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Welcome to Camp Daniel Boone!

Dear Parent/Leader,

Thank you for choosing Camp Daniel Boone! We know you have many Scout Camps to choose from and we are excited that you chose to join our family this summer. Our goal is to provide the environment you need to help your Scouts develop toward Eagle. From the 6,000-foot summit of Cold Mountain to the tumbling Little East Fork that flows through camp, CDB abounds with Scouting program adventure! Camp Daniel Boone’s program is designed to support the enormous opportunities for leadership and character development that arise from the summer camping experience. Starting with the Goin’ Great first year camper program to our multiple high adventure opportunities, we deliver the promise of Scouting every week.

Our base camp operation provides over 50 merit badge options, as well as numerous non-merit badge program opportunities. Exciting merit badge options including Sustainability, Space Exploration, Railroading, Digital Technology, Game Design and more!

CDB has been a leader in High Adventure programming since 1978 and we are excited about our trek offerings in 2020. We also have the most intense rafting trek in the BSA, the incredible Five Rivers Trek. NEW this year, we offer Paddle, Pedal and Plod, where Scouts combing rafting with hiking and mountain biking to create a full week of challenges. Add in the Ropes Trek, Boonesboro Village and the Zip and Splash Trek and you have high adventure options for everyone!

We also believe in the value of down time … time to just explore and relax. That can come in the form of fishing, fellowship with some of the Scouts from the 20 different councils who attend each week, roasting marshmallows, climbing the rock wall, making a craft for mom at Boonesboro Village, or playing frisbee on the lawn. The CDB staff will do their 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, as well as time to play. There is a Scoutmaster Shoot, Dutch-oven cook-off, and the always competitive CDB classic golf tourney. I know you will enjoy the cool summertime temperatures and the quiet starlit nights around the campfire.

Can’t wait to see you on the headwaters of the Little East Fork,

Yours in Scouting,

Melinda Kuehn
Camp 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. The Daniel Boone Council of the Boy Scouts of America operates in compliance with all relevant laws, codes, ordinances, statutes, and regulations. The council does not unlawfully discriminate with respect to employment, volunteer participation, or the provision of services, on the basis of race, color, creed, religion, national origin, gender, sexual orientation, age, ancestry, disability or handicapped status, veteran status, marital status, or political affiliation. The Council policy forbids sexual harassment. The Council has a right to exclude membership to those whose behavior is inappropriate for the defined mission and values of the Council.
2020 Summer Camp Dates

WEEK 1  June 7 – June 13
WEEK 2  June 14 – June 20
WEEK 3  June 21 – June 27
WEEK 4  June 28 – July 4
WEEK 5  July 5 – July 11
WEEK 6  July 12 – July 18
WEEK 7  July 19 – July 25

BSA MISSION STATEMENT

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.
How to Register for Camp

2020 camp reservations opened during camp in 2019. The CDB website allows your unit to create an account and register for camp online. With this online account you can manage your Scouts attending, register them for merit badges and high adventure programs as well as access the merit badge reports upon returning home from camp. **In order to keep annual troop records together, please use the same username/password combination each time you register.**

If you have any questions, please do not hesitate to contact either Melinda Kuehn or Dana Phipps at (828) 254-6189 or (800) 526-6708. Melinda.Kuehn@Scouting.org | Dana.Phipps@Scouting.org

**PROGRAM COST**

<table>
<thead>
<tr>
<th>Program</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Base Camp</td>
<td>$340</td>
</tr>
<tr>
<td>Backpacking Trek</td>
<td>$340</td>
</tr>
<tr>
<td>Boonesboro Village</td>
<td>$375</td>
</tr>
<tr>
<td>Ropes Trek</td>
<td>$475</td>
</tr>
<tr>
<td>Zip and Splash Trek</td>
<td>$550</td>
</tr>
<tr>
<td>Five Rivers, Five Days Trek</td>
<td>$550</td>
</tr>
<tr>
<td>(NEW!) Peddle, Paddle, Plod</td>
<td>$550</td>
</tr>
</tbody>
</table>

*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 $170.00. Reduced camp fees are only applicable for adults in the Base Camp program, however, youth participating in high adventure programs count towards your total youth attending camp.

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 $170.00. If you have 30 Scouts, one adult is registered at no fee and 2 adults at the $170.00 rate. If you have 19 youth at camp and 2 adults, the first adult attends for free, while the second adult pays a full $340 camp fee.

**PROVISIONAL SCOUTS**

Provisional Scouts are those persons attending the “Base Camp” program as individuals attending separately from their troop. Fees for provisional Scouts are $340.00 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. Accommodations for female provisional Scouts can be made as long as there are female troops registered for the week you plan to attend. Please contact the Daniel Boone Council office to check which weeks female troops will be attending!

Please inform the Camp Director if you are willing to assist a provisional Scout during your troop’s week at Camp Daniel Boone.
Fee Structure & Schedule

UNIT DEPOSIT - DUE WITH RESERVATION APPLICATION
- Non-Refundable $220 Deposit due upon registration.
- High Adventure programs require a $50 deposit per person.

FIRST PAYMENT - JANUARY 15TH, 2020
- 1/3 per registrant due

SECOND PAYMENT - MARCH 15TH, 2020
- 1/3 per registrant due
- 2/3 of the total bill must be paid before you can register Scouts for Merit Badge Classes!

FINAL PAYMENT - MAY 15TH, 2020
- $25 late fee per attendee if not paid in full by the May 15th deadline!

PLEASE MAIL PAYMENTS TO:
(Include Troop # and council on check)
Camp Daniel Boone
333 West Haywood Street
Asheville, NC 28801

ONLINE PAYMENT OPTIONS
- Credit Card (add 3% fee)
- E-Check
REFUNDS

All fees are refundable until May 8, 2020, less the $220.00 deposit. After May 8th, fees are transferable to another member of this year’s trip, but not refundable. Individual 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. 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.

REGISTRATION AND 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 Daniel Boone Council must provide certification from their own council that they have troop and/or council accident & sickness insurance coverage. This form can be obtained from your local council office. You can email this form ahead of camp or bring it with you to check in.

CLARIFICATION on Adult Registration Requirement (beginning 2018 camp season)

The BSA’s new adult registration - which mandate that ALL ADULTS accompanying a Boy Scout troop to a resident camp (or other Scouting activity lasting 72 hours or more) MUST be registered as a leader, including completion of a criminal background check and Youth Protection Training - went into effect June 1, 2018, at the start of the BSA summer camp season.

To document that this requirement has been met, please bring a copy of your official unit ROSTER with names of ALL ADULT CAMP ATTENDEES clearly identified. This can no longer be a simple written list of camp attendees, it must be the official unit roster.

INDIVIDUAL TRIP INSURANCE

Individual 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. 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

***SCOUTMASTERS are expected to communicate the above information to all families of attending Scouts/leaders. Refunds are not given in situations where insurance would have covered the expense.
How to Contact Us!

FOR ALL INQUIRIES BETWEEN AUGUST AND MAY...
Ask for Melinda Kuehn at the Council Office!
Program Executive, Daniel Boone Council
Email: Melinda.Kuehn@Scouting.org
Phone: (800) 526-6708

CONTACTING CAMP...
Camp Daniel Boone (Office)……………..(828) 648-0435
Camp Health Lodge………………………..(828) 648-0442 (10:00pm - 8:00am) EMERGENCIES ONLY
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 in their mailbox. Scouts are welcome to use the office phone in case of emergency.

NOTE: Cell phones rarely receive reception at Camp Daniel Boone.

MAIL
Please include a return address on any mail sent. Mail can be picked up daily in the camp office by any unit leader OR Senior Patrol Leader. All undelivered mail will be given to each unit on Friday night. All unclaimed packages will be returned to sender. If the option is available, please send your packages to campers via FedEx or UPS—these carriers deliver to camp more frequently than USPS. Packages can take up to a week to deliver to Camp Daniel Boone, so please plan accordingly.

THE MAILING ADDRESS TO SEND YOUR CAMPER A PACKAGE IS:

Scout’s Name, Troop # Week #
Camp Daniel Boone
3647 Little East Fork Rd
Canton, NC 28716
• Every youth and adult must have a completed current BSA Medical Form signed by a physician within the past 12 months, regardless of program (Parts A, B & C).

• This form may be found at: [https://www.scouting.org/health-and-safety/ahmr/](https://www.scouting.org/health-and-safety/ahmr/)

• 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.

• Make sure that the form is filled out completely- Please attach copies of insurance cards and dates of immunizations.

• Medications are to be kept by the unit leader in a locked storage container. The health lodge has boxes and locks available for weekly use if needed. Refrigerated medications can be left with the health officer and administered by the camp health lodge staff if desired.

• Please use the pre-camp health questionnaire to verify the health of your Scouts before arrival.
Preparing for Camp

If your troop is associated with a Cub Scout Pack, it is important that you always maintain a healthy relationship with that pack. To make sure that Arrow of Light Scouts who will be crossing over have the opportunity to attend summer camp, your troop should begin talking with them about the adventure well in advance of summer camp. 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 Scouts BSA and summer camp. Send a special invitation to every graduating Arrow of Light 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 Scouts 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.
  - Having a question and answer period for parents and Scouts.
- Watching our tutorial videos!

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.

MERIT BADGE REGISTRATION

Merit Badge sign-ups are completed online. Beginning April 1, 2020, if your unit is current on payments, you can log into your unit account on the camp website to select your Scout’s program choices. There will be an opportunity on Sunday upon arrival to make corrections to schedules as needed.

MERIT BADGE REGISTRATION will begin at 10 AM EDT (the time in NY) following this schedule:

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<tr>
<th>Week</th>
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<td>Week 1</td>
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<td>April 8, 2020</td>
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<td>Week 7</td>
<td>April 9, 2020</td>
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DON’T FORGET: YOU MUST BE CURRENT ON YOUR CAMP PAYMENTS (2/3 of total bill paid) TO ACCESS THE SIGN-UP PORTAL!
UNIT LEADER’S PRE-CAMP TO-DO LIST

Early planning and organization can help your unit have a successful week at Camp Daniel Boone. Use this checklist to keep everything in order!

NOVEMBER-DECEMBER
- Contact Webelos/Arrow of Light about Camp
- Set up Troop payment plan
- Collect a sign-up fee
- Begin planning with Patrol Leader’s Council
- Distribute merit badge program list 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 for Merit Badge Classes
  - Online
- Collect final fees.
- Collect medical forms
- Register new Webelos Scouts
- Make final arrangements for adult leadership
- Obtain copy of proof of insurance (Accident & Sickness Insurance) from your council.
- Ensure troop equipment is ready
WHAT SHOULD THE TROOP BRING TO CAMP?

Troop Flag
Troop Tarps/Easy up's/Pavilion/Shelter- every campsite has one 10X20 shelter, but troops often share sites.
Troop Lanterns
Troop Resource books
Troop Library
Patrol Flags
Troop Advancement records
Troop Drink coolers
Troop Alarm Clock/Clock
Troop Rope - Maybe for Gateway building or other Troop/Patrol Activities
Troop First aid kit
Push Pins for Bulletin Boards
Extra Troop Towels
Troop Patrol Boxes for storage of Patrol Items

AVAILABLE ITEMS FROM THE QUARTERMASTER

- Brooms
- Shovels (spade, Square head)
- Power tools – screw guns, saws etc. with Ranger approval
- Rakes (Gravel, Lawn)
- Pick Axes (Mauls, Chopping)
- Hammers
- Saws (Bow, Crosscut)
- Screws, nails, etc.
- Fishing Poles
- Toilet paper
- Paper towels
- Etc.

Your Troop will be held responsible for the return of the items that were checked by your troop. On Friday night, if your troop has unreturned items, you will be reminded. If the items are not returned by checkout, you will be billed accordingly.

SERVICE PROJECTS

Service projects can be a fun way to give back to the camp you have made home. There will be a troop service project board posted every week on Monday morning. Rangers John and Andrew will help match your troop needs with the needs of the camp. **If you have a specific project in mind, and plan to bring materials with you, please contact Ranger John via john.nixon@Scouting.org after April 1.**
Camp Rules

- No firearms, bows and arrows, ammunition or weapons of any kind are allowed at camp. If brought on the property by accident these materials must be checked in with the Camp Director upon arrival.
- 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.
- Provisional Scouts who do not comply with the supporting troop guidelines will be counseled as needed. Continued non-compliance may result in immediate dismissal from camp at parent expense.
- No members of the opposite sex are allowed together inside tents, cabins, adirondacks, bathrooms, etc. National youth protections guidelines will be applied to every situation.
- 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.
- Scout Field 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. We do not practice catch and release. The fish cleaning station is located at the end of the pavilion.
- NO pets are permitted in camp.
- Throwing rocks is strictly forbidden. Walking or playing 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 swimming is allowed in the stream.
- NO CARS ARE PERMITTED IN CAMPING AREAS. (NO EXCEPTIONS) Cars must remain in the designated parking lots at all times. The NUNC Kiwanis facilities are for those individuals who cannot walk to or from campsites. Contact the Camp Director prior to your arrival to discuss options.
- No bicycles may be ridden in camp.
- The Buddy System is to be followed at all times.
- Swimwear: Minimally, females must wear a one-piece suit with an optional T-shirt cover. Males must wear appropriate board type swim trunks. Feel free to add as many additional layers as you like while maintaining free movement in the water.
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. There is NO CORPORAL PUNISHMENT allowed in camp at any time.

**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 ACCOMODATIONS FOR ADULT MALES AND FEMALES & YOUTH MALES AND FEMALES ARE REQUIRED:** Separate tenting arrangements are provided for male and female adults as well as for male and female youth. Spouses may share tents. Individual restrooms and showers are available throughout camp for all campers. Privacy of both youth and adults is expected.

**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, any tobacco use is prohibited at Camp Daniel Boone in the presence of youth or in buildings. You may smoke, vape, dip only in the designated smoking area located behind the dining facility.

**BULLYING** always involves one person or group trying to intimidate a target (victim)—often repeatedly. It might involve a physical act: hitting, kicking, biting, or shoving. It might also involve verbal or emotional abuse: teasing, put-downs, name-calling, hazing, hurtful joking, or intimidation. Bullies also sometimes use racial or sexual slurs or make threatening gestures. Bullying in all forms is prohibited from Scouting.
ARRIVAL TIMES

Arrival time for units is between 1:00 P.M. and 4:00 P.M. on Sunday.
Registration begins no earlier than 1:00 pm. Troops arriving at Camp Daniel Boone before Sunday afternoon registration and/or staying past Saturday morning checkout will be charged $25.00 per person. Upon prior arrangement, troops may request a Saturday arrival. More specific information about the Check-in process will be communicated with troop organizers as the summer camping season approaches.

SUNDAY CHECK-IN PROCEDURES

Units should plan to arrive at Camp Daniel Boone between 1:00 P.M. and 4:00 P.M. Check in begins at the large Pavilion at the front of camp. Each unit will be assigned a Staff Guide. This staff member will assist your unit throughout the check-in procedure and during the upcoming week.

EARLY CHECK-IN (SATURDAY)

Early check-in is available upon request for units traveling long distances. Units arriving on Saturday night MUST arrive between 4 and 8 pm. There is no medical coverage or meals provided and units are responsible for providing their own two-deep leadership. Information about restaurants in the area that can accommodate large groups is available on request.

PRE/POST CAMPSITE INSPECTIONS

Scoutmasters will complete the pre-inspection at the beginning of their stay and turn in a detailed list of preexisting damages on Monday. At the end of the week, a staff member will go through the campsite again with the Scoutmaster. Troops will be financially responsible for any discrepancies between initial and closing inspection. All damages will be reviewed by the Ranger staff and costs determined based on severity.

COMMISSIONER CHECK-IN

Commissioner welcomes the unit at the pavilion near the parking area. Units will meet their Staff Guide, who will assist the unit check-in process.

MEDICAL CHECK-IN

All medical forms are turned in and reviewed by the Camp Health Officer and approved staff. Parts A, B and C are REQUIRED. Additionally, please remember to attach copies of insurance cards and dates of immunizations.
UNIT PICTURES

Unit pictures are taken upon arrival at camp. Scouts should either be in uniform upon arrival or have uniforms close at hand for pictures. Pictures are taken by Jim Climo Photography and all purchases are completed directly with him. Credit cards are accepted.

<table>
<thead>
<tr>
<th>Product</th>
<th>Cost</th>
<th>Please Note...</th>
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<tbody>
<tr>
<td>8X10 Group Photo</td>
<td>$10 (each)</td>
<td>If entire group (or at least 10 people) order pictures, price will be reduced to $8 each.</td>
</tr>
<tr>
<td>Low-Resolution Image</td>
<td>$10</td>
<td>For Troop websites! No permission to use otherwise.</td>
</tr>
<tr>
<td>High-Resolution Digital Image</td>
<td>$60</td>
<td>Permission to use as you need (meaning you can make as many copies as you’d like).</td>
</tr>
</tbody>
</table>

JIM CLIMO

EMAIL: fixitjc@basicisp.net
PHONE: (828) 778-3792

HIGH-ADVENTURE CHECK-IN

After the troop photograph, all High Adventure participants will separate from their unit and continue with their trek guide.

BUSINESS OFFICE

One Unit Leader goes to the administration building to confirm # of youth and adults attending. Troop roster and copy of your council’s accident & sickness insurance are turned in at this time. Final fees are also settled at this time.

CAMP TOUR

Troop Guide takes the unit on a camp tour. You will stop by your campsite during the tour to permit Scouts to change into swimming trunks for the swim test. Make sure your swim gear is packed for easy access.

SWIM TEST

All units must complete the swim test at Camp Daniel Boone. Swim tests completed prior to arrival at camp WILL NOT be honored- because of the mountain nature of Lake Allen, the water temperature hovers at about 62 degrees or colder throughout the summer (Did someone say ‘cold’? It means, “COLD”!!).
All advancement information will be given to the Scoutmaster at Friday night’s leader’s meeting in the dining hall. In addition to advancement, unit leaders will also receive undelivered mail, non-refrigerated medications, medical forms, as well as 2020 Camp Daniel Boone patches and any unit pictures that were purchased. Any items still in lost and found will be delivered to the dining hall. Unit leaders are encouraged to look for anything that may belong to their troop.

Each area director is present at this meeting to answer any questions concerning a Scout’s advancement. It is the responsibility of the unit leader to ensure his units’ advancement records have been received and are complete and accurate. It is much easier to deal with a discrepancy at this time while all parties are together. Units will also have permanent access to their merit badge records when they log into the CDB website.

On Saturday morning, breakfast is served from 6:00 – 8:30AM on the front porch of the dining hall. This is a continental breakfast. At a time of your choice, your campsite inspector 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.

Unit Leaders should pick up any refrigerated medications before leaving Saturday morning. All troops should be out of camp by 9:00 A.M. The Trading Post will be open until 9:00 AM for any last-minute needs.
LEDBETTER LODGE DINING HALL

Ledbetter Lodge provides excellent views of camp as well as nourishing meals and efficient service. All meals are served on a rotation basis. Troops eat according to their campsite with the first rotation being served before flag ceremony and the second after flag ceremony. Dining hall rotation is listed below by campsite:

<table>
<thead>
<tr>
<th>First Shift</th>
<th>Second Shift</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lower Arrowhead</td>
<td>Upper Arrowhead</td>
</tr>
<tr>
<td>Blackfoot</td>
<td>Apache</td>
</tr>
<tr>
<td>Cherokee</td>
<td>Catawba</td>
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<tr>
<td>Chickasaw</td>
<td>Croatan</td>
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<tr>
<td>Chippewa</td>
<td>Iroquois</td>
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<tr>
<td>Chickawanee</td>
<td>Powhatan</td>
</tr>
<tr>
<td>Creek</td>
<td>Sequoyah</td>
</tr>
<tr>
<td>Junaluska</td>
<td>Sioux</td>
</tr>
<tr>
<td>Lumbee</td>
<td>Tsali</td>
</tr>
<tr>
<td>Mohican</td>
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</tr>
<tr>
<td>Pasquotank</td>
<td></td>
</tr>
<tr>
<td>Seminole</td>
<td></td>
</tr>
<tr>
<td>Tuscarora</td>
<td></td>
</tr>
</tbody>
</table>

A breakfast bar is open every morning. A salad bar is open for lunch and dinner. Second helpings of entrees are given to each rotation when possible. Orange juice, milk, and coffee are available beverages at breakfast. Iced tea and water are available to all campers during lunch and dinner. Troops sit at assigned tables for meals. 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.

Each Wednesday, Bojangles provides a catered meal! This dinner will be served from the dining hall, but eaten outside on the parade field as part of family night activities.

On Thursday evenings, we encourage units to cook as a group in the campsite. If you choose this option you will need to let the dining hall manager know by noon on Wednesday (don’t worry, we’ll remind you at the Scoutmaster meetings!) We will provide all the food and condiments needed as well as plates, cups, and silverware. The meal will be jambalaya and S’mores. 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 and extras to add. 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 email the form to specialneeds4cdb@gmail.com by May 15th. The camp dining hall manager can be reached during the summer camping season at (828) 235-2776.
SPECIAL DIETS

Camp Daniel Boone diligently accommodates special dietary needs. There are regular options for vegan or vegetarian lifestyle preferences (please contact us before camp if you are vegan or vegetarian using the below e-mail address). For other special dietary needs (gluten, casein, dairy, enzymes, eggs, or other situations), medical documentation is required. A letter from the physician outlining specific concerns will suffice. Please provide this information well in advance of your visit so we can prepare. If you wish to communicate directly with the kitchen team, you may do so via email specialneeds4cdb@gmail.com. Be sure to include your troop number and week attending. Once summer camp begins, it is best to call the dining hall: (828) 235-2776.

A word about peanuts: Camp Daniel Boone does not serve peanuts as part of the regular menu. However, that does not mean there will not be nuts in certain items at camp, such as prepackaged cookies, ice cream flavors as well as other items sold in the trading post. Additionally, wrapped peanut butter and jelly sandwiches will be available to Scouts during mealtimes in the dining hall. We will gladly check labels as needed and encourage your Scout to do the same. Please encourage your Scout to take personal responsibility for checking labels and making safe food choices.

COLD MOUNTAIN OUTFITTERS TRADING POST

Cold Mountain Outfitters Trading Post is conveniently located underneath the Ledbetter Dining Hall and is well stocked with a variety of goods including a full line of official BSA gear as well as outdoor supplies and equipment. The Trading Post is also equipped with Scouting literature, camp souvenirs, a variety of CDB t-shirts and other memorabilia. Our concession stand is also a very popular place, offering a variety of healthy snacks, slushies, ice cream, chips, candy, fruits and beverages. The snack shack is located right around the corner from the Trading Post. The average camper spends $80 while at Camp Daniel Boone. We do accept major credit cards.
Camp-Wide Events

THE LONG RIFLE AWARD
Become a CDB Honor Troop by completing the following requirements. Every troop can be an honor troop. All awards are presented at Friday Night Campfire. Forms are available at camp and online.

- SPL Attends all SPL meetings
- Troop completes a service project
- Maintain 90% Campsite Inspection Score
- Participate in Tug-of-War OR attend Wednesday Night Vespers and Campfire program
- One Adult Leaders earns the Scoutmaster Award of Merit
- Someone from troop visits Boonesboro Village
- Visit a troop from another state
- Complete the CDB Compass Course
- Show Scout Spirit
- Participate in the Cold Mountain Challenge

CAMP-WIDE TUG-O-WAR
Each Troop may register 10 Scouts to compete. The tournament is single elimination, no substitutions allowed. The champion will be recognized at camp-fire, and all participating troops earn points towards their Long Rifle award.

FAMILY NIGHT (WEDNESDAY)
Each Wednesday night we will be playing good-ole mountain music and have activities out on the lawn. All parents and family members are invited to camp for a great time, and to enjoy fellowship with their Scouts. Dinner will be served from the dining hall and eaten outside on the parade field. Dinner for guests cost $5, tickets can be purchased in the trading post. Chapel is held at 7:30PM at Chip’s Chapel. Guests are also encouraged to stay for OA CALL OUT at 8:00 pm and a Flag Retirement Ceremony during the evening campfire immediately following at the campfire ring. If you have (cotton) flags you would like to see retired please bring those with you and turn in to the program office by noon Tuesday. We cannot retire polyester flags.

COLD MOUNTAIN CHALLENGE!
On Friday afternoon, each unit will be invited to compete in a unique challenge that will test their creativity, teamwork and perseverance. The Cold Mountain Challenge, NEW to Camp Daniel Boone in 2020, is a challenge unlike anything seen before at Scout camps. More details will be provided upon arrival at Camp (no head-starts allowed!)
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 unit with qualified Scouts is 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 Scouts BSA unit and hold First Class rank. The youth must have experienced 15 days and nights of camping during the two years before their 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. 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. The forms and letter must be turned into the camp office by noon on Monday. Please be advised that this event WILL conflict with the Horsemanship Merit Badge.

TSALI LODGE ICE CREAM SOCIAL & PATCH TRADING
Tsali Lodge hosts an Ice Cream Social Thursday evening at Scoutcraft. All OA members with a valid membership card, flap on their uniform or sash are admitted free. It is a great opportunity for fellowship and patch-trading with other Arrowmen from across America. 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.
LEADER’S LOUNGE
Our Scoutmaster Lounge, located in the Robertson Administrative building (Office), offers many comforts to busy Scoutmasters. Internet-accessible computers along with plug in access for laptops is available every day around the clock. WiFi is available. Due to our remote location, the internet is T1 service with limited bandwidth. The lounge also includes a Vonage phone where leaders can make phone calls. A large couch and chairs are available. A cell phone extender for Verizon is provided, but please note it is a very limited service. No other cell phone services work at Camp Daniel Boone! If you need to do “real work” while at camp, please visit the office for directions to a local coffee house with excellent WiFi and great coffee.

SCOUTMASTER 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.

SCOUTMASTER COFFEE
At 9:15 each morning we gather in the dining hall to distribute information, receive feedback and enjoy fellowship with our fellow Scouters. This is an excellent time to make suggestions and ask any questions. At least one leader per troop should attend these informative gatherings. The meeting time gets shorter as the week progresses.

SCOUTMASTER BULLETIN BOARD
To keep everyone up-to-date, a bulletin board is located just outside the Scoutmaster Lounge where important notices and any schedule changes are posted.

LEADER’S FISH BAKE
Every Wednesday at 12pm, 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.

SCOUTMASTER COMPETITIONS
SCOUTMASTER SHARPSHOOTERS
Come up to the rifle and shotgun range to see how your shooting skills match up! The Leaders Rifle Shoot is Monday at 7:30 PM, the Shotgun Shoot is on Tuesday evening at 7:30 PM, and the Archery Shoot is Wednesdays at 4 PM. One leader per unit please. The winner of each shoot-off receives an award at Friday night’s campfire.
**SCOUTMASTER GOLF**
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 CDB links.

**SCOUTMASTER DUTCH OVEN COOKOFF**
There are 3 options, main course, dessert or side dish. Main course can be a breakfast or dinner dish. There is no limit as to how many entries per troop. Stop by Scoutcraft area to sign up by 5:30 PM Thursday afternoon. Leaders bring their dish to the Scoutcraft area on Friday afternoon at 4:30 PM to be judged by our esteemed panel of camp culinary experts. If needed, you can bring your coal ready dutch oven to Scoutcraft at 4:00 PM. Leaders may use their own dutch ovens in the activity or borrow one from Scoutcraft. (Dutch Ovens Replacement - significant damage or lost - $80.00) Winners are announced at the Friday night campfire.

**SCOUTMASTER BELLY FLOP**
In this high-flying competition, unit leaders will compete to create the biggest splash in the frigid waters of Lake Allen! Funny props/costumes are allowed. Competitors will be scored on technique, style and the size of the splash created. Whether you’re competing or spectating, you won’t want to miss this event!
**SCOUTMASTER’S MERIT BADGE**

Leaders get 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 on page 73 for complete details.

**BASIC CPR/AED**

Everybody should get trained. At least one leader per unit should have a current (less than 2 year old) CPR card. Tuesday evenings promptly at 7:00 PM. You must eat with the first shift and skip evening flag to get to class on time. Cost is paid to the instructor. See additional registration information here:

**WILDERNESS FIRST AID**

This 16 hour class is taught Wednesday/Thursday each week of camp. Course is taught by International Wilderness Medicine Educators. The curriculum exceeds BSA requirements. Cost is paid to the instructor. See additional registration information here:

**BSA LIFEGUARD**

This is a rigorous program that certifies a Scout to be a Lifeguard. See Aquatics Program Area in this book for session details.

**INTRO TO OUTDOOR LEADER SKILLS (IOLS)**

This is a hands-on training program to help adult leaders to be comfortable in the basic outdoor skills through First Class rank. The specific class schedule will be provided at the Sunday night leaders meeting. This course is required training for Scoutmasters and their Assistants to be considered trained but is open to any adult associated with the troop.

**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.
OTHER ADULT LEADER TRAININGS
A variety of 1 hour training options will be available throughout the week to help Scoutmasters increase skills and confidence. Class Schedule and Location TBA. These include:

SAFE SWIM DEFENSE/SAFETY AFLOAT
An overview of water activity and BSA safety procedures.

ADULT TRAIL TO EAGLE
An overview of the documentation path to successfully guide a Scout to Eagle Scout. Offers helpful tips and tricks to navigating the Eagle Scout process.

CLIMB ON SAFELY
An overview of climbing activities and BSA safety procedures.

NAP ON SAFELY
An overview of the role of rest/sleep in Scouting and life.
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.

Merit Badge sign-ups are completed online. Beginning April 1, 2020, if your unit is current on payments (2/3 of total bill is paid), you can log into your unit account on the camp website to select your Scout’s program choices. There will be an opportunity on Sunday upon arrival to make corrections to schedules as needed. See Page 11 for Merit Badge Registration Details!

Merit badges are taught in group sessions. It is advised that the Scoutmaster check with their 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, they should give their 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 Camp Daniel Boone on the blue card as the location where they received the badge. The Scoutmaster has the final approval on all merit badges. Scouts are suggested to bring a merit badge book for the merit badges they are taking for referencing. They can use a book from the troop library or purchase one at their local Scout store. Scoutmasters are encouraged to challenge Scouts to make sure they can talk about what they are learning in MB classes.

Each individual must complete 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. 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 unless BSA standards say otherwise.

**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. Bring written proof if you complete requirements ahead of time to receive credit. 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.
### Daily Program Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>7:15AM</td>
<td>A BREAKFAST</td>
</tr>
<tr>
<td>8:00AM</td>
<td>MORNING FLAG ASSEMBLY</td>
</tr>
<tr>
<td>8:15AM</td>
<td>B BREAKFAST</td>
</tr>
<tr>
<td>9:00AM</td>
<td>MERIT BADGE SESSION 1</td>
</tr>
<tr>
<td>9:15AM</td>
<td>SCOUTMASTER COFFEE</td>
</tr>
<tr>
<td>10:00AM</td>
<td>MERIT BADGE SESSION 2</td>
</tr>
<tr>
<td>11:00AM</td>
<td>MERIT BADGE SESSION 3</td>
</tr>
<tr>
<td>12:10PM</td>
<td>A LUNCH</td>
</tr>
<tr>
<td>12:45PM</td>
<td>SPL MEETING</td>
</tr>
<tr>
<td>12:50PM</td>
<td>B LUNCH</td>
</tr>
<tr>
<td>1:45PM</td>
<td>MERIT BADGE SESSION 4</td>
</tr>
<tr>
<td>3:00PM</td>
<td>MERIT BADGE SESSION 5</td>
</tr>
<tr>
<td>4:15PM</td>
<td>OPEN PROGRAM TIME (MERIT BADGE MAKE-UPS)</td>
</tr>
<tr>
<td>5:45PM</td>
<td>A DINNER</td>
</tr>
<tr>
<td>6:30PM</td>
<td>EVENING FLAG ASSEMBLY</td>
</tr>
<tr>
<td>6:45PM</td>
<td>B DINNER</td>
</tr>
<tr>
<td>7:30PM</td>
<td>FREE-TIME ACTIVITIES (UNTIL 8:30PM)</td>
</tr>
<tr>
<td>10:30PM</td>
<td>LIGHTS OUT</td>
</tr>
</tbody>
</table>
Aquatics Merit Badges

BSA LIFEGUARD
Required Age: 15 (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 are required to complete the course. 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 4:00-5:30 open program session.

KAYAKING
Required Age: 14 (Open to Leaders)
Prerequisites: Swimming Merit Badge, Canoeing Merit Badge, pass the BSA Swimmers test.
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. 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. 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 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. Successful swimmers are recognized at Friday night’s campfire.

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, swimwear, long pants, belt, and a long-sleeved shirt that can get wet, and they should bring a pair of swim trunks or swimsuit 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 one morning a week at 6:30 AM. A Polar Bear Plunge Patch is given to all who survive, oops, we mean, participate.
BIRD STUDY
All Ages
Scouts will learn about the different species of Birds and the different songs and sounds of local bird species. Scouts will develop a journal for effective bird study. Requirements 5 & 6 will most likely not be able to be completed while at camp.

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 how the removal of vegetation affects water run-off as well as others. Scouts should make sure to bring paper and pencil.

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.

FISH & 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 – Cost: $5 paid at Cradle of Forestry for guided tour
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.
INSECT STUDY
All ages
Prerequisite: Req. 7
Scouts will learn about the different species of insects in our area, they will be able to identify and name the parts of an insect. Students will make a journal of observations.

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 & PAPER
Required Age: 14
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. Scouts under 14 cannot complete the merit badge. The age limit is based on Paper mill rules.

REPTILE & AMPHIBIAN STUDY
All Ages
Prerequisite: Requirement 8
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.

SOIL & 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.
ART & SCULPTURE
All Ages
While taking the Art Merit Badge, Scouts will learn to create art using a variety of mediums. Great for new scouts looking to express their creativity! Additionally, the Sculpture Merit Badge introduces scouts to another type of artistic expression and they will have the opportunity to make clay sculptures. The Sculpture Merit Badge can be completed by the end of the week, however, requirement #6 of the Art Merit Badge cannot be completed at camp.

BASKETRY
All Ages – Cost: $20.00
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: $20.00
Through this exciting, hands-on merit badge, Scouts will discover numerous aspects of the 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: $20.00
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.

WOODCARVING
All Ages – Cost: $25.00
A timeless merit badge, this skill 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. The kit includes a carving knife.
CITIZENSHIP IN THE NATION
Recommended Age: 12
Prerequisites: Requirement (chose one): 2a, 2b or 2c
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 Congressmen with them to camp.

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. Scouts will also get to visit with a Scout from another country.

COMMUNICATIONS
Recommended Age: 13
Prerequisites: Requirements 5, 7 & 8
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.

DISABILITIES AWARENESS
All Ages
In addition to focusing on disability education and public planning, this class provides a lot of hands on opportunities. Activities include playing games designed for individuals with disabilities and touring the camp looking at different facilities and discussing ways that they could be improved. Requirement 2 is not completed at camp. Please bring evidence of completion for this requirement with you. Requirement 4 has options that require visiting 2 different locations. We will visit the Scout event or campsite. Please bring evidence that a 2nd visit was completed.

LAW
All Ages
Prerequisite: Requirement 4
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. Please bring evidence of prerequisite completion with you to Camp.
PUBLIC HEALTH
All Ages
Prerequisites: Requirement 7
This badge focuses on public health, disease prevention, and waste management. Requirement 7 cannot be completed at camp. Please bring evidence of prerequisite completion with you to Camp.

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.

SALESMAINTSHIP
Recommended Age: 13 – Cost: $10.00 (Scouts will earn this back and then some!)
Explore the world of sales. Learn what it takes to be an effective salesman. What are the responsibilities of a salesman? Scouts will obtain experience selling items at camp.

TRAIL TO EAGLE
All Ages
This is a non-credit program in which participants discuss the Eagle Scout Project requirements and how to fill out the workbook. Changes to the Eagle Workbook beginning in January 2019 will be covered. 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 Merit Badges

BACKPACKING
Recommended age: 13
Prerequisites: Requirements 8c-11
This badge focuses on camping on the trail. Scouts will learn how to prepare and plan for an extended trek in the wilderness including factors such as safety, weather, map reading, water treatment, gear selection, route planning, and food selection/storage.

CAMPING
All Ages
Prerequisites: Requirements 3, 4b, 5e, 7b, 8d, 9a, 9b
This badge is intended to introduce all Scouts to 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 requirements 3, 4b, 5e, 7b, 8d and 9a are not completed at camp, although a Scouts week at CDB does count towards the 20 days and nights for 9a. Requirement 9b can be completed at camp IF Scouts attend extra free time activity involving a 1000ft elevation change hike and rappelling from a 30ft climbing wall. *Please note that this Merit Badge cannot be completed at Camp!

COOKING
Recommended age: 13 - 2 hour class periods - Cost: $15.00
Prerequisites: Wash your hands
This badge will teach a Scout to plan, prepare, and cook meals in camping, home, and backpacking environments.

EMERGENCY PREPAREDNESS
Recommended Age: 13
Prerequisites: First Aid Merit Badge, 2c, 8b
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 8b please bring a completed personal emergency service pack, as well as one meant for your family. Time permitting, this may be started in class. Requirement 2c should be completed prior to attending summer 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 5 should be completed prior to camp and brought for approval. Time may be spent outside of class completing this using troop supplies if necessary.
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.

ORIENTEERING
All Ages
Learn to use a map and compass to find your way. Plan your own orienteering course and complete it with other Scouts. Teach members of your troop about orienteering and complete courses around camp. Scouts should bring a compass.

PIONEERING
Recommended Age: 13
Prerequisites: basic knowledge of required knots, lashings, and splicing.
Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Scouts should familiarize themselves with the required knots. Splicing is also a challenge for some Scouts and it cannot be guaranteed that the badge will be totally completed. However, if Scouts are willing to spend additional free time with the counselor, it is likely they will finish.

SCOUTING HERITAGE
All Ages
This merit badge provides rich, hands on history and an overview of how Scouting has changed since Baden Powell began to bring his vision to reality. Access to vintage gear and written Scouting history is provided.

SEARCH AND RESCUE
Recommended age: 13
Scouts will learn the basics of searches and rescues, Incident command systems, and search techniques. The class will also participate in a mock scenario during class.

SIGNS, SIGNALS, AND CODES
All Ages
How can you communicate if talking is not an option? What if the person you are addressing cannot hear you? This merit badge offers alternate ways to communicate exploring Morse code, semaphore, American Sign Language, braille, and hand signals used in a variety of settings. There is a ‘hiking’ requirement, so please be ready to walk at least one mile.

WILDERNESS SURVIVAL
Recommended Age: 12
Prerequisites: Requirement 5
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 their survival kit (req. 5) with them to camp. We strongly recommend that Scouts earn the Camping Merit Badge before attempting this badge. There is an overnight requirement. This may be completed at camp, however it is not for the faint of heart and obviously requires time spent outside of Class.
Shooting Sports

ARCHERY
All Ages – Cost: $10.00
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. **NO personal bows or personal ammunition are to be brought to Camp.**

RIFLE SHOOTING
All Ages – Cost: $20.00
Session is 2 hours long.
Learn basic rifle safety and shooting skills. Participants must shoot well enough to qualify for merit badge completion. 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: $30.00
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. **NO personal shotguns or personal ammunition are to be brought to camp.** The recommended age is due to the recoil of the shotgun with potential bruising and trouble handling the gun for younger Scouts.
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.

ARCHITECTURE
All Ages
Scouts will learn about the thought and planning involved in designing structures and learn how to accurately scale drawings of structures.

CHEMISTRY
All Ages
Scouts will learn about chemical reactions, build a Cartesian diver, and learn about uses of chemicals in commercial and industrial uses.

DRAFTING
All Ages
Drafting is a highly refined form of drawing used to communicate ideas to engineers, architects, and craftspeople. In earning this badge, Scouts learn the importance of accuracy and simplicity in developing a drawing that shows precise details in a simple format. Please note that Requirement 3 cannot be completed at Camp!

MOVIE MAKING
All Ages
Learn about the elements of a good movie. Create a story line and learn to use filming equipment. Film your story and learn about career opportunities in the cinematography world. Please bring a video camera or cell phone for filming.

DIGITAL TECHNOLOGY & PROGRAMMING
All Ages
Scouts will become familiar with digitized storage, the difference between lossy and lossless data, compression and digital devices and their uses. They will learn about computers, mobile devices, gaming consoles, and computer networks and purposes. Scouts will also investigate malware and protection of digital devices and information.
ELECTRICITY & ELECTRONICS
All Ages
Scouts will learn how we generate, transmit, and use electricity. Then, Scouts will learn how electricity is used in Electronic devices. Requirements 2, 8, and 9A of the Electricity Merit Badge must be completed at home.

GAME DESIGN
All Ages
Scouts will learn about the basic concepts behind the creation of game play. Scouts will test theories by creating and participating in games.

NUCLEAR SCIENCE
All Ages
Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today. Requirement 4 will not be completed at camp.

PHOTOGRAPHY
All Ages
Scouts must bring their own digital camera. Any cheap digital camera will do. Cell phones are allowed, but discouraged because they lack the settings available on a real camera. Disposable cameras are highly discouraged (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). 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 Scout’s choice.

ROBOTICS
All ages
Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

SPACE EXPLORATION
All Ages – Cost: $20.00
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.
Located just 15 minutes away from Camp Daniel Boone, Stockton Farms provides unique opportunities to earn the Horsemanship and Animal Science Merit Badges!

**HORSEMANSHIP MERIT BADGE**

All Ages

If any of your Scouts do not have their merit badge in Horsemanship or Animal Science this is a great opportunity to earn these badges. These badges can be earned during their free time. The Horsemanship Merit Badge is offered on Monday and Wednesday evening between the hours of 7pm and 9pm at Stockton Farms which is located less than 10 minutes from camp. This is a hands-on program. All of the horses are specially trained for the Scouts. These are show horses that we use in the program. No experience is required but Scouts must attend both sessions to complete the program. **Scouts taking this MB cannot participate in the OA call out at CDB due to scheduling conflicts.** Please plan to provide transportation (to and from the farm) for your Scouts. Troops can carpool if desired. If you have any questions, please call Ricky Stockton: (828) 734-2515.

**ANIMAL SCIENCE MERIT BADGE**

All Ages

The Animal Science Merit Badge is offered on Tuesday and Thursday evening between the hours of 7pm and 9pm. This badge can be earned during their free time. Stockton Farms is located less than 10 minutes from camp. This is a HANDS-ON WORKING FARM. The Scouts will be handling poultry, shearing sheep, and working with cattle. Where does food come from and what are you eating? **Scouts taking this MB cannot participate in the OA call out at CDB due to scheduling conflicts.** Please plan to provide transportation (to and from the farm) for your Scouts. Troops can carpool if desired. If you have any questions, please call Ricky Stockton: (828) 734-2515.

**PROGRAM COST**

- **$60** to take one class
- **$100** to take both

*All payments are made directly to Stockton Farms!*
CLIMBING MERIT BADGE

Recommended Age: 13

Our Rock Wall (made entirely 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 two hour 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.
Goin’ Great, Camp Daniel Boone’s premier first-year-camper program, is an exciting opportunity for new Scouts to earn a significant number of requirements needed for the Tenderfoot, Second Class and First Class ranks! The goal of the Goin’ Great program is to help each Scout begin their journey towards the rank of Eagle Scout through patrol-based, hands-on skill development. On day 1, Scouts in this program will be broken up into patrols and assigned a Patrol guide, who will be their Camp mentors for the week. Together, they will take on numerous Scouting challenges and games, develop valuable leadership skills and make memories at Camp Daniel Boone that will last a lifetime!

MORNING SESSION
The Morning session, which will take place from 9:00am-11:50am, is designed for Scouts with little-to-no Scouting experience that would benefit from a slower-paced learning schedule. This session will focus mainly on mastering Tenderfoot and Second Class Skills, while also introducing and practicing First Class skills.

AFTERNON SESSION
The afternoon session, which will take place from 1:45pm-4:05pm, will operate on a slightly faster-paced schedule than the morning session and is designed for your troop’s new Scouts that have had some past Scouting experience. Campers in the Afternoon session will mostly focus on Second Class and First class skills, while also thoroughly reviewing the Tenderfoot requirements. We suggest the afternoon session for Scouts that have earned the Arrow of Light.

*Please note that if you have Scouts in the Afternoon Session, they should plan to make up requirements for their Friday morning Merit Badge sessions to accommodate the 5-mile hike on Friday morning.

REQUIRED MATERIALS

- Water Bottle
- Closed-toe shoes (that fit comfortably)
- Scouts BSA Handbook
- Rain Gear
- Day Bag
- Pen and Paper
- Compass (Optional)
- Personal First Aid Kit (which should include the following items at a minimum)
  - 5+ Band-Aids
  - 1 Tube of antiseptic cream
  - Latex Gloves
  - 2 roller bandages
  - Calamine Lotion
  - Tweezers
  - Moleskin
  - Alcohol Swabs

*Please note that if you have Scouts in the Afternoon Session, they should plan to make up requirements for their Friday morning Merit Badge sessions to accommodate the 5-mile hike on Friday morning.
GOIN’ GREAT DAILY SCHEDULE

This year, we are taking a new approach to the First Year Camper program. We have combined elements of the National Youth Leadership Training, traditional patrol activities, and past Goin’ Great concepts to create our new program! Each patrol will be assigned an expertly trained Patrol Guide, who will be their camp mentor for the week. While Goin’ Great will be operating on a daily schedule, the patrol guide will have the flexibility to structure their patrol’s schedule in a way that will allow each Scout to get the most out of their camp experience.

<table>
<thead>
<tr>
<th>MORNING SESSION</th>
<th>AFTERNOON SESSION</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00-9:15am</td>
<td>1:45-1:55pm</td>
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<tr>
<td>Opening Ceremony</td>
<td>Opening Ceremony</td>
</tr>
<tr>
<td>9:15-11:40am</td>
<td>1:55-3:55pm</td>
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<tr>
<td>Patrol Time</td>
<td>Patrol Time</td>
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<tr>
<td>11:40-11:50am</td>
<td>3:55-4:05pm</td>
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<tr>
<td>Daily Bead Ceremony</td>
<td>Daily Bead Ceremony</td>
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</tbody>
</table>

On Friday morning, at 9:00am, BOTH Goin’ Great sessions will be completing the 5-mile hike (Second Class 3b). Your Scout’s safety is our top priority, therefore, assistance from Scoutmasters on this hike is of the utmost importance and greatly appreciated. If you have Scouts in the Afternoon session, they will need to make up requirements from their Friday Merit Badge classes ahead of time! Please encourage them to use the daily Program Time (4:15-5:30pm) to make up these requirements. We pride ourselves on being flexible, so if you have any questions or further scheduling conflicts, please consult the Goin’ Great Director before Friday to work out accommodations.

BEADING CEREMONIES AND GOIN’ GREAT GRADUATION

At the end of each session, the Scouts in Goin’ Great will be awarded beads to represent their personal accomplishments and requirements passed off during the week. At the end of the week, there will be a Goin’ Great Graduation, where Individual and Patrol accolades will be awarded. The Goin’ Great Graduation will be held at the Goin Great program area.

HOW TO MAXIMIZE YOUR GOIN’ GREAT EXPERIENCE

We suggest that each troop assign at least one Scoutmaster to check up on their Goin’ Great Scouts nightly to insure that they are satisfied with their understanding of the material taught each day. At the beginning of the week, each troop will receive a program schedule that will outline the requirements covered each day. We are devoted to making sure that your Scouts understand all the material taught to them throughout the week, so our staff will be available during Program Time (4:15-5:30pm, daily) for extra help with any requirements that your Scouts may struggle with.

MERIT BADGES

There are NO merit badges earned in Goin Great. Scouts who want to take merit badges can do so, but need to sign up independent of the Goin Great program. Scouts can participate in the Goin’ Great morning session or afternoon session and use the remaining time available for the merit badge classes of their choice. (Morning classes may conflict with the 5 mile hike offered Friday morning for both groups. This hike is required for advancement, but can be completed outside of camp).
Rafting Day-Trips

NANTAHALA RIVER

- Available Tuesday, Wednesday or Thursday
- Units must provide their own transportation
- Guided Trip, meaning there will be a guide in each raft.
- Fees: $50.00 per person
- All participants must take the BSA Swim Test at Camp Daniel Boone.

PIGEON RIVER

- Available on Tuesday, Wednesday or Thursday
- Units must provide their own transportation
- Guided Trip, meaning there will be a guide in each raft.
- Fees: $50.00 per person
- All participants must take the BSA Swim Test at Camp Daniel Boone.

Feas cover equipment, lunch, guides, and Forest Service river use fees. Units are welcome to tip their river guides.

ABOUT THE RIVERS

The Nantahala River provides a thrilling trip on class II and III rapids through the Nantahala National Forest. Dam-controlled water releases ensure whitewater action. 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. 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.

MERIT BADGE CLASSES

Scouts who go rafting will necessarily miss a day of classes. They can use Open Program Time (4:00-5:30 pm) on alternate days to go to the program areas and make up the information missed. It is up to the Scout to make sure the material is completed for the merit badge.
LUNCH
Your lunches are provided by Camp Daniel Boone. Please go by the dining hall before you leave camp to get your lunches to carry with you to the river.

RAFTING DAY-TRIP TRANSPORTATION
Units provide their own transportation to the rivers. For those needing assistance, EMMA BUS LINES of Asheville can help at $525.00 for a round trip. This works out to $12.00 per person if the bus is full (44 passengers) and the cost is prorated accordingly if the bus is not full. IF YOUR UNIT IS INTERESTED IN USING EMMA BUS LINES, please contact the Daniel Boone Council Office (828-254-6189) and we can help connect you with other units who may be interested in sharing a bus.

PHOTOS
The NOC offers a photo CD for $40 per unit. Contact Jae Jackson (see contact info below) for more information or to pre-order your photos!

ZIPLINING
The NOC offers a limited number of zipline spaces for $15.00 per person on the same day as your rafting trip (Nantahala River only). Contact Jae Jackson (see contact info below) to take advantage of this offer!

RELEASE FORM
ALL PARTICIPANTS AND PARENTS MUST HAVE A COMPLETED RELEASE FORM, which can be found at the link below. Please complete the forms BEFORE YOU COME TO CAMP to ensure all parent/guardian signatures are in place! https://www.campdanielboone.org/files/7599/NOC-Waiver-pdf

Jae Jackson
Nantahala Outdoor Center
jae.jackson@noc.com
GENERAL INFORMATION

Participants **must** be at least 13 years of age by June 1, 2020.

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 a wilderness area. 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. Larger groups can be accommodated but cannot hike in certain wilderness areas.

Upon arrival at Camp on Sunday, after their unit photo, all high adventure participants will go through the medical check and take their swim test. They will then meet with their trek guide and proceed to the Harrison Outpost.

*Note:* It is required that each participant take the swim test at Lake Allen upon their arrival at camp to participate in the high adventure (excluding Boonesboro). The outcome of the test will not impact their ability to participate on the trek, but they may not be allowed to swim during other times outside of NOC guided trips.

All participants will be sleeping in platform two-person tents while at the Harrison Outpost. Participants have the option to sleep in their personal tents or hammocks.

All treks may be modified due to extenuating circumstances such as weather or natural disaster.
All High-Adventure participants in any trek (excluding Boonesboro Village) must bring a waiver signed by a legal parent or guardian for the Nantahala Outdoor Center. You can find it at the link below:

LOW-IMPACT CAMPING

The Boy Scouts of America puts more youth and adults into the outdoors than any other single organization. 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 and The Outdoor Code’s backcountry ethics can add a new dimension to a Scout’s outdoor experience. Low-impact camping techniques can help ensure that future generations have the opportunity to experience pristine wilderness areas. All CDB treks adhere to Leave No Trace backcountry ethics. Take only memories, leave only footprints.
No other adventure is the same as backpacking. It is the perfect opportunity to be out in the backcountry with all you own on your back, walking to magnificent views and taking time to discover the simple and plentiful wonders of nature. Indeed, the flagship of our High Adventure program is our backpacking treks.

Western North Carolina has over a million acres of National Forest land available with hundreds of miles of trails. We have selected a variety of trails that will allow your Scouts to explore nature and improve their backcountry skills. They will get unplugged and see stars they may never have seen before. In some areas, your crew may not see another person outside of your crew the entire time out, a truly remote wilderness experience.

All treks are led by trained and experienced staff. Our guides stress instruction and practice in Leave No Trace and Outdoor Code ethics, expedition behavior, the patrol method, and Scout run leadership. Instruction and practice in backpacking, hiking, camping, first aid, nature, and other backcountry outdoor skills takes place daily.

All backpacking treks use the patrol method. This helps facilitate a greater sense of group accomplishment as all challenges are faced from a group-centered perspective.

It is STRONGLY RECOMMENDED that participants take part in some form of conditioning prior to arrival to camp, as trails in Western North Carolina are rugged. We recommend long day hikes with a weighted pack and/or weekend backpacking trips for your unit’s springtime activities. Individual exercise also helps tremendously.

If you and your Scouts are looking for the greatest of all Scouting classrooms, and a chance to explore Western North Carolina up close and personal, and if you are in decent physical shape and can handle the physical demands of living in the backcountry, then a backpacking trek is for you.

Scouts will learn various low-impact camping methods and how to plan for future backpacking treks, including what cooking gear, food, group gear, and personal gear may be needed. The high altitude balds are excellent places for Scouts to practice topographic map navigation with the endless views and all the terrain features visible below.

All backpacking treks offer Friday for rafting on the Nantahala River as an optional activity.
ART LOEB TREK

GROUP SIZE: 9
FEE: $340

The 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 30.1 miles in length and famous for its rugged climbs and pristine views from atop the Eastern United States. 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 section of the trail, and for a good reason! The views and uniqueness of this section of trail are second-to-none! See photo below!

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 vires 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, 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. See pages 55-56 for packing list.
PANTHERTOWN VALLEY TREK

GROUP SIZE: 12
FEE: $340

This has become one of the more popular areas in the region. If your group wants relaxing adventures with tons of waterfalls and rivers, then this trek is for you. The vastly diverse ecosystems that occupy Panthertown Valley, along with the somewhat easier terrain, will surely allow for memorable adventures for each group (See photo below!) This trek invites those wishing to have a more leisurely week in the forest with short daily mileage and plenty of time to fish and play in numerous waterfalls!

Groups will have sufficient time to work on merit badge requirements (if they choose) as well as other backcountry camping techniques. This is a great area to set up a base camp and have day hikes to various locations throughout the week.

See pages 55-56 for packing list.
MIDDLE PRONG WILDERNESS TREK

GROUP SIZE: 9  
FEE: $340

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. This area was established in 1984 and consists of 7,900 acres.

This wilderness is 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 Wilderness 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 filled with challenge and reward.

This rugged, remote wilderness is located behind Camp Daniel Boone and is adjacent to Shining Rock Wilderness. See pages 55-56 for packing list.
Ropes Trek: Rock School

GROUP SIZE: Minimum: 5, Maximum: 10
FEE: $475

A week filled with climbing!

On Monday the group will review climbing equipment, belaying, rappelling, climbing commands, and climbing techniques while climbing and/or bouldering at camp. Everything the Scouts learn on Monday will be reviewed and utilized during the rest of the week at the climbing sites. Scouts who do not already have the climbing merit badge will earn the badge during the week. Tuesday will be spent at CDB’s “Rock”, practicing skills and preparing for off-camp climbs. Wednesday and Thursday will be spent climbing on live rock at one of several available locations such as Looking Glass, Rumbling Bald, Ship Rock, Snakes Den, or Linville Gorge. Friday will be spent at the Rock, using skills learned to help others.

NOTE: Due to the level of physical and mental maturity required with rock climbing, we recommend that all participants be at least 14 years old. Also, the Ropes Trek Director has the right to refuse to take anyone away from camp that is behaving in an unsafe manner and might be of risk to anyone else in the group.
PERSONAL EQUIPMENT FOR BACKPACKING & ROPES TREKS

A Scout is Prepared. Each Scout and Scouter must be equipped for cold, hot and WET weather. Although our treks take place in a summer setting, the mountains of Western North Carolina are situated in a temperate rainforest and have peaks that exceed 6,000 feet. This can cause temperatures range from 95°F during the day with no shade to below 40°F at night. Throw in heavy winds and conditions can be somewhat extreme. Hypothermia is a real challenge in the mountains, even in summertime. Prolonged periods of rain or quick thunderstorms are not uncommon. Below are gear checklists for each activity we provide.

Also, we recommend that each participant attempt to pack light. We will have a group shakedown and remove any items deemed unnecessary to ensure there is room for food, extra water, and group gear. If you have any questions or concerns, please contact the council office.

We layer our clothing, combining different garments to achieve optimum insulation and protection from wind and rain. We use either synthetic or wool fibers, which insulate when wet. We avoid cotton, which is poor insulation when wet.

Please plan on having a pair of clean clothes to wear when you return at the end of the week. The Class A uniform is a great choice and it prevents packing extra clothes.

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 no more than 25 pounds (base weight is the combined weight of the below items). Group equipment, water, and food will be added after the packs are weighed, so keep this in mind.

NOTE: All of camp’s equipment is furnished free of charge, providing that the equipment is returned in the condition issued. To prevent any unnecessary purchases of new equipment, it will be required that any lost or damaged equipment be paid for by the participant(s) responsible.
PACKING LIST FOR BACKPACKING & ROPES TREKS

UPPER LAYERS
3 T-shirts (nylon, under armor, polyester etc...)
1 top layer (non-cotton jacket or other appropriate top for cold evenings)
1 rain jacket with a hood (no thin “Emergency Ponchos”)

LOWER LAYERS
3 pairs of synthetic pants or shorts (Quick-dry materials preferred)
1 pair of rain pants
3 pairs of synthetic undergarments
3 pairs of non-cotton socks

EQUIPMENT
1 sleeping bag with stuff sack
1 sleeping pad
1 lightweight tent or hammock (If you bring a tent, please consider sharing to minimize our impact and practice the principles of Leave No Trace)
1 backpack (Frames are required. Unframed military backpacks or bookbags will not satisfy this requirement)
1 pack cover (we provide multiple large trash bags for water proofing if needed)
1 nylon dry bag or Zip-lock Bags to keep clothes dry
1 bowl or mess kit
1 eating utensil (preferably a spork)
2 Quart-sized water bottles (Nalgene, old Gatorade bottles, Camelbacks)
1 pair of Hiking Boots or hiking shoes (sturdy with good ankle support)
1 pair of camp shoes or sandals to wear when not wearing boots

MISCELLANEOUS ITEMS NEEDED
flashlight with extra batteries
pocketknife
extra tent stakes
small cord or twine
extra lighter and/or matches
towel
toiletry kit (biodegradable soap, hand sanitizer, toothpaste and toothbrush, toilet paper, etc. Please leave deodorants and body sprays at camp because they attract bears.)

OPTIONAL ITEMS
hats with brims
bandana
sunglasses
insect repellent
sunscreen
watch
camera
backpacking stove
water filter
extra snacks
extra money while on the road for meals or souvenirs
notepad with pen or pencil, books, cards, etc.

GROUP EQUIPMENT PROVIDED
Food
First aid kits
Stoves
Cook sets and pots
Water purification systems and chemicals
Trowels and toilet paper
Large group tarps with line
Fuel bottles and fuel
Maps
Compass
Dromedary bags
Any other general equipment needed for the trek

GROUP EQUIPMENT PROVIDED (CLIMBING ONLY)
Helmets
Harnesses
Ropes
Belay Devices
Hardware

HIGH ADVENTURE 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 $250. Since non-emergency extractions tax our resources, this fee is final and non-negotiable.

This includes any Scout(s) who wander off from their troops or campsites and cause Camp to enter Lost Camper mode. Remember, we operate in wilderness areas and travel to very remote locations. So, unless you are having a true emergency, please do not ask us to take you back to Camp once your trek has begun. Thank you for understanding and complying with this policy.
Water Treks

Camp Daniel Boone is proud to partner with the Nantahala Outdoor Center (NOC) to provide our Scouts with multiple rafting opportunities. NOC has been in operation since 1972 and has been called "One of the Greatest Outfitters on Earth" by National Geographic Magazine. Their commitment to professionalism and safety are the cornerstone of their success.

PADDLE, PEDAL & PLOD NEW IN 2020!

**CREW SIZE:** Minimum 2, Maximum 22
**FEE:** $550

This trek is a true sampler plate of high adventure! Paddle Pedal & Plod provides a combination of various whitewater paddling, standup paddle boarding, hiking and mountain biking activities. The week begins Monday with a fully-guided raft trip on the Nantahala River. This river features eight miles of easy Class I and II rapids before splashing through the exciting Class III whitewater of Nantahala Falls at the end. Tuesday finds the Scouts on a nearby hike in the Nantahala National Forest. On Wednesday, Scouts check-in with NOC’s Premier Paddling School for a day of whitewater kayaking instruction. Thursday is split between a land and water adventure; mountain biking in the morning and an afternoon of SUPing (stand up paddling) on Fontana Lake. This trek ends Friday with another run on the Nantahala River but this time in an inflatable kayak, or “duck”.

Crews will be housed at the Harrison High Adventure Outpost the first day of arrival but then spend the week primitive camping near the NOC in the Nantahala National Forest. Participants will prepare their own meals with food and equipment provided. See pages 60-61 for packing list.
FIVE RIVERS, FIVE DAYS TREK

CREW SIZE: Minimum 8, Maximum 22
FEE: $550

The Five Rivers Whitewater Trek offers Scouts and Scouters a great experience of five days of whitewater fun on some of the finest waters in the entire United States.

This trek provides a nice, gradual increase in river rafting intensity daily. Monday begins the adventure with a Fully Guided Raft Trip on the Nantahala River. This river features eight miles of easy Class I and II rapids before splashing through the exciting Class III whitewater of Nantahala Falls at the end. On Tuesday, the Scouts will be on the French Broad River. This is the world’s third oldest river with Class II and III whitewater and flows through the scenic Pisgah National Forest. On Wednesday, Scouts travel to Hartford, Tennessee to raft the Upper Section of the Pigeon River. This river borders the Great Smoky Mountains National Park and has Class III-IV rapids. Thursday, the rafting continues on the Ocoee River in Tennessee. This river hosted the 1996 Atlanta Olympic Games. The river is filled with big waves and non-stop action. This incredible trek ends Friday on the Chattooga River. The Chattooga is without a doubt the Southeast’s premier whitewater rafting adventure. In fact, Southern Living called rafting the Chattooga "The #1 Thing Every Southerner Ought to Do." The Chattooga was federally protected in 1974 by the Wild & Scenic Rivers Act, forever preserving its rugged river gorge from development. Thus, the Chattooga delivers breathtaking scenery and treasured whitewater in an unmatched wilderness setting. Section IV has awe-inspiring views and boasts Seven-Foot Falls, Raven’s Chute Rapid and the famous Five Falls – where five Class IV-V rapids unfold within a 1/3 of a mile. See pages 60-61 for packing list.

Crews will be housed at the Harrison High Adventure Outpost and cook their own meals (food provided).

NOTE: Scouts can NOT earn the Whitewater Merit Badge using a raft because the Whitewater Merit Badge only uses canoes and kayaks.

WEEK AT A GLANCE:
Monday: Nantahala River
Tuesday: French Broad River
Wednesday: Upper Pigeon River
Thursday: Ocoee River
Friday: Chattooga River
ZIP AND SPLASH CANOPY TOURS

CREW SIZE: Minimum 6, Maximum 22
FEE: $550

Scouts will enjoy this high adventure providing a mix of whitewater and aerial fun. This trek begins Monday with whitewater rafting on the Nantahala River. This 8-mile river features easy Class I and II whitewater and finishes with the Class III Nantahala Falls. On Tuesday, Scouts take to the air at NOC’s Zip Line Adventure Park (ZLAP) of zip lining combined with 16 rope challenges that are 20 and 40 feet off the ground. The afternoon continues the aerial adventure getting harnessed up to climb a majestic tree with the help of NOC aerial guides. Wednesday, the aerial adventure moves to the Mountaintop Zip Line Tour, which features vista views of the Great Smoky Mountain National Park and Nantahala Gorge. It has the longest zip line in the region, a dramatic half-mile mega zip. The trek shifts back to whitewater rafting on Thursday; where Scouts travel to Hartford, TN to raft the Upper Section of the Pigeon River which features Class III-IV rapids that border the Great Smoky Mountains. The week finishes Friday on the world’s third oldest river, the French Broad. This river has class II and III whitewater and flows through the scenic Pisgah National Forest.

Crews will stay at Harrison Outpost (CDB) Sunday night and Friday night. Monday-Thursday they will be PRIMITIVE camping. Except for Sunday evening, crews will be cooking their own meals (food and cooking equipment provided).

Participants MUST weigh between 100 lbs and 250 lbs for ziplines.

See pages 60-61 for packing list.
PERSONAL EQUIPMENT FOR WATER TREKS

Our water trips are somewhat different than our land treks. We recommend that each participant attempt to pack light. We will have a group shakedown and remove any items deemed unnecessary to ensure there is room for food, extra water, and group gear. We layer our clothing, combining different garments to achieve optimum insulation and protection from wind and rain. We use either synthetic or wool fibers, which insulate when wet. We avoid cotton, which is poor insulation when wet.

It is not necessary to have a change of clothes for each day of the week. If you over pack, we will have you remove excess clothing/gear to ensure there is room for other participants clothing/gear. Ultimately you will be getting wet during these treks. Try to bring one (1) set clothes to wear each day while participating in your chosen activity.

Please also plan on having a pair of clean clothes to wear when you return at the end of the week. The Class A uniform is a great choice and it prevents packing extra clothes. If you have any questions or concerns, please contact the council office.

PACKING LIST FOR WHITEWATER, ZIP/ SPLASH & PADDLE, PEDAL, AND PLOD TREKS

**UPPER LAYERS**

- 2 non-cotton shirts (nylon, under armor, polyester etc.) These will be worn during our activities. Long sleeves are recommended.
- 1 base layer (Long sleeve shirt to put on in the evenings, similar to long-johns.)
- 1 mid layer (Thicker shirt to wear over base layer) OR
- 1 top layer (Fleece jacket or other appropriate top for cold evenings)
- 1 rain jacket with a hood (While ponchos are not preferred they are acceptable forms protection from hazardous weather. Thin “Emergency Ponchos” will not satisfy this requirement.)

**LOWER LAYERS**

- 2 pair of synthetic shorts (to wear during activities)
- 1 pair of long pants for nights
- 1 pair of rain pants or rain chaps
- 3 pairs of socks

**EQUIPMENT**

- 1 sleeping bag with stuff sack
- 1 sleeping pad (closed cell foam or inflatable pads such as Therm-a-rest)
- 1 lightweight tent, hammock, or tarp with a ground cloth to sleep under (If you bring a tent or tarp, please consider sharing to minimize our impact and practice the principles of Leave No Trace)
- 1 backpack or duffle bag (DO NOT BRING TRUNKS. Bags are easier to load in vans and carry to our campsites)
- 1 bowl or mess kit
- 1 eating utensil (preferably a spork)
- 2 Quart sized water bottles AT LEAST (Nalgene, old Gatorade bottles, Camelbacks)
1 pair of sandals with a back strap or water shoes
An extra pair of shoes to wear when not on the water

**MISCELLANEOUS ITEMS NEEDED**
- Flash light with extra batteries
- Sun screen
- Pocketknife
- Hats with brims
- Extra tent stakes
- Small cord or twine
- Extra lighter and/or matches
- Towel
- Sunglasses
- Bandana
- Toiletry kit (biodegradable soap, hand sanitizer, toothpaste and toothbrush, toilet paper, etc...please leave deodorants and body sprays at camp because they only attract bears.)

**OPTIONAL ITEMS**
- Insect repellent
- Watch
- Camera
- Backpacking stove
- Water filter
- Extra snacks
- Extra money while on the road for meals or souvenirs
- Notepad with pen or pencil
- Books
- Cards

**GROUP EQUIPMENT PROVIDED**
- Food
- First aid kits
- Stoves
- Cook sets, pots, kitchen utensils
- Water purification systems and chemicals
- Trowels and toilet paper
- Large group tarps with line
- Fuel bottles and fuel
- Maps
- Dromedary bags
- Coolers
- Canoes
- PFD’s (lifejacket)
- Paddles
- Any other general equipment needed for the trek.
CAMP DANIEL BOONE HIGH ADVENTURE RISK POLICY

For the most UP TO DATE information on High Risk Advisories from the BSA, please follow this link: https://www.Scouting.org/health-and-safety/risk-factors/

Parents, guardians and potential participants in Camp Daniel Boone’s High Adventure programs are advised that journeying to and from camp, and staying at camp, can involve exposure to accident, illness and/or injury associated with high elevation, physically demanding high adventure programs in a remote mountainous area. Campers may be exposed to occasional severe weather conditions such as lightning, hail, flash floods and heat. Other accidental possibilities include injuries from tripping and falling, motor vehicle accidents, asthma and diabetes related incidents, heart attacks, heat exhaustion and falls from horses. Western North Carolina trails are steep and rocky. Wild animals such as bears, rattlesnakes and mountain lions are native and usually present little danger if proper precautions are taken.

Please refer to this guide book, speak with previous high adventure participants, or call Camp Daniel Boone for further information concerning risks and measures which can be taken to avoid accidents. CDB staff are certified in first aid and CPR and are prepared to assist in recognizing, reacting, and responding to accidents, injuries, and illnesses. Medical and search and rescue services are provided by Haywood County and Camp Daniel Boone in response to an accident or emergency, however, response times can be affected by location, weather, or other emergencies and could be delayed 6 or more hours.

RECOMMENDATIONS REGARDING CHRONIC ILLNESSES

Camp Daniel Boone requires that this information be shared with the parent(s) or guardian(s) and examining physician of every participant. Camp Daniel Boone does not have facilities for extended care or treatment, therefore, participants who cannot meet these requirements will be sent home at their expense.

CARDIAC OR CARDIOVASCULAR DISEASE

Adults or youth who have had any of the following should undergo a thorough evaluation by a physician before considering participation at Camp Daniel Boone High Adventure:

1. Angina (chest pain caused by heart or coronary artery disease)
2. Myocardial infarction (heart attack)
3. Surgery or angioplasty to treat coronary artery disease; surgery to treat congenital heart disease or other heart surgery
4. Stroke or transient ischemic attacks
5. Claudication (leg pain with exercise caused by hardening of the arteries)
6. Family history of heart disease or a family member who died unexpectedly before the age of 50
7. Excessive weight
8. Smoking

The altitude at our High Adventure Programs and the physical exertion involved may precipitate either a heart attack or stroke in susceptible persons. Participants with a history of any of the first six (6) conditions listed above should have a physician supervised stress test. A thallium stress test is recommended for participants who have coronary heart disease. Even if the test is normal, the results of testing done at lower elevations and without the backpacks carried at camp do not guarantee safety. If the test results are abnormal, the individual is advised not to participate.
EXCESSIVE BODY WEIGHT
Any youth or advisor who exceed the maximum weight limits on the Scouting weight chart is at extreme risk for health problems.

HYPERTENSION (HIGH BLOOD PRESSURE)
The combination of stress and altitude appears to cause significant increase in blood pressure in some individuals attending our high adventure programs. Occasionally hypertension reaches such a level that it is no longer safe to engage in strenuous activity. Hypertension can increase the risk of having a stroke, developing altitude sickness, or angina. Persons coming to camp should have a normal blood pressure (less than 135/85). Persons with significant hypertension (greater than 150/95) should be treated before coming to Camp and should continue medications while at Camp. The goal of treatment should be to lower the blood pressure to normal. Persons with mild hypertension (greater than 135/85 but less than 150/95) probably require treatment as well. It is the experience of the Camp Daniel Boone medical staff that such individuals often develop significant hypertension when they arrive at Camp Daniel Boone. Participants already on antihypertensive therapy with normal blood pressures should continue the medications. Diuretic therapy to control hypertension is not recommended because of the risks of dehydration which exist with strenuous activity at high altitude and low humidity. Each participant who is 18 years of age or older will have his or her blood pressure checked at Base Camp. Those individuals with a blood pressure consistently greater than 150/95 probably will be kept off the trail until the blood pressure decreases.

INSULIN DEPENDENT DIABETES MELLITUS
Exercise and the type of food eaten affect insulin requirements. Any individual with insulin-dependent diabetes mellitus should be able to monitor personal blood glucose and to know how to adjust insulin doses based on these factors. The diabetic person also should know how to give a self-injection. Both the diabetic person and one other person in the group should be able to recognize indications of excessively high blood sugar (Hyperglycemia or diabetic ketoacidosis) and to recognize indications of excessively low blood sugar (hypoglycemia). The diabetic person and one other individual should know the appropriate initial responses for these conditions. It is recommended that the diabetic person and one other individual carry insulin on the trek (in case of accident) and that a third vial be kept at the Health Lodge for backup. Insulin can be carried in a small thermos which can be resupplied with ice or cold water. A diabetic person who has had frequent hospitalizations for diabetic ketoacidosis or who has had frequent problems with hypoglycemia should not participate in a trek at Camp Daniel Boone until better control of the diabetes has been achieved. Call Camp Daniel Boone Health Lodge at (828) 648-0442 to obtain permission from the chief medical officer for individuals hospitalized within the past year.

SEIZURES (EPILEPSY)
A seizure disorder or epilepsy does not exclude an individual from participating on our High Adventure treks. However, the seizure disorder should be well controlled by medications. A minimum one-year seizure-free period is considered to be adequate control. Exceptions to this guideline may be considered by Camp Daniel Boone’s chief medical officer and will be based on the specific type of seizure and the likely risks to the individual and to other members of the crew. The medical staff at the Health Lodge may place some restrictions on activities (rock-climbing, horse riding, etc.) for those individuals who are approved for participation but whose seizures are incompletely controlled.
WEIGHT LIMITS FOR BACKPACKING TREKS
Each participant in a Camp Daniel Boone trek should not exceed the maximum acceptable weight. The right hand column shows the maximum acceptable weight for a person’s height in order to participate in a Camp Daniel Boone trek. Those who fall within the limits are more likely to have an enjoyable trek and avoid incurring health risks. Every hiking trek involves hiking with a 35-50 pound backpack with elevation gains as much as 3,000 feet.

It is recommended that participants carry a pack weighing no more than 25-30% of their body weight. Participants 21 years and older who exceed the maximum acceptable weight limit for their height at the Camp Daniel Boone medical recheck, will not be permitted to backpack or hike in our treks. For example, a person 5’10” cannot weigh more than 226 lbs. The maximum acceptable weight for individuals of any age 6’7” or taller is 295 lbs. This limit is necessary due to limitations of rescue equipment and for the safety of rescue personnel.

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<tr>
<th>Height (inches)</th>
<th>Max. Weight</th>
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<td>78</td>
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<td>79 and over</td>
<td>295</td>
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</table>
CDB EMERGENCY RESCUE POLICY

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This includes any Scout(s) who wander off from their troops or campsites and cause Camp to enter Lost Camper mode. Remember, we operate in wilderness areas and travel to very remote locations. So, unless you are having a true emergency, please do not ask us to take you back to Camp once your trek has begun. Thank you for understanding and complying with this policy.
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 1700s. Living in Boonesboro Village is like staying in the colonial frontier, 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 21st century on Saturday morning. Villagers live in barracks and prepare all of their own meals using equipment that was available in the 1770s. Open fire cooking skills are valuable to have but can be developed at camp as well. Each resident villager, adults and youth alike, is provided with a period hunting shirt (their “Class A” uniform for the week), two craft kits, and the annual Boonesboro patch. All of this is included in the cost of the program.

Villagers are able to take base camp merit badges just as base campers are able to make some crafts in the Village. Crafts include, but are not limited to, blacksmithing, pottery, many leatherworking projects, knife-making, black powder shooting. Specialized assistance from our craftspeople will guide you in completing your craft, something more advanced and involved than basic kits offered in Base Camp. The craft centers are open from 9:00 am to 5:00 pm.
BEFORE BOONESBORO

How to Pack: Please pack in a single container- or as close as possible. It is NOT a pack-in program. You will need the same basics as any other camp- extra clothes, toiletries, flashlight, water bottle, raingear, etc. You will be sleeping in a large open barracks style tent called a marquee. You will be sharing that large tent with several other (up to 20) Scouts. Mattresses are provided.

Boonesboro Food Preparation: WOOD. FIRE. PRACTICE. These are essential to successful cooking in Boonesboro. You WILL be cooking over an open fire on cast iron. The food, especially the meat, provided for you is raw. To eat well, you must cook well. This is part of the challenge of BV. We suggest you practice cooking, starting fires, and chopping wood BEFORE you come to Boonesboro. There will be wood for you to process to cook your meals, although some Troops occasionally bring their own. All cooking gear and eating utensils are provided, but you are welcome to bring your lucky spatula or favorite coffee cup- just don’t leave them behind!

BOONESBORO VILLAGE REQUIREMENTS

We strongly suggest that any Scout or Scouter signed up for Boonesboro review the lower rank requirements pertaining to wood tools, campfires, cooking and food handling. Having some level of comfort with these skills prior to arrival will make your visit much more enjoyable.

MERIT BADGES, inside and outside of Boonesboro- Boonesboro Village offers a few merit badges (Metalworking, Leatherworking and Pottery are the big three; past classes have included Indian Lore, Rifle Shooting, and Wilderness Survival). Many of these classes are either crafts (See Day One below) or have additional costs. Due to the location of Boonesboro, campers are able to take any of the merit badges classes offered in Base Camp. All they have to do is show up. Adult leaders can also take advantage of any training held in Base Camp. HOWEVER, due to the extra work required of Villagers throughout the week, and to budget more time to complete the crafts, we suggest that campers do NOT take merit badge classes in Base Camp- and if they do, do not fill up their schedules. Boonesboro Craft Centers operate from 9-5, same as the classes, so budget your time accordingly.

CHECK IN DAY

Drop your gear at the Boonesboro Gear Drop, go on the tour of Base Camp with your troop until you get to the Health Checks (your ABC Health Forms stay in Base Camp, NOT the Village), skip the swim test (you can take it before you swim, IF you decide to swim), and then report to the Boonesboro Demo table to be walked up the hill. Your gear will meet you up there.

Once you are in the Village, you’ll receive your longshirt (new Class-A for the week) and medallion (like a dog tag, lets us know you are a Villager) and are then assigned to a barracks. The barracks are like patrols for the week. The Barracks will be competing with each other throughout the week, with points awarded every day. The games change from year to year, but generally include tomahawk throwing, black powder shooting, and the Highland Games.

Dinner is served in the Village; there is a short orientation, and then we head down to Base Camp for Sunday Evening Flag, Vespers, and Opening Campfire. We return to the village together after Opening Campfire.
DAY ONE- Breakfast is served around 7:00. We have our own flag raising at 8:00. Craft sign ups start at 9:00. At that time, you’ll receive your craft tickets. These are like money- you have already paid for the crafts. You will turn these tickets in to the craftspeople before you start the craft. There is NO pre-registration system for the crafts, because they change every year. Class sizes exist in some cases. There are two categories of crafts- you choose one of each.

BOONESBORO CRAFTS
The available crafts are subject to change, but for reference, here is the list of crafts that were available in the 2018 season:

Red Ticket- Category One:
- Leather Belt (2.5 inch Rendezvous style belt, or Modern 1.5 inch belt)
- Leather Belt Bag
- Kilt (traditional Scottish garment)
- Pottery MB (May be completed at the Pottery Shop, multiple pieces)
- Knife (Sheath knife, not part of Blacksmithing)
- Metalworking MB (May be completed at the Blacksmith Forge, multiple pieces, OR single large piece)

White Ticket- Category Two:
- Medicine Bag (Small decorated bag worn around neck)
- Slops (Poofy work pants, like what pirates and sailors wore)
- Pottery Project (a single piece)
- Black Powder Shooting *(15 shots on Range, class included)
- Blacksmithing Project (single small project)
- Beaded Wool Bag (small, cloth decorated belt bag)
- Basketry MB (a more intensive version than Base Camp)

If you are interested in doing more than the two crafts, you certainly can, assuming the craftsperson has room in their shop for you- all you need to do is pay the crafts person directly for the materials and instruction. Prices range from $5-$25. There is no ATM in camp, so you’ll need cash. The Craft Centers and Craftpeople operate like small businesses inside BV, which allows for more in-depth work, and cuts down on sweatshop style projects (it’s a sandbox, not building blocks). The crafts in Boonesboro are all custom work- each piece is unique to the maker- YOU!

*The Black Powder Shooting Range can NOT qualify for Rifle Shooting Merit Badge, however, you can get a partial for the Black Powder option. This class is part of the Black Powder Shooting craft option, category two.

*You do not need a ticket from Base Camp or even a craft ticket if you want to shoot- Each shot costs one dollar, paid to the Range Officer. This goes for Boonesboro and Base Camp alike.

**For non-Villagers- you may still do some of the Boonesboro crafts. Some crafts are reserved for Villagers only, but others can be done simply by paying the specific craftsperson- no ticket is required.
TAVERN NIGHTS
The Village closes to Base Campers every day at 5:00pm - this is so we can cook and eat dinner. **On Monday, Tuesday, and Thursday,** the Village re-opens at 7:30 for a demonstration of a primitive skill or history lesson on a specific topic, followed immediately by the opening of the root beer Tavern with snacks and tavern games. Everything costs $1, and everyone in camp Basecamp, High Adventure, and Boonesboro is invited. Play games, throw tomahawks, enjoy the company of your fellow Scouts, all by lamplight until 9:45. If you are musically inclined, bring your instrument up to the Boonesboro for Tavern Night and play for a free drink. The Village Trading Posts are open as well during this time, but remember, no ATM, so bring cash as a rule.

WE ARE EXCITED FOR THE 2020 SEASON OF BOONESBORO!
Whether you are camping with us or visiting from Base Camp, we look forward to seeing you in Boonesboro Village! Questions about Boonesboro Village can be sent to danielboonecouncil@Scouting.org. Put “Boonesboro Village” in the subject line to assure your question gets to the right person.
Special Accommodations

2020 SPECIAL NEEDS REQUEST FORM

The Daniel Boone Council will do everything in its power to accommodate participants with Special needs. IF YOU NEED TO REQUEST SPECIAL ACCOMMODATIONS OF ANY KIND (INCLUDING DIETARY ACCOMMODATIONS) PLEASE COMPLETE AND SUBMIT THE SPECIAL NEEDS REQUEST FORM (PAGE 71-72) BY MAY 15, 2020 by emailing it to specialneeds4cdb@gmail.com.

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.
2020 CDB SPECIAL NEEDS REQUEST FORM

The Daniel Boone Council will do everything in its power to accommodate participants with special needs. Please fill out this form and submit it to specialneeds4cdb@gmail.com. Thank you for your assistance!

Please submit by May 15th, 2020.

Unit Number:________

Council/District:_______________________________________

Week attending Camp Daniel Boone (see chart): _______

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<tr>
<th>Week #</th>
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<tr>
<td>1</td>
<td>June 7 – June 13, 2020</td>
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<td>2</td>
<td>June 14 – June 20, 2020</td>
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<td>3</td>
<td>June 21 – June 27, 2020</td>
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<td>July 5 – July 11, 2020</td>
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<td>6</td>
<td>July 12 – July 18, 2020</td>
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<tr>
<td>7</td>
<td>July 19 – July 25, 2020</td>
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</tbody>
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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, CPAP battery pack, etc.) Please explain below:
   __________________________________________________________________________________________
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3. Do any of your unit members have special dietary concerns? Please be specific and suggest possible alternatives. Please provide medical documentation for dietary concerns other than vegan or vegetarian Preferences (but please still note these preferences here):
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4. Does anyone in your unit have physical needs that limit mobility? Please provide details below:
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5. Please list any other special needs below:
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6. Who should we contact if we have questions?
Name: ________________________________
Email: ________________________________
Phone Number: ________________________

Thank you for helping us provide adequate accommodations for your Scouts! We look forward to seeing you at Camp Daniel Boone!
Scoutmaster Merit Badge

Name:___________________________________   Unit:_______ Council:________________________

 Req. 1: Visit Each of the Program Areas at Camp Daniel Boone
       Boonesboro Village
       Climbing Wall
       Ecology
       STEM
       Goin Great
       Handicraft
       Leadership
       Shooting Sports
       Trading Post
       Waterfront
       Scoutcraft

 Req. 2: Attend at least one Scoutmaster Coffee

 Req. 3: Help unload the Sysco truck or work in the Dining Hall’s Dish room (at least) one time

 Req. 4: Take a nap.

 Req. 5: Complete at least one Adult Leader Training Session

 Req. 6: Participate in either the: Scoutmaster Black Powder Shoot, Scoutmaster Shotgun Shoot, Scoutmaster Rifle Shoot, Dutch Oven Cook-Off, Scoutmaster Golf Tournament or Scoutmaster Belly Flop.

 Req. 7: Heckle (make a joke with) at least one staff member of your choice.

 Req. 8: Show Scout Spirit at one or more flag assemblies (pro tip: get Tucker’s attention).

 Req. 9: Visit with a unit leader from another state

 Req. 10: Sit on a rock and ponder the meaning of life

 Req. 11: Work with unit on service project

 Req. 12: Complete the leaders’ survey

I hereby certify on my honor that I have completed the requirements of the Scoutmaster Merit Badge:

Signature:__________________________________________
Scoutmasters: please forward this information to the parents of your Scouts. It is a valuable tool in helping them prepare for their Scout’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 Scout through their week at camp.

MERIT BADGE CLASSES

Registration for all classes are completed online by your troop leaders. The class schedule is posted the first week of March and the registration takes place in early April.

While most classes are covered in the registration fee, some have additional costs. Some merit badges require kits to complete. The cost of the kit is part of the class fee and is paid before arriving at camp. The Leaders Guide has a comprehensive list of classes offered at camp and any associated fees.

Animal Science and Horsemanship Merit Badges are offered by a nearby farm. Those fees are paid separately, directly to the farm, when you get to class. The cost is $60.00 for ONE class or $100.00 for BOTH classes. These are evening classes and transportation is not provided by camp staff. Unit leaders usually carpool to get to the farm. Sometimes a unit will use their bus.

Note: If your Scout is going to be called out for OA at camp, DO NOT sign up for the Horsemanship class. Your Scout will not earn the badge if he misses class for the call out.

MERIT BADGE CLASSES AND HIGH ADVENTURE

Boonesboro Village is located on camp property so taking one, maybe two classes in base camp could work. It is not recommended (see specific information about Boonesboro in the Leaders Guide). If Merit Badges are chosen, it is up to each Scout to plan their schedule, working with the Merit Badge class instructor(s) and the craftsman at the village to make their time most productive. Because our website separates base camp from high adventure in the registration, Boonesboro Scouts will have to sign up for the Merit Badge class on site by showing up to the class at the time they want to take it.

All other high adventure treks are offered off camp property so taking a Merit Badge class will not be possible.
PROVISIONAL SCOUTS

Provisional Scouts are Scouts that attend camp without their troop and are welcome at Camp Daniel Boone. Provisional Scouts will be assigned to a troop upon arrival. The provisional Scout must be responsible to comply with troop guidelines and accept responsibility for his/her own conduct. **Provisional Scouts unwilling to comply with troop guidelines will be counseled as needed. Continued noncompliance or intentional rule breaking will result in immediate dismissal from camp at parent expense.**

MEDICAL FORMS

- Every youth and adult must have a completed current BSA Medical Form signed by a physician within the past 12 months, regardless of program (Parts A, B & C).
- This form may be found at: https://www.scouting.org/health-and-safety/ahmr/
- 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.
- Make sure that the form is filled out completely- **Please attach copies of insurance cards and dates of immunizations.**
- Medications are to be kept by the unit leader in a locked storage container. The health lodge has boxes and locks available for weekly use if needed. Refrigerated medications can be left with the health officer and administered by the camp health lodge staff if desired.
- Please use the pre-camp health questionnaire to verify the health of your Scouts before arrival.

REFUNDS

All fees are refundable until **May 8, 2020**, less the $220.00 deposit. After May 8th, fees are transferable to another member of this year’s trip, but not refundable. **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. **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.**

INDIVIDUAL TRIP INSURANCE

**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. **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

**SCOUTMASTERS** are expected to communicate the above information to all families of attending Scouts/leaders. Refunds are not given in situations where insurance would have covered the expense. Please ask your Scoutmaster about this.
FAMILY NIGHT (WEDNESDAY)

Each Wednesday night we will be playing good-ole mountain music and have activities out on the lawn. All parents and family members are invited to camp for a great time, and to enjoy fellowship with their Scouts. Dinner will be served from the dining hall and eaten outside on the parade field. Dinner for guests cost $5, tickets can be purchased in the trading post. Chapel is held at 7:30PM at Chip’s Chapel. Guests are also encouraged to stay for OA CALL OUT at 8:00 pm and a Flag Retirement Ceremony during the evening campfire immediately following at the campfire ring. If you have (cotton) flags you would like to see retired please bring those with you and turn in to the program office by noon Tuesday. We cannot retire polyester flags.

ALL CAMP VISITORS, INCLUDING THOSE ATTENDING FAMILY NIGHT, ARE REQUIRED TO CHECK IN AT THE CAMP OFFICE (THE BUILDING BEHIND THE FLAG POLE) UPON ARRIVAL. NO PETS ARE ALLOWED ON CAMP PROPERTY EXCEPT ADA REQUIRED SERVICE ANIMALS.

SPECIAL DIETS

Camp Daniel Boone diligently accommodates special dietary needs. There are regular options for vegan or vegetarian lifestyle preferences (please contact us before camp if you are vegan or vegetarian using the below email address). For other special dietary needs (gluten, casein, dairy, enzymes, eggs, or other situations), medical documentation is required. A letter from the physician outlining specific concerns will suffice. Please provide this information well in advance of your visit so we can prepare. If you wish to communicate directly with the kitchen team, you may do so via email specialneeds4cdb@gmail.com. Be sure to include your troop number and week attending. Once summer camp begins, it is best to call the dining hall: (828) 235-2776.

A WORD ABOUT PEANUTS: Camp Daniel Boone does not serve peanuts as part of the regular menu. However, that does not mean there will not be nuts in certain items at camp, such as prepackaged cookies, ice cream flavors as well as other items sold in the trading post. Additionally, wrapped peanut butter and jelly sandwiches will be available to Scouts during mealtimes in the dining hall. We will gladly check labels as needed and encourage your Scouts to do the same. Please encourage your Scout to take personal responsibility for checking labels and making safe food choices.

ADDITIONAL INFORMATION

Cold Mountain Outfitters is camp’s one stop shop for T-shirts, hats, and other souvenirs. The average Scout spends $80 - $85 in the trading post. Cash and credit/debit cards are accepted. There is no cash-back option from a credit/debit card transaction. Scouts must present their Totin’ chip to purchase a folding knife.

Boonesboro Village has a separate trading post which is cash only. Some knives sold at the village require an adult present to approve the purchase. You must be 18 to purchase a sheath knife. Scouts must present their Totin’ chip to purchase a folding knife. Axes and Tomahawks are sold to Totin’ chip holders ages 16 and up, or to younger Scouts with personal adult endorsement.

Troop leaders have authority to determine what, if any, knife sales are allowed for their unit. Please instruct your Scout(s) to comply with Unit policy.
How to Contact Us!

FOR ALL INQUIRIES BETWEEN AUGUST AND MAY...
Ask for Melinda Kuehn at the Council Office!
Program Executive, Daniel Boone Council
Email: Melinda.Kuehn@Scouting.org
Phone: (800) 526-6708

CONTACTING CAMP...
Camp Daniel Boone (Office)..............(828) 648-0435
Camp Health Lodge...........................(828) 648-0442 (10:00pm - 8:00am) EMERGENCIES ONLY
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 in their mailbox. Scouts are welcome to use the office phone in case of emergency.

NOTE: Cell phones rarely receive reception at Camp Daniel Boone.

MAIL
Please include a return address on any mail sent. Mail can be picked up daily in the camp office by any unit leader OR Senior Patrol Leader. All undelivered mail will be given to each unit on Friday night. All unclaimed packages will be returned to sender. If the option is available, please send your packages to campers via FedEx or UPS—these carriers deliver to camp more frequently than USPS.

THE MAILING ADDRESS TO SEND YOUR CAMPER A PACKAGE IS:

Scout’s Name, Troop # Week #
Camp Daniel Boone
3647 Little East Fork Rd
Canton, NC 28716

NOTE: All letters received at camp must have the Scout’s correct Troop number in order to ensure delivery. Also, 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 at the end of the week. Due to our remote location, mail sent to Camp Daniel Boone can take up to a week to arrive, so please plan accordingly.
2020 CDB SPECIAL NEEDS REQUEST FORM

The Daniel Boone Council will do everything in its power to accommodate participants with special needs. Please fill out this form and submit it to specialneeds4cdb@gmail.com. Thank you for your assistance!

Please submit by May 15th, 2020.

Unit Number: ________

Council/District: _________________________________________

Week attending Camp Daniel Boone (see chart): ________

<table>
<thead>
<tr>
<th>Week #</th>
<th>Dates</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>June 7 – June 13, 2020</td>
</tr>
<tr>
<td>2</td>
<td>June 14 – June 20, 2020</td>
</tr>
<tr>
<td>3</td>
<td>June 21 – June 27, 2020</td>
</tr>
<tr>
<td>4</td>
<td>June 28 – July 4, 2020</td>
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<tr>
<td>5</td>
<td>July 5 – July 11, 2020</td>
</tr>
<tr>
<td>6</td>
<td>July 12 – July 18, 2020</td>
</tr>
<tr>
<td>7</td>
<td>July 19 – July 25, 2020</td>
</tr>
</tbody>
</table>

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, CPAP battery pack, etc.) Please explain below:

_________________________________________________________________________________________
_________________________________________________________________________________________
_________________________________________________________________________________________

3. Do any of your unit members have special dietary concerns? Please be specific and suggest possible Alternatives. Please provide medical documentation for dietary concerns other than vegan or vegetarian Preferences (but please still note these preferences here):

_________________________________________________________________________________________
_________________________________________________________________________________________
_________________________________________________________________________________________

NEXT PAGE, PLEASE...
4. Does anyone in your unit have physical needs that limit mobility? Please provide details below:
________________________________________________________________________________________
________________________________________________________________________________________
________________________________________________________________________________________

5. Please list any other special needs below:
________________________________________________________________________________________
________________________________________________________________________________________
________________________________________________________________________________________
________________________________________________________________________________________
________________________________________________________________________________________
________________________________________________________________________________________

6. Who should we contact if we have questions?
   Name: ________________________________
   Email: ________________________________
   Phone Number: ________________________

Thank you for helping us provide adequate accommodations for your Scouts! We look forward to seeing you at Camp Daniel Boone!
DAMAGE TO EQUIPMENT AND FACILITIES

All campsites and camp owned equipment used by a unit will be inspected before the unit checks in and as the unit checks out. Any damages that occur will be assessed by the Camp Ranger and must be paid for, or arrangements made to pay, before the unit leaves camp. Damage could include breaking or losing equipment, defacing tables, latrines and buildings, cutting or tearing canvas. Please report pre-existing damage immediately! Contact the Camp Commissioner or Camp Ranger by noon of your first full day at camp to report pre-existing damage or issues. Each Scout and Unit is responsible for taking care of camp equipment that has been assigned for their use. In case of damage to this equipment, the individual or unit is responsible for payment or repairs or replacement. 

Note: Aerosol spray cans used inside tents will remove waterproofing from tents.

THE ESTIMATED CHARGES FOR MISUSE OF EQUIPMENT ARE AS FOLLOWS:

**COTS:**
- Repair (rips, cuts) $5.00 per inch
- Cot Replacement $100.00
- Metal Bed Replacement $300
- Mattress Replacement $150

**TENTS:**
- Rips, Cuts and Tears (Per inch) $10.00
- Writing on Canvas (severity as determined by Ranger)
- Small Burn holes $50.00
- Total Wall Tent Replacement $400.00
- Tent Frames- Metal pipe (Per damaged section/joint) $75.00

**TENT PLATFORMS:**
- Replace Entire Platform (Permanent type) $500.00

**PICNIC TABLES:**
- Replacement Cost $110.00
- Replacement Cost (Per board) $20.00
- Replacement leg (per leg): $65.00

Remember, this is your camp and equipment. Please protect and preserve it!

**ALL DAMAGED EQUIPMENT WILL BE REPORTED TO AND ASSESSED BY THE CAMP RANGER**
BASE CAMPER’S PERSONAL EQUIPMENT PACKING LIST

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

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
$75- $95 for Trading Post
Scout Handbook
Flashlight w/extra batteries
Completed Medical Form
MERIT BADGE BOOKS for classes Scout is taking

OPTIONAL
Hat
Camera & Film
Sunscreen
Sewing Kit
Fishing Gear
Tarp – there are limited pavilions throughout camp so at least 1 Tarp per patrol is needed!

NOTE: Scouts should not bring portable gaming devices, cell phones, etc. as Camp Daniel Boone is not responsible for lost or stolen items. Cell phones do not work at Camp Daniel Boone.

LOST AND FOUND
Lost and found can be located during the week at the camp office. We cannot be responsible for items left at camp. If an item is found, and you wish to have it shipped back, we will be happy to do so, but will charge you for actual shipping costs.
PACKING LIST FOR WHITEWATER, ZIP/SPLASH & PEDDLE, PADDLE AND PLOD TREKS

UPPER LAYERS

- 2 non-cotton shirts (nylon, under armor, polyester etc.) These will be worn during our activities. Long sleeves are recommended.
- 1 base layer (Long sleeve shirt to put on in the evenings, similar to long-johns.)
- 1 mid layer (Thicker shirt to wear over base layer) OR
- 1 top layer (Fleece jacket or other appropriate top for cold evenings)
- 1 rain jacket with a hood (While ponchos are not preferred they are acceptable forms protection from hazardous weather. Thin “Emergency Ponchos” will not satisfy this requirement.)

LOWER LAYERS

- 2 pair of synthetic shorts (to wear during activities)
- 1 pair of long pants for nights
- 1 pair of rain pants or rain chaps
- 3 pairs of socks

EQUIPMENT

- 1 sleeping bag with stuff sack
- 1 sleeping pad (closed cell foam or inflatable pads such as Therm-a-rest)
- 1 lightweight tent, hammock, or tarp with a ground cloth to sleep under (If you bring a tent or tarp, please consider sharing to minimize our impact and practice the principles of Leave No Trace)
- 1 backpack or duffle bag (DO NOT BRING TRUNKS. Bags are easier to load in vans and carry to our campsites)
- 1 bowl or mess kit
- 1 eating utensil (preferably a spork)
- 2 Quart sized water bottles AT LEAST (Nalgene, old Gatorade bottles, Camelbacks)
- 1 pair of sandals with a back strap or water shoes
- An extra pair of shoes to wear when not on the water

MISCELLANEOUS ITEMS NEEDED

- Flash light with extra batteries
- Sun screen
- Pocketknife
- Hats with brims
- Extra tent stakes
- Small cord or twine
- Extra lighter and/or matches
- Towel
- Sunglasses
- Bandana
- Toiletry kit (biodegradable soap, hand sanitizer, toothpaste and toothbrush, toilet paper, etc...please leave deodorants and body sprays at camp because they only attract bears.)
OPTIONAL ITEMS
Insect repellent
Watch
Camera
Backpacking stove
Water filter
Extra snacks
Extra money while on the road for meals or souvenirs
Notepad with pen or pencil
Books
Cards

GROUP EQUIPMENT PROVIDED
• Food
• First aid kits
• Stoves
• Cook sets, pots, kitchen utensils
• Water purification systems and chemicals
• Trowels and toilet paper
• Large group tarps with line
• Fuel bottles and fuel
• Maps
• Dromedary bags
• Coolers
• Canoes
• PFD’s (lifejacket)
• Paddles
• Any other general equipment needed for the trek.
BACKPACKING & ROPES TREKS PACKING LIST

UPPER LAYERS
3 T-shirts (nylon, under armor, polyester etc...)
1 top layer (non-cotton jacket or other appropriate top for cold evenings)
1 rain jacket with a hood (no thin “Emergency Ponchos”)

LOWER LAYERS
3 pairs of synthetic pants or shorts (Quick-dry materials preferred)
1 pair of rain pants
3 pairs of synthetic undergarments
3 pairs of non-cotton socks

EQUIPMENT
1 sleeping bag with stuff sack
1 sleeping pad
1 lightweight tent or hammock (If you bring a tent, please consider sharing to minimize our impact and practice the principles of Leave No Trace)
1 backpack (Frames are required. Unframed military backpacks or bookbags will not satisfy this requirement)
1 pack cover (we provide multiple large trash bags for water proofing if needed)
1 nylon dry bag or Zip-lock Bags to keep clothes dry
1 bowl or mess kit
1 eating utensil (preferably a spork)
2 Quart-sized water bottles (Nalgene, old Gatorade bottles, Camelbacks)
1 pair of Hiking Boots or hiking shoes (sturdy with good ankle support)
1 pair of camp shoes or sandals to wear when not wearing boots

MISCELLANEOUS ITEMS NEEDED
flashlight with extra batteries
pocketknife
extra tent stakes
small cord or twine
extra lighter and/or matches
towel
toiletry kit (biodegradable soap, hand sanitizer, toothpaste and toothbrush, toilet paper, etc. please leave deodorants and body sprays at camp because they only attract bears.)

OPTIONAL ITEMS
hats with brims
bandana
sunglasses
Insect repellent
sunscreen
watch
camera
backpacking stove
water filter
extra snacks
extra money while on the road for meals or souvenirs
notepad with pen or pencil, books, cards, etc.

**GROUP EQUIPMENT PROVIDED**

Food
First aid kits
Stoves
Cook sets and pots
Water purification systems and chemicals
Trowels and toilet paper
Large group tarps with line
Fuel bottles and fuel
Maps
Compass
Dromedary bags
Any other general equipment needed for the trek

**GROUP EQUIPMENT PROVIDED (CLIMBING ONLY)**

Helmets
Harnesses
Ropes
Belay Devices
Hardware

*All of Camp Daniel Boone’s equipment is furnished free of charge providing that the equipment is returned in the condition issued. To prevent any unnecessary purchases of new equipment, it will be required that any lost or damaged equipment be paid for by the participant(s) responsible.*
Camp Rules

- No firearms, bows and arrows, ammunition or weapons of any kind are allowed at camp. If brought on the property by accident these materials must be checked in with the Camp Director upon arrival.
- 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.
- Provisional Scouts who do not comply with the supporting troop guidelines will be counseled as needed. Continued non-compliance may result in immediate dismissal from camp at parent expense.
- No members of the opposite sex are allowed together inside tents, cabins, adirondacks, bathrooms, etc. National youth protections guidelines will be applied to every situation.
- 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. We do not practice catch and release. The fish cleaning station is located at the end of the pavilion.
- NO pets are permitted in camp.
- Throwing rocks is strictly forbidden. Walking or playing 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 swimming is allowed in the stream.
- NO CARS ARE PERMITTED IN CAMPING AREAS. (NO EXCEPTIONS) Cars must remain in the designated parking lots at all times. The NUNC Kiwanis facilities are for those individuals who cannot walk to or from campsites. Contact the Camp Director prior to your arrival to discuss options.
- No bicycles may be ridden in camp.
- The Buddy System is to be followed at all times.
- Swimwear: Minimally, females must wear a one-piece suit with an optional T-shirt cover. Males must wear appropriate board type swim trunks. Feel free to add as many additional layers as you like while maintaining free movement in the water.