSA Field Uniform
- ☐ Book of Faith
- ☐ Sweater or Jacket
- ☐ Rugged Pants
- ☐ Short Pants
- ☐ Swim Trunks
- ☐ T-Shirts
- ☐ Rain Gear
- ☐ Underwear
- ☐ Socks and Extra Socks
- ☐ Bath Towels
- ☐ Sleeping Bag (40 degree) & pillow (pillow is optional)
- ☐ Water Bottle
- ☐ Toiletries
- ☐ Tennis Shoes
- ☐ Hiking Boots
- ☐ Shower Sandals
- ☐ Watch
- ☐ Pens/Pencils/Paper
- ☐ \$50 for Trading Post
- ☐ Scout Handbook
- ☐ Flashlight w/extra batteries
- ☐ Completed Medical Form

NOTE: Label all articles of clothing and personal gear with Scout's name and unit.

## OPTIONAL

- ☐ Hat
- ☐ Camera & Film
- ☐ Sunscreen
- ☐ Sewing Kit
- ☐ Fishing Gear

We recommend that Scouts do not bring portable gaming devices, cell phones, etc. as CDB cannot be responsible for lost or stolen items. Cell phones do not work at CDB.



# Personal Equipment List for High Adventure Treks

A Scout is prepared. Although our treks take place in a summer setting, the mountains of Western North Carolina have variable temperatures ranging between 40 and 90 degrees Fahrenheit. Prolonged periods of rain are not uncommon. Each Scout and Scouter must be equipped for cold, hot and WET weather. Hypothermia is a real challenge in the mountains, even in summertime.

**Clothing** - Class A uniform (complete) plus one Scout t-shirt. Uniforms are to be worn in base camp.

**Trail Clothing**- [Cotton provides no level of insulation after becoming wet from rain and/or sweat. Synthetic/wool-blend fabrics are an affordable option and provide warmth in any condition]- three pair underwear, three t-shirts, one pair of pants (not blue jeans), one long-sleeved fleece, two pair hiking shorts (quick-drying nylon can double as a swim suit), three pair hiking socks (tube socks are too thin, look for wool or wool blend) – storing clothes in sealable freezer bags will keep them dry until needed

**Hiking Boots** – the trails are rough and often wet and muddy, and there are frequent river crossings without bridges. Boots need to be waterproof, sturdy, and BROKEN IN!

**Raingear** – One rain jacket with hood and a pair of rain pants. A sturdy poncho works well (try a surplus store) and if large enough doubles as a pack cover, provided a pair of gaiters are worn to keep out water run-off from inside boots

**Sleeping Bag in a stuff sack** – we recommend putting the sleeping bag in a thick trash bag and then into a stuff sack to keep it dry

**Sleeping Pad** – a thin/lightweight piece of foam is enough to insulate and add comfort

**Backpack** – Internal or External frame pack with hip-belt, large enough to carry your personal gear plus your share of patrol gear and food

**Pack Cover** – made of water repellent nylon

**Swimsuit and Small towel** – swimsuit may count as a pair of shorts

**Backpacking tent** – **as lightweight as possible**. Remember you can share the burden of carrying a two-man tent with a friend. 4 to 5 lbs is average weight for a tent.

**Small Plastic ground cloth** - to go under sleeping bag

**Hat with brim** – ridge trails will have long sunny days

**Toiletries** – biodegradable soap, washcloth, toothbrush and paste, toilet paper in sealable bag (leave the deodorant in base camp, it only attracts bears)

**Eating utensils** – plate or bowl, and spoon

**2 Quart-sized** water bottles, **Small** Pocket Knife, flashlight with extra batteries (**small** AA size), sunscreen, sunglasses, compass, sandals or sneakers for campsite wear and river crossings

**Optional** –

Small size insect repellent, camera, backpacking stove, water filter

**NOTE:** Hikers will not be permitted to carry over-weight packs regardless of age, size or experience. The base weight of the pack should be between 18 and 22 pounds (base weight being the combined weight of the above items) Patrol equipment and food will be added.

## Patrol Equipment

Camp Daniel Boone will provide for all treks: backpacking stoves, cook pots, water purification, trowels, troop tarp with line, fuel bottles and any other cooking needs. All Patrol Equipment is furnished free of charge providing that the equipment is returned in the condition issued. Any equipment lost or damaged will be paid for by the person it was issued to.

## **Daniel Boone Council, BSA**

### **Pre-camp Health Status Questionnaire**

Date:

Name of Camp/Activity:

Unit Type:

Unit Number:

#### **Instructions:**

Prior to attending camp, we request that each unit leader review/ask the following questions with all of your unit adults and youth. We request that you do this prior to departing your home location. We will review this procedure upon arrival at camp.

### **Assessing the Health Status of Your Unit/Campers**

Ask the following questions, does this apply to anyone in your unit?

- |   |                           |                          |
|---|---------------------------|--------------------------|
| 7. Fever (100°F or greater)? . . . . .  | <input type="radio"/> Yes | <input type="radio"/> No |
| 8. Sore throat? . . . . .               | <input type="radio"/> Yes | <input type="radio"/> No |
| 9. Vomiting? . . . . .                  | <input type="radio"/> Yes | <input type="radio"/> No |
| 10. Diarrhea? . . . . .                 | <input type="radio"/> Yes | <input type="radio"/> No |
| 11. Cough? . . . . .                    | <input type="radio"/> Yes | <input type="radio"/> No |
| 12. Muscle aches or lethargy? . . . . . | <input type="radio"/> Yes | <input type="radio"/> No |

#### **Notes:**

If an individual in the unit checked "yes" for fever or vomiting or diarrhea alone OR to any two (or more) of the other symptoms, do not allow that individual to travel to camp. If they have questions about the individual's health or symptoms, contact their healthcare provider.

If any individual has been diagnosed by a healthcare provider with a different disease – such as strep – have them follow their healthcare provider's recommendation.

Scout camps are adventurous, active and frequently wilderness environments. There is no provision for lodging other than in a un-air conditioned tent. Please assure the health and safety of all of our campers by assuring that only Scouts and leaders who are healthy come to camp.