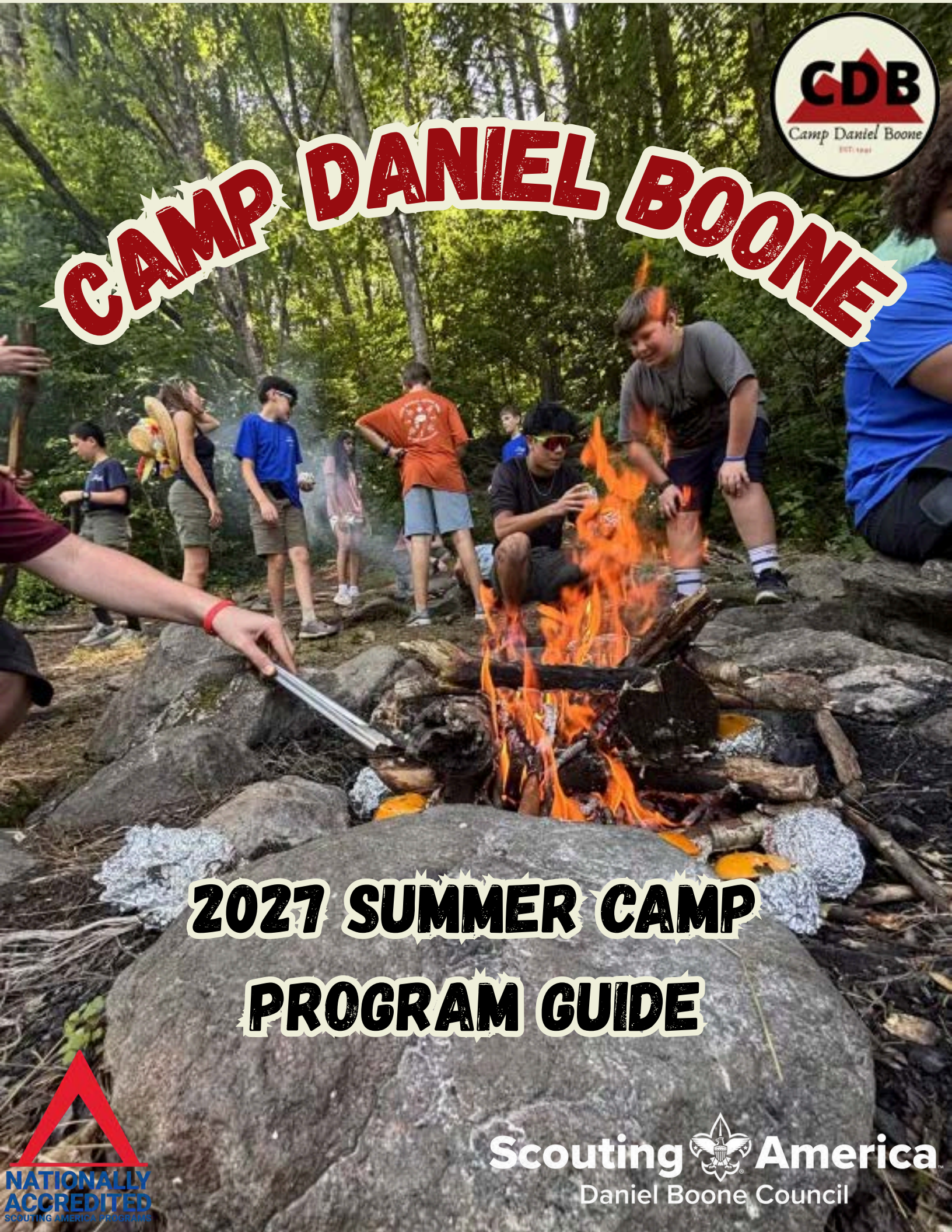

CDB
Camp Daniel Boone
CAMP DANIEL BOONE
2027 SUMMER CAMP
PROGRAM GUIDE
NATIONALLY ACCREDITED
SCOUTING AMERICA PROGRAMS
Scouting America
Daniel Boone Council

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CAMP DIRECTOR'S WELCOME

Hello Happy Camper!

Welcome to Camp Daniel Boone, a place where Scouts from all over the United States and the World, come together in the name of Scouting. We can't wait to welcome your Troop to our little slice of paradise, nestled in the heart of Western North Carolina. We are prepared with a safe, fun, outdoor environment that will create a backdrop to many memories and learned skills for your scouts. Did you know that Camp Daniel Boone is the highest elevation Scout camp East of the Mississippi?

From the 6,000-foot summit of Cold Mountain to the tumbling Little East Fork River 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. Our Staff are eager and ready to ensure your Summer Camp experiance exceeds expectations and leaves you longing for more each day!

Whether you're coming for our robust merit badge programming on Base Camp, with over 60+ merit badges, Boonesboro Village, or our High Adventure program opportunities, we promise the adventure of a lifetime! Spend time on the Rock, Fishing in Lake Allen, Whitewater Rafting, playing Ultimate Frisbee or Volleyball, the options are bountiful at Camp Daniel Boone.

Adult Leaders have an equal variety of programming to entertain themselves with: Specialized Trainings, Dutch Oven Cookoff, and the always competitive Scoutmaster Golf Tournament. I know you will enjoy the cool summertime temperatures and quiet starlit nights around the campfire with your Scouts.

For over 85 years, we've provided Scouting's Promise of Adventure and we can't wait to welcome you to the Camp Daniel Boone family! Thank you for choosing Camp Daniel Boone, the Staff and I can't wait to see you on the headwaters of the Little East Fork soon!

Yours in Scouting,

Jacob Whitlow
Camp Director

DAILY SCHEDULE

7:15 AM	A BREAKFAST
8:00 AM	MORNING FLAG
8:15 AM	B BREAKFAST
9:00 AM	MERIT BADGE SESSION 1
9:15 AM	SCOUTMASTER COFFEE
12:10 PM	A LUNCH
12:45 PM	SPL MEETING
12:50 PM	B LUNCH
2:00 PM	MERIT BADGE SESSION 2
5:45 PM	A DINNER
6:30 PM	EVENING FLAG
6:45 PM	B DINNER
7:30 PM	EVENING PROGRAM (UNTIL 8:30 PM)
10:30 PM	LIGHTS OUT/QUIET HOURS



BASE CAMP PROGRAM

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. **Current offerings and pre-req information is available on the Camp Daniel Boone website, under Camp Resources.**

Merit badges are taught in group sessions of half day or full day blocks. Scouts need only attend 1 session, unless otherwise specified on the schedule. 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 a report completed requirements for each merit badge on Friday. Blue cards are not used by CDB for record keeping, however, if your unit uses blue cards, there is an option in our system to print your scout's requirements onto blue cards at home. Scouts are suggested to bring a merit badge book for the merit badges they are taking for referencing. 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.

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 on the camp pre-requisite list, found here: https://www.campdanielboone.org/mbofferings

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

MERIT BADGE REGISTRATION

MERIT BADGE REGISTRATION

Merit Badge sign-ups are completed online. Beginning April 6th 2027, *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.

Don't Forget!
You MUST be up to date on your payments to Register Scouts for Merit Badge Classes!

Weeks	Registration Opens
1 & 2	April 6th 2027
3 & 4	April 7th 2027
5 & 6	April 8th 2027

PROGRAM AREAS AND CLASSES

Camp Daniel Boone offers more than 60 Merit Badge classes every summer across 14 different Program Areas. See below for our offerings in 2026 at each area! (2027 merit badge list will be finalized by March 31st)

WATERFRONT


Swimming


Canoeing


Kayaking


Lifesaving


Rowing

HANDICRAFT


Art


Leatherwork


Animation


Textile


Sculpture


Basketry


Woodcarving

LEADERSHIP


CIT Nation


CIT World


Communication


Personal Fitness


American Herritage


Music


American Indian Culture


Chess


Entrepreneurship


Public Health


Law


Public Speaking


Disability Awareness

THE ROCK


Climbing

The Ranges


Rifle


Shotgun


Archery

TREETOPS



COPE

ECOLOGY


Eniv. Science


Fish/Wildlife Mgt


Forestry


Geology


Insect Study


Mammal Study


Oceanography


Fishing


Sustainability


Nature


Reptile/Amphibian Study


Mining In Society

SCOUTCRAFT


Camping


Cooking


Fire Safety


First Aid


Pioneering



Geocaching



Orienteering



Search/Rescue


Wilderness Survival


Scouting Heritage


Emergency Preparedness

S.T.E.M


Archaeology


Architecture


Chemistry


Electricity & Electronics


Robotics


Engineering


Digital Tech


Photography


Moviemaking



Railroading



Nuclear Sci.


Space Ex.


Signs,Signal,Codes


Cybersecurity

GOIN' GREAT (FIRST YEAR CAMPER)







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 Scout, 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. There is Goin' Great Junior (covers Scout and Tenderfoot) and Goin' Great Senior (Second Class and First Class), in which scouts in this program will be broken up into patrols and assigned a Patrol guide, who will be their Camp mentors for the day. Each session focuses on certain ranks for more efficient use of the scout's time. 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!

SESSIONS OFFERED

There will be 2 sessions of Goin' Great Junior and 2 sessions of Goin' Great Senior per week i each session will consist of a full-day program that run from 9:00am until 5:00pm. GG Junior will be offered on Mondays or Wednesdays and GG Senior will be offered on Tuesdays or Thursdays. Both sessions will go on a 5-mile hike together on Friday, so please do not schedule Goin' Great scouts for Merit Badge classes on that day. **Scouts will only attend 1 full day session of either session level.**

We suggest that each troop assign at least one Unit Leader to check up on their Goin' Great Scouts nightly to ensure 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 the scouts understand and learn the material, so please talk to the Goin' Great Area Director if you have concerns.

REQUIRED MATERIALS



- Small Daypack or fanny pack
- 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
    - Nitrile Gloves (Latex free)
    - 2 roller bandages
    - Calamine Lotion Tweezers
    - Moleskin
    - Alcohol Swabs

STOCKTON FARMS

Earn the Horsemanship and Animal Science Merit Badges on a real, working farm! 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 just 15 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. Cost of the program is $100, and this covers both Monday and Wednesday. Stockton Farms accepts Cash, Checks and Credit Cards, and ALL payments are made directly to Stockton Farms.

ANIMAL SCIENCE MERIT BADGE



All Ages welcome but recommended for more mature scouts because of the nature of the program. This is a working farm and by far NOT a petting zoo. 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 just 15 minutes from camp. This is a HANDS-ON WORKING FARM. The Scouts are required to participate and 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 ice cream social 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. Cost of the program is $100, and this covers both Tuesday and Thursday. Stockton Farms accepts Cash, Checks and Credit Cards, and ALL payments are made directly to Stockton Farms

If taking both Horsemanship and Animal Science the cost is $175

Please Note:

- **NO FLIP FLOPS OR WATER SHOES**
- **SCOUTS AND DRIVERS ATTENDING EITHER MB SHOULD PLAN TO EAT EARLY IN THE DINING HALL AT 5:50PM.**
- **SCOUTS NEED TO WEAR THE SAME CLOTHES TO EAT THAT THEY ARE WEARING TO THE FARM.**
- **WHEN YOU LEAVE YOUR CAMPSITE FOR THE DINING HALL, BE PREPARED TO GO STRAIGHT TO THE FARM AFTER DINNER.**
- **IF YOU ARRIVE AT THE FARM EARLY THAT IS OK, WE NEED TO START ASAP AT 7PM SHARP.**

IF YOU HAVE SCOUTS NOT PARTICIPATING IN THE PROGRAM, LEAVE THEM AT CAMP.

IF YOU HAVE SCOUTS THAT HAVE NOT REGISTERED FOR THE PROGRAM BUT WANT TO PARTICIPATE, WE CAN DO THAT WHEN YOU CHECK IN AT THE FARM.

Forms of payment accepted are cash, check or credit card.

All payments are made directly to Stockton Farms. Please call Ricky Stockton with any questions. (828) 734-2515

PROGRAM COST

$100 to take one class

$175 to take both











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 closing campfire. The official Long Rifle Award checklist will be posted in the Camp Resources page on the Camp Daniel Boone website beginning April 1st.

- 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 Leader earns the Scout Leaders Merit Badge
- Someone from the troop visits Boonesboro Village
- Visit a troop from another state
- Show Scout Spirit
- Participate in the Cold Mountain Challenge or other Camp-wide Event

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 the closing campfire, and all participating troops earn points towards their Long Rifle award.

FAMILY NIGHT (WEDNESDAY)

Wednesday is family night at Camp Daniel Boone. **OA CALL OUT will be at 8:00 pm at the campfire ring.** Families wishing to eat in the dining hall can purchase meal tickets in the Trading Post for $5.

Cold Mountain Challenge

On Friday afternoon, each troop will participate in the Cold Mountain Challenge: a camp-wide competition in which each troop will be put to the test by assessing their endurance and scout skills through a series of challenges that will take them from one end of camp to the other in a grueling, unforgiving race. All troops will start… but will yours have what it takes to finish?

THE ORDER OF THE ARROW

PURPOSE

The Order of the Arrow is Scouting's national honor society. It recognizes those campers who best exemplify the Scout Oath and Law in their daily lives and by such recognition, cause other campers to conduct themselves in such a manner as to warrant similar recognition, to promote camping, and to crystallize the habit of helpfulness as a life purpose. Each 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 TsaliLodge. 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

Tsali Lodge hosts an Ice Cream Social Thursday evening. All OA members with a valid membership card, flap on their uniform or sash are welcome. 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.

OTHER PROGRAMS

POLAR BEAR PLUNGE

All Ages – This is a fun activity for everyone to experience, especially at Camp Daniel Boone! 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.

Day Rafting Information

Offered on the **NANTAHALA RIVER** Tuesdays and Thursdays,
and the **FRENCH BROAD RIVER** on Wednesday.

Cost is $70 per rafter, and lunch is included.

Rafting Numbers are due by May 8th. Please see **https://www.campdanielboone.org/wp-content/uploads/sites/2/2026/08/Day-Rafting-Trips.pdf** for more information!

DAILY THEMES

Scout Spirit Monday	Tropical Tuesday	Wacky Hat Wednesday	Throwback Thursday	Funky Sock Friday
SHOW YOUR TROOPS SCOUT SPIRIT!	HAWIIAN SHIRTS, SUNGLASSES ETC!	WEAR YOUR BEST WACKY HAT!	PICK AN ERA, OR A FUN PAST EVENT!	THE FUNKIEST SOCKS YOU CAN!







ADULT LEADER PROGRAMS

LEADERS' LOUNGE

Sometimes you just need a minute! Our Scoutmaster Lounge, located in the Robertson Administrative building (Office), has a large sofa and chairs in an air-conditioned space (not that we really need air conditioning at camp). The lounge includes a Vonage phone where leaders can make phone calls and WIFI/WIFI calling is 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!

SCOUTMASTER COFFEE

At 9:15 each morning, gather in the dining hall to distribute information, receive feedback and enjoy fellowship with our fellow Scouters with a good ole cup o' joe. 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.

LEADERS' FISH BAKE

Every Wednesday at 12pm, the CDB staff invites all adult leaders to attend a fresh trout fish-bake. Come enjoy mountain trout and all the fixin's (hushpuppies, corn on the cob, and banana pudding).

SCOUTMASTER COMPETITIONS

SCOUTMASTER SHARPSHOOTERS

Come up to our ranges to see how your shooting skills match up! We have Scoutmaster competitions in Rifle, Shotgun, and Archery. One leader per unit will be allowed to compete in each competition. The winner of each shoot-off receives an award at closing campfire.

SCOUTMASTER'S MASTERS GOLF TOURNAMENT

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 equally improvised 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

Starting at 2pm on Friday afternoon, Adult Leaders are invited up to Scoutcraft to prove who is the (Cast) Iron Chef!

Your unit can compete in any or all of the Main, Desert and Side categories, and there are no limits of entries per unit. You can either cook with the other contestants at Scoutcraft, or at your campsite, as long as the entry arrives by 4:30pm for judging. All contestants get to try the dishes, and their opinion is weighted with that of our esteemed panel of camp culinary experts to determine the winner in each category!

Leaders may use their own Dutch Ovens in the activity or borrow one from Scoutcraft, but must bring their own ingredients.

Winners in each category are announced at closing campfire on Friday evening!

SCOUTMASTER BELLY FLOP

In this high-flying competition, unit leaders will compete to create the biggest splash in the frigid waters of Lake Allen! Props/costumes are **ENCOURAGED**. 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

All adult leaders can complete a variety of tasks to earn the CDB Scoutmaster's 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 Scout Leader's Merit Badge check-sheet for complete details.

BASIC CPR/AED

Everybody should get trained. At least one leader per unit should have a current (less than 2 years-old) CPR card. Training takes place on Wednesday evenings promptly at 7:00 PM. You must eat with the first shift to get to class and get to class on time. This training is not included in the camp fees, and is paid directly to the instructor.

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 Scouting America requirements. Cost is paid to the instructor.

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. IOLS is held Monday and Tuesday.

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. Held on Wednesday.

AQUATICS TRAININGS

MORE INFO COMING SOON!

OTHER ADULT LEADER TRAININGS

A variety of 1 hour training options will be available throughout the week to help Scoutmasters increase skills and confidence. These include:

TRAIL TO EAGLE

An overview of the scouting journey for the scouts, and how to encorage and support them through the rank advancement process. Also answers frequently asked scouting questions and facilitates the sharing of ideas.

NAP ON SAFELY

An overview of the role of rest/sleep and being mindful of your mental health as a dedicated volunteer in the Scouting Program.









HIGH ADVENTURE PROGRAMS

For all High Adventure activities:

All participants must be age 13 by June 1, 2027 (preferred) or at least 13 by their arrival date at Camp Daniel Boone.

GENERAL INFORMATION

All High Adventure Programs at Camp Daniel Boone operate on a contingent-style basis. The Adult Participants for each program will serve as the adult leadership and supervision for all youth participating in the program. Individual Units do not need to meet the participant capacities listed for each troop.
Camp Daniel Boone expects Troops who register 3 or more Youth for a High Adventure program to also register at least 1 Adult Participant to assist with supervision requirements.
Please reach out to the Camp Director with any questions.

All High Adventure participant spots require a $50 deposit to secure the spot during registration. This deposit is transferable to overall camp payments until May 8th, 2027. After May 8th, all spots are considered final, and units are responsible for completing registration for the spot.

TWO (2) copies of the completed official Scouting America Medical Form are required for all High Adventure Programs (other than Boonesboro Village)
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.

Upon arrival at Camp after their unit photo, all high adventure participants will go through the medical check and Adventure Program Participants doing rafting as an activity, will take their swim test. They will then meet with their trek guide and proceed to The Outpost (located about a ¼ mile down the road from base camp).

All participants will be sleeping in platform two-person tents while at The 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.

2027 High Adventure Programs and Prices			
Backpacking Treks	$515	**Rapids Adventure Program**	$695
Boonesboro Village	$525	**5 Day Adventure Trek**	$750
ROPES Trek	$590		

BACKPACKING TREKS

For all High Adventure activities:

All participants must be age 13 by June 1, 2027 (preferred) or at least 13 by their arrival date at Camp Daniel Boone.

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 back-country 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 at 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.

LOW-IMPACT CAMPING

Scouting 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.

OUR BACKPACKING TREKS

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 at least one 21+ adult leader with the crew.

Backpacking Trek Crew Sizes:
Minimum: 4 Participants (Including at least one 21+ adult Leader)
Maximum: 9 Participants (Including at least one 21+ adult Leader)

SHINING ROCK WILDERNESS TREK

This trek requires VERY GOOD physical conditioning for EVERY participant. The Shining Rock Wilderness trek is a four-day loop trip including a portion of the Art Loeb Trail through Pisgah National Forest and Shining Rock Wilderness. The trail is 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!

Finally, it travels across the mountain balds and through the Shining Rock Wilderness past Shining Rock itself. Near Cold Mountain the trail climbs into 'The Narrows" and rugged ridgeline which slowly gets smaller and smaller with memorable views to the north and south. A side trip will take you to the summit of Cold Mountain, before descending steeply to end at Camp Daniel Boone.

This trail is a memorial to Art Loeb, 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.

PANTHERTOWN VALLEY TREK

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.

Shining Rock Trek



Panthertown Trek



R.O.P.E.S TREK

For High Adventure ROPES TREK:

Due to the level of physical and mental maturity required with rock climbing, we recommend that all participants be 14.

Participants MUST be 13 years old by June 1, 2027 (preferred) or at least 13 by their arrival date at Camp Daniel Boone.

Program Capacity:

Minimum: 5 Participants (Including at least one 21+ adult Leader)
Maximum: 12 Participants (Including at least two 21+ adult Leaders)

On Monday the group will review climbing equipment, belaying, rappelling, climbing commands, and climbing techniques. While also 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 may earn the badge during the week.

Tuesday through Friday will be spent climbing on live rock at one of several available locations such as Melrose Mountain, The Chimneys, Yellow Wall, and Devils Cellar.
Due to the level of physical and mental maturity required with rock climbing, we recommend that all participants be at least 14 years old.

Note: 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 to 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 Field uniform is a great choice, and it prevents packing extra clothes.

NOTE: Hikers will not be permitted to carry overweight 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

These are minimal recommendations; A Scout is Prepared. Be mindful that what you pack, is what you intend to carry on your Trek. There is limited space to leave any unneeded items at the High Adventure Outpost.

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
- 4 -5 **pairs of non-cotton socks**

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.

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 internal or external frame backpack
- 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 closed-toed sandals to wear when not wearing boots
- ROPES TREK - Shoes Suitable for Climbing!

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 and Compass
- Dromedary bags
- Any other general equipment needed for the trek

GROUP EQUIPMENT PROVIDED (CLIMBING ONLY)

- Helmets
- Harnesses (please do not bring your own harness)
- 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/person. Since non-emergency extractions tax our resources, this fee is final and non-negotiable.** This includes any Participant(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.

ADVENTURE PROGRAMS

Camp Daniel Boone is proud to partner with the Nantahala Outdoor Center (NOC) to provide our Scouts with multiple Outdoor Adventure program 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 cornerstones of their success.

*Note: It is required that each participant take the swim test at Lake Allen upon their arrival at camp to participate in the 5 Day Adventure or Rapids Adventure Programs. 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. Participants must bring a waiver signed by a legal parent or guardian for the Nantahala Outdoor Center. You can find it here: https://www.campdanielboone.org/files/55525/noc-waiver

FIVE DAY ADVENTURE TREK

Program Capacity:

Minimum: 8 Participants (Including at least two 21+ Adult Leaders)
Maximum: 18 Participants (Including four 21+ Adult Leaders)

This jam-packed high adventure program offers Scouts and Adult Participants an exhilarating opportunity to explore and experience the Best of the Mountains when it comes to thrill seeking adventures. You will make a SPLASH while whitewater rafting the French Broad, Nantahala, Ocoee, Pigeon, and Watauga Rivers. HANG out in the Treetop Adventure Park while ziplining in the Nantahala Gorge and EXPLORE beyond the earth's surface in Worley's Cave. Whitewater classifications for each river range from Class 1 to Class 4 rapids. All adventures and activities are fully guided by professional outfitters.

Note for Ziplining - Participants must weigh 60 - 250 lbs per the Nantahala Outdoor Center. Weight restrictions are set in place by the outfitter for your safety.

Note for Worley's Cave - This cave consists of over seven miles of large rooms and narrow passages. This is an ideal cave to get introduced to the interesting and adventurous world of caving and suitable for a wide range of ages and abilities. Explore rooms like the Hobbit's Hallway, the Fairy's Ballroom, Tombstone, Giant's Causeway, Thin Floor Room, the Hall of Masks, Base Camp, and the Bermuda Triangle. +++ Are you claustrophobic? No need to worry; most of the rooms in the cave are big enough to contain a house. With the ceiling 80 feet above your head and rooms ¼ of a mile long you can really relax and enjoy yourself.+++

Program Cost includes professional outfitter fees, forest service fees, meals, transportation, and lodging. 5 Day Adventure participants will camp at the High Adventure Outpost, ½ mile from the entrance of Camp Daniel Boone. The outpost amenities include traditional platform wall tents, cots, a shower house facility with hot water and flush toilets, laundry access, large field for ultimate frisbee and games, gaga ball pit, and a covered pavilion with electricity.

Meals: Breakfasts will be served in the Dining Hall on Base Camp or To-Go. Lunches will be To-Go and carried with you from the Outpost. Dinners will be cooked by participants at the Outpost; all ingredients and cooking equipment are provided (excluding person mess kits). Participants with special dietary needs/restrictions will need to fill out the Special Diets Information Form on the Camp Daniel Boone website.

Week at a Glance:

Monday: Whitewater Rafting at Nantahala River and Treetop Adventure Park (NC)
Tuesday: Whitewater Rafting at Pigeon River (TN)
Wednesday: Worley Cave Exploration and Whitewater Rafting at Watauga River (TN)
Thursday: Whitewater Rafting at Ocoee River (TN)
Friday: Whitewater Rafting at French Broad River (NC)

THE RAPIDS ADVENTURE PROGRAM

Program Capacity:

Minimum: 8 Participants (Including at least two 21+ Adult Leaders)
Maximum: 28 Participants (Including six 21+ Adult Leaders)

Forward One and Arms UP! Nothing says High Adventure like experiencing the thrill of Whitewater Rafting and navigating Class 1- 4 river rapids around Western North Carolina and East Tennessee. This program offers Scouts and Adult Participants bountiful opportunities to make a splash and get on the water every single day. We will start off by hitting the most popular whitewater rafting river in North Carolina: the Nantahala, traversing through Class 2 and 3 rapids around every bend. Next up, you will challenge yourself on the upper section of the Pigeon, slicing through Class 3 and 4 rapids. We will travel back to the Nantahala river mid-week where you navigate the river in a Ducky inflatable kayak! The adventure continues while tackling the Ocoee river's middle section, known for its miles of continuous Class 3 and 4 rapids. We end the week on the scenic, swift-moving Class 2 and 3 rapids of the French Broad river, the 3rd oldest river in the world! All rafting adventures are fully guided by professional raft guides.

Program Cost includes professional outfitter fees, forest service fees, meals, transportation, and lodging. 5 Day Adventure participants will camp at the High Adventure Outpost, ½ mile from the entrance of Camp Daniel Boone. The outpost amenities include traditional platform wall tents, cots, a shower house facility with hot water and flush toilets, laundry access, large field for ultimate frisbee and games, gaga ball pit, and a covered pavilion with electricity.

Meals: Breakfasts will be served in the Dining Hall on Base Camp or To-Go. Lunches will be To-Go and carried with you from the Outpost. Dinners will be cooked by participants at the Outpost; all ingredients and cooking equipment are provided (excluding person mess kits). Participants with special dietary needs/restrictions will need to fill out the Special Diets Information Form on the Camp Daniel Boone website.

Week at a Glance:

Monday: Whitewater Rafting at Nantahala River (NC)
Tuesday: Whitewater Rafting at Pigeon River (TN)
Wednesday: Ducky Inflatable Kayaks at Nantahala River (NC)
Thursday: Whitewater Rafting at Ocoee River (TN)
Friday: Whitewater Rafting at French Broad River (NC)



PERSONAL EQUIPMENT FOR ADVENTURE PROGRAMS

Our water trips are somewhat different than our land treks. 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 has poor insulation when wet.

You will be getting wet during these treks. Try to bring one (1) set of dry clothes to wear each day.

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

PACKING LIST FOR ADVENTURE PROGRAMS

UPPER LAYERS

- 2 - 4 non-cotton shirts (nylon, under armor, polyester etc.) These will be worn during our activities. Long sleeves are recommended.
- 1 -3 base layers (Long sleeve shirt to put on in the evenings, like long johns.)
- 1- 2 mid layers (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 (No "Emergency Ponchos")

LOWER LAYERS

- 2-4 pairs of synthetic shorts (to wear during activities)
- 1-3 pairs of long pants for nights
- 1 pair of rain pants or rain chaps
- 6-7 pairs of socks
- 1 pair of Tight-Fiting water shoes. NOTE: Crocs and Flip-Flops are not allowed.
- 1 Pair of Tennis Shoes or Boots.

MISCELLANEOUS ITEMS NEEDED

- Flashlight with extra batteries
- Sunscreen
- 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

EQUIPMENT

- 1 sleeping bag with stuff sack
- 1 sleeping pad (closed cell foam or inflatable pads such as Therma-rest)
- 1 backpack or duffle bag or trunk for all your gear.
- 1 daypack for daily activity supplies (water bottle, etc.).
- 1 bowl or mess kit
- 1 eating utensil (preferably a spork)
- 2 Quart sized water bottles AT LEAST (Nalgene, old Gatorade bottles, Camelbacks)
- Five (5) signed copies of the NOC Waiver for rafting https://www.campdanielboone.org/files/38165/new-noc-waiver-2021
- Money for dinner out on Thursday night (Both Adventures have a very long day!)

GROUP EQUIPMENT PROVIDED

- Food
- First aid kits
- Stoves
- Cook sets, pots, and kitchen utensils
- Water purification systems and chemicals
- Trowels and toilet paper
- Large group tarps with line
- Fuel bottles and fuel
- Maps
- Dromedary bags
- Coolers
- Rafts
- PFD's (lifejacket)
- Paddles
- Any other general equipment used by a group (not personal gear).

BOONESBORO VILLAGE

Boonesboro Village is a High Adventure activity.

All participants must be age 13 by June 1, 2027 (preferred) or at least 13 by their arrival date at Camp Daniel Boone.

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. **We can't wait to welcome you to the Village!**

Participants will enter the 1770s on 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 their own meals over an open fire. Open fire cooking skills are valuable to have but can be developed at camp.
Each resident villager, adults and youth alike, is provided with a period hunting shirt (their "Class A" uniform for the week), two craft tickets, and the annual Boonesboro patch. **All of this is included in the cost of the program.**

THEMED DAYS

Every day brings a unique theme to the village. The clothing of the staff and the food provided to the Villagers will experience the different cultures that could have been found in the North Carolina Colonies. These days can vary year to year, the themed days for 2026 were:

Sunday - Continental Army
Monday - German
Tuesday - Spanish
Wednesday - Scottish Highlands
Thursday - Privateer
Friday - Long Hunter / Frontiersman
Saturday - French

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 boonesborogov@gmail.com.



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 and sharing that space with several other (up to 20) Scouts. Mattresses are provided. Male and female scouts are housed separately. **Refer to the Base Camp packing list.**

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 Village program. We suggest you practice cooking, starting fires, and chopping wood BEFORE you come to Boonesboro. There will be wood available for you to process to cook your meals. 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. ALL VILLAGERS MUST BE AT LEAST 13 YEARS OF AGE, and it is strongly encouraged to be at least first-class rank.

CHECK-IN DAY (SUNDAY)

Drop your gear at the Boonesboro Gear Drop, 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 long-shirt (new Class-A for the week) and are then, as a troop, be assigned to a barracks either Blue or Green.
The barracks are like patrols for the week, and will be competing throughout, with points awarded every day. The games change from year to year, but generally include tomahawk throwing, blackpowder 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 at 6:30/7:00. 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. This is like money- you have already paid for these 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 Village is a Craft Based program where participants will receive specialized assistance from actual Masters of their Craft that will guide you to completing your project that is more advanced and involved than a basic kit. **Crafts include, but are not limited to and subject to change, blacksmithing, pottery, textiles, leatherworking, knife-making (kit), black powder shooting, and Primitive Archery.**

Guest crafts have included gourd projects, calligraphy, wood carving, and primitive fire building. Although the village is craft based, some merit badges are offered to only Boonesboro participants, including Metalworking, Leatherworking, and Pottery. Villagers are also able to take base camp merit badges if they wish, and in turn base campers are able to make some select crafts in the Village.

Due to the location of Boonesboro, campers can take any of the merit badges classes offered in Base Camp. All they must 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 the time needed to complete the crafts, we suggest that campers do not take merit badges classes in Base Camp – and if they do, do not fill up their schedules. Boonesboro Craft centers are open and operate Monday through Friday from 9-5, same as the classes, so budget your time accordingly.

The available crafts are subject to change, but for reference, here is the list of crafts that were available in the 2025 season:

Red Ticket - Category One: **Large Project**

- Leather Belt (2.5-inch Rendezvous style belt, or Modern 1.5-inch belt) Leather Belt Bag
- Leatherworking MB
- Kilt or Pleated skirt (traditional Scottish garment)
- Large Pottery Project / Pottery MB (Multiple pieces, OR single large piece)
- Knife Kit *(Sheath knife,)
- Large Blacksmithing Project / Metalworking MB *(Multiple smaller pieces, OR single large piece)

White Ticket - Category Two: **Medium Project**

- Medicine Bag (Small leather bag worn around neck)
- Messenger Bag (fabric over the shoulder bag) Slops (Poofy work pants, like what pirates and sailors wore)
- Bycoket Hat (Robin hood style hat)
- Pottery Project (a single piece of pottery)
- Black Powder Shooting *(15 shots on Range, class included)
- Blacksmithing Project (single small project)
- Arrow Kit / Archery MB (traditional full length arrow kit using primitive pigments and materials)

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 commonly range from $25-$40. For reference, Red Ticket crafts are commonly $40 and White Ticket crafts are commonly $25. Small crafts are available at most craft centers - pricing varies. Custom projects are welcome at the craftsperson discretion. **There is no ATM in camp, and no signal in 1700s, so you'll need cash.** (Or gold!)

The Craft Centers and Craftspeople operate like small businesses inside BV, which allows for more in-depth work, and cuts down on assembly line style projects (it's a sandbox, not building blocks). The crafts in Boonesboro are all custom work and all begin with uncut material– each piece is unique to the maker – YOU!

BOONESBORO CRAFTS - Notes:

*Knife kits are pre stamped blades, with unfinished scale handles. The project includes filing off the factory markings on the blade, attaching and designing the handle, and sewing a sheath. Not part of Blacksmithing.

*Blades of any form cannot be made at our blacksmithing forge.

*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 $2, paid directly to the Range Officer. This goes for Boonesboro and Base Camp campers alike.

**For non-Villagers – you may still do some of the Boonesboro crafts. Some crafts are reserved ONLY for Villagers, but others can be done simply by paying the specific craftsperson – no ticket is required. Base Camp craft availability in the Village is based on Boonesboro participants, the Villagers have shop priority and will always be at the top of any waitlist.









DEMOS

Every day at 1:15pm the village offers a demonstration of a primitive skill or a unique history lesson. On Monday, Tuesday, and Thursday an additional demo is held at 7:30pm preceding our Tavern Night Party. Demos in the past have included Musket ball casting, Pottery, Switzel (colonial Gatorade), Blacksmithing, Guns N' Stuff, Privateer Awareness, Fighting Through the Ages, Spoon Carving, Slave Resistance in the Americas, Primitive Fire Making, Living in the Highlands, and much more!

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 reopens at 7:30pm for an evening demonstration, followed immediately by the opening of the Tavern and with drinks, snacks, live music, and tavern games. All snacks cost $1, and everyone in camp, Basecamp, High Adventure, and Boonesboro is invited. Play games, throw tomahawks, listen, or even participate with the Village musicians, and enjoy the company of your fellow Scouts, all by lamplight until 9:45 pm. If you are musically inclined, bring your acoustic instrument to Boonesboro for Tavern Night and join the open jam session. If group playing isn't your style, line the streets and play for a free drink. The Village Trading Posts are open as well during this time, but remember, no ATM no signal, so bring cash as a rule. No craft centers will be open during this time.





BOONESBORO OUTPOST OVERNIGHT PROGRAM

Boonesboro Villagers are invited to join the overnight outpost camp at Scotts Point, located above Camp Daniel Boone. Participants for the overnight camp should already be registered for Boonesboro Village and be staying there for their week at Camp Daniel Boone. Starting Wednesday afternoon, up to 12 scouts and Scouters will be given specific 18th century outdoor training (to supplement their modern skills) and prepare themselves and their equipment to travel on foot with primitive packing styles, eat historically accurate trail food, and use historical equipment.

Skill Requirements:

- Second Class Rank or above*
- 5+ nights of primitive camping
- Ability to travel on foot for several miles with steady elevation gain
- Ability to carry a variety of equipment on their person
- Scout Spirit to face the challenge of the Wildernes
- *For Youth participants, Adults should have equivalent experience

Gear Requirements:

- Sturdy Hiking Boots or Shoes
- Clothing appropriate for the environment and activities
- YOUR favorite way of treating blisters in a personal (pocket) first aid kit
- A secure, adjustable belt that can be separated from your clothes
- A packable rain jacket or poncho
- A water bottle of 32 oz or greater
- A knife with a blade less than the length of the carriers hand from bottom of the palm to the tip of the longest finger. Folding or fixed, no more than 1/3 serrated.
- A blanket made of fleece, cotton, or wool. (NOT and heirloom quilt, we will be using these in the wilderness! A wool blanket is strongly recommended)
- A sturdy hiking stick (recommended)
- A Wide Brimmed hat (recommended)

Take Note, Villager: You may choose to use historical or historical-style equipment for this adventure. If you choose to do so, your gear must still fulfill the gear requirements.

Participants will depart from Boonesboro Village on Thursday morning and make their way to Scotts Point for the night. They will cook and eat dinner on a cookfire they start with flint and steel, sleep using methods and shelters from the 1750s frontier, and learn, by re-enacting, how the Frontier was traversed 250 years ago. Friday morning after breakfast at their outpost camp, they will return to Boonesboro Village and resume their activities there, which will include a trip debrief with the staff guides.

This Activity is being provided by the experienced Historical Trekkers of the Corn Boilers Trekking Club in association with the Staff of Boonesboro Village and Camp Daniel Boone.

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 guidebook, 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 wilderness 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 the 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 exceeds 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 a 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.

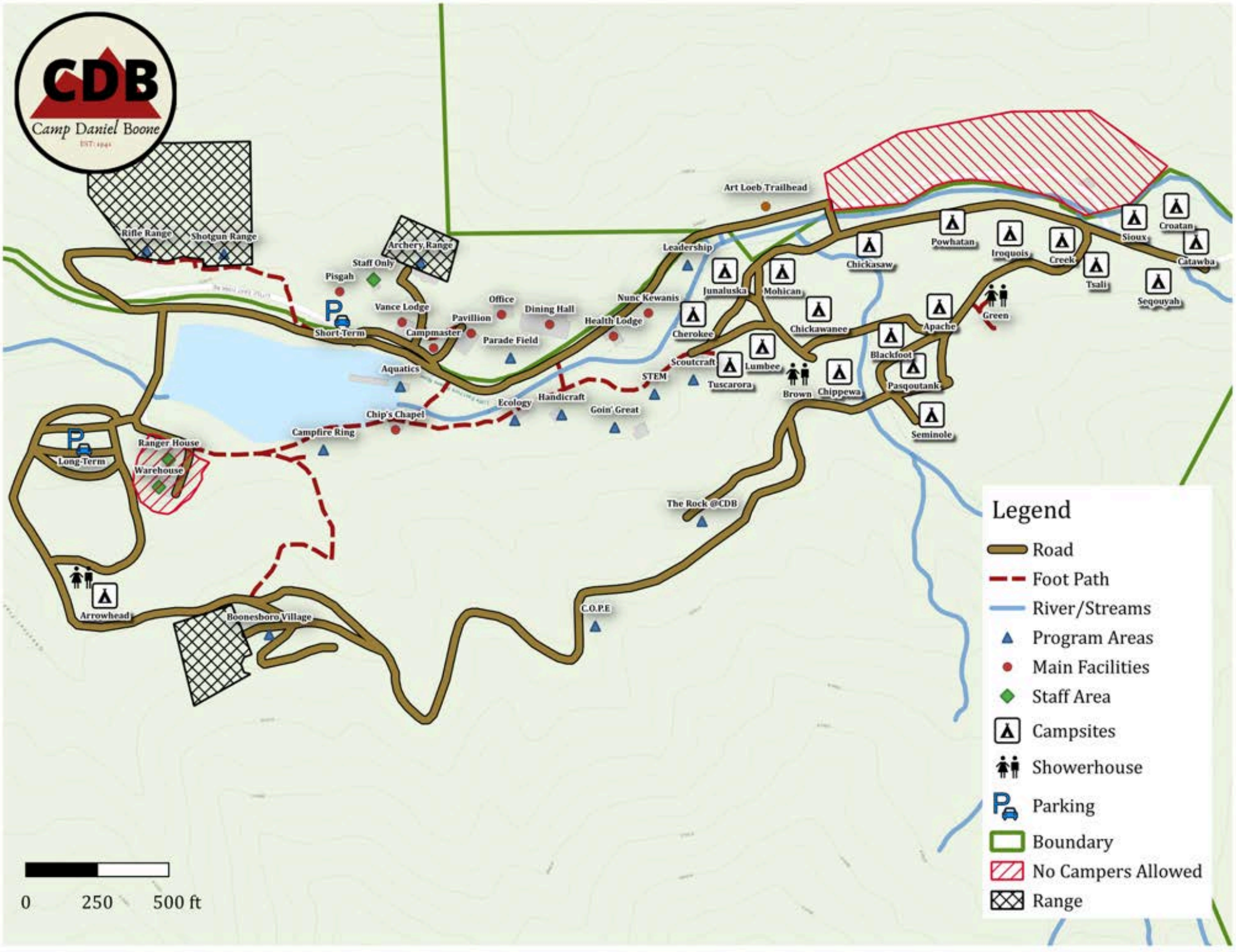
WEIGHT LIMITS FOR BACKPACKING TREKS

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.

Height (inches)	Max. Weight	Height (inches)	Max. Weight
60	166	70	226
61	172	71	233
62	178	72	239
63	183	73	246
64	189	74	252
65	195	75	260
66	201	76	267
67	207	77	274
68	214	78	281
69	220	79 and over	295

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CDB
Camp Daniel Boone
EST: 1941
Art Loeb Trailhead
Rifle Range
Shotgun Range
Archery Range
Staff Only
Pisgah
Short-Term
Vance Lodge
Office
Pavillion
Campmaster
Dining Hall
Parade Field
Health Lodge
Nunc Kewanis
Leadership
Junaluska
Mohican
Chickasaw
Powhatan
Iroquois
Creek
Sioux
Croatan
Catawba
Tsali
Seqouyah
Green
Cherokee
Chickawanee
Apache
Blackfoot
Pasqoutank
Seminole
Scoutcraft
Lumbee
Tuscarora
Brown
Chippewa
STEM
Aquatics
Ecology
Handicraft
Goin' Great
Chip's Chapel
Campfire Ring
Ranger House
Warehouse
Long-Term
The Rock @CDB
C.O.P.E
Arrowhead
Boonesboro Village
Legend
Road
Foot Path
River/Streams
Program Areas
Main Facilities
Staff Area
Campsites
Showerhouse
Parking
Boundary
No Campers Allowed
Range
0
250
500 ft