Camp Daniel Boone
2018
Leaders Guide



Daniel Boone Council, B.S.A

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Welcome to Camp Daniel Boone

Dear Parent/Leader,

You can camp anywhere, thank you for choosing Camp Daniel Boone! 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 2018. After last year's success, we will continue to offer backpacking in Great Smoky Mountain National Park! We also have the most intense rafting trek in the BSA, the incredible Five Rivers Trek. 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.

2018 Camp Dates

Week 1	June 10 – June 16
Week 2	June 17 - June 23
Week 3	June 24 - June 30
Week 4	July 1 - July 7
Week 5	July 8 - July 14
Week 6	July 15 - July 21
Week 7	July 22 - July 28

BV Crew Week July 29 – Aug 4
Boonesboro Village -Venturing Crews only

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

2018 camp reservations opened up during camp in 2017. The new 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.
Of course, we still take paper registrations as well. Forms can be found in the back of this leader's guide, or online. If you have any questions, please do not hesitate to contact either Peggy Baillie or Robert Garrett at (828) 254-6189 or (800) 526-6708.

Program Cost

Base Camp	---------- $335
Backpacking Trek	---------- $335
Boonesboro Village	---------- $375
Ropes Trek	---------- $450
Five Rivers Whitewater Trek	---------- $525
Zip and Splash Trek	---------- $525

*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 $162.50. 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 $162.50. If you have 30 Scouts, one adult is registered at no fee and 2 adults at the $162.50 rate. If you have 19 youth at camp and 2 adults, the first adult attends for free, while the second adult pays a full $325 camp fee.

Fee Schedule

- $220 Deposit with reservation application. $200 deposit is applied to your total bill, remaining $20 fee is for internet access at camp. High adventure programs require a $50 deposit per person.
- $1/3 per registrant by January 16, 2018
- $1/3 per registrant by March 15, 2018
- ****Please note that if you are not current as of 3/31/2018 you will not be able to register for Merit Badges until your account is current****
- *Balance due by* ***MAY 15, 2018***
- ***$25 late fee for scout not paid in full by the May 15th deadline***

Please Mail Payment to:

Camp Daniel Boone
333 West Haywood Street
Asheville, NC 2880

Registration/Insurance

In accordance with National Policy, every Scout and Scouter that attends summer camp must be registered with the Boy Scouts of America and listed on the unit roster. The Daniel Boone Council provides council-wide limited accident and sickness insurance coverage for all registered Scouts and Scouters from the Daniel Boone Council. Provisional scouts and troops from outside 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 will be expected to turn this form in during check-in at camp.

*********NEW 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 - will go into effect June 1, 2018, at the start of the BSA summer camp season.**

Several of you have inquired as to the "why" behind these updated adult registration requirements. The change to the adult registration requirement for Boy Scout activities described below is a first step. With the increased emphasis on youth protection and Safe Scouting, this new requirement applies to the area of "highest risk" insofar as Boy Scout activities involve the most youth whose parents are not present.

Requiring registration, background checks, and YPT for adults on Boy Scout extended activities adds another dimension of protection. Additional requirements, such as mandatory YPT for any adult participating in any unit activity, shortening the activity period requirement from three nights and extending the registration requirement to additional programs are under consideration for future action. Recognizing the affect these requirements have on parents and programs, the first step is being taken in advance of YPT2 to underscore how important youth protection measures are to Safe Scouting.

We fully recognize the affect these requirements will have on parents and programs and offer the following clarification:

- This change applies to Boy Scout program only at this time.
- The new requirement applies to any adult accompanying a Boy Scout group on a single Scouting activity where they are present for three or more nights (not necessarily consecutive)
- These adults must be registered as leaders, **including the completion of a criminal background check and Youth Protection Training before the activity** (CBCs cannot be expedited)

Why this is happening:

- This is meant to enhance the "safe space" for overnight Boy Scout activities.
- While incidents are rare, this will serve as an added layer of protection for our highest risk activities.

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.

Refunds

All fees are refundable until **May 15, 2018**, less the $220.00 deposit fee. After May 15th, 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.** One option for obtaining trip cancellation insurance is Seven Corners Insurance at

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

Contact Information

Council Office ----------800.526.6708
Call the council office for all inquiries between August and May

Camp Daniel Boone---------- 828.648.0435
Camp Ranger---------- 828.648.6770 (10:00pm - 8:00am) EMERGENCIES ONLY
Camp Health Lodge---------- 828.648.0442
Camp Dining Hall----------828.235.2776

Phone Calls

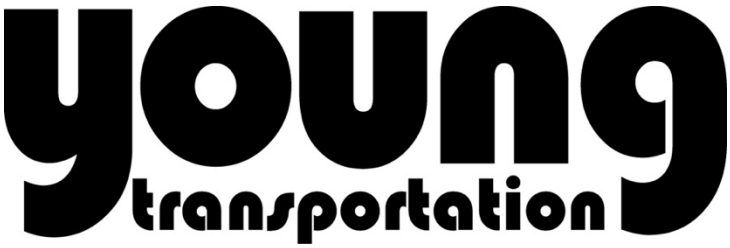
Due to the number of scouts in camp every week, we request that only EMERGENCY calls be made to Camp Daniel Boone. In the case of a family emergency, CDB staff will deliver a message to that scout in an expedient manner. All other messages received by camp will be passed on to that troop's Scoutmaster 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. It can be picked up daily by any unit leader in the camp office. All undelivered mail will be given to each unit on Friday night. All unclaimed packages will be returned to sender. Mailing address to send your camper a letter/package is

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



Young Transportation is Camp Daniel Boone's preferred provider of transportation for your units. Young Transportation is a third-generation family owned transportation business offering Charter and Tour Services across the US and Canada. They operate over 50 vehicles including motor coaches, mini coaches, and vans originating from Asheville, Greenville/Spartanburg, Hickory, Charlotte, Johnson City and all points in between with Asheville as the Corporate Headquarters. They have a full-service maintenance shop and a training center at this facility.

"Travel with Distinction"

YOUNG TRANSPORTATION

Asheville, NC 828-258-0084

www.youngtransportation.com

Pre-Camp Preparation

If your troop is associated with a Cub Scout Pack, it is important that you always maintain a healthy relationship with that pack. To make sure that Webelos 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 Boy Scouting and summer camp. Send a special invitation to every graduating Webelos Scout inviting them to attend summer camp with your troop. These boys must have crossed over into the troop and be at least 10 years old.

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: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf
- 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***, including attaching 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.

Lost and Found

Lost and found can be located during the week at the camp office. It will be moved up to the dining hall Friday night for the last Scoutmaster's meeting. If an item is found, and you wish to have it shipped back, we will be happy to do so but may charge you actual shipping costs.

Provisional Scouts

Provisional scouts are those persons attending the "Base Camp" program as individuals attending separately from their troop. Fees for provisional scouts are $335.00 per scout, per week. Provisional scouts are welcome each week and will be placed with another attending troop. We appreciate Scoutmasters offering to serve as leaders for provisional scouts. Please inform the camp director if you are willing to assist a provisional scout during your troop's week at Camp Daniel Boone.

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.

Summer Camp Meeting

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

- Travel plans.
- Collection of medical forms, camp fees, merit badge selections.
- Distribution of contact numbers and CDB Parent Information.
- Having a question and answer period for parents and scouts.

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

Unit Leader's Pre-Camp To-Do List

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

November / December

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

January / March

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

April / June

- Register scouts online for merit badges beginning on 4/4/2018
- 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)
- Ensure troop equipment is ready

What should the Troop bring to Camp?

_____Troop Flag
_____**Troop Tarps/Easy up's/Pavilion/Shelter- Very few campsites come with shelters**
_____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

Quartermaster

The following items are available at the Quartermaster:

Shovels (spade, Squarehead)
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

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.



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.

- 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.

- 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, or sleep with a CPAP machine. 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.

- Provisional scouts who do not comply with the supporting troop guidelines will be counseled as needed. Continued noncompliance may result in immediate dismissal from camp at parent expense.

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. Ranger Jay 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 Jay via jay.madill@scouting.org after March 1.

National Guidelines

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

Two-deep leadership. Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring the sufficient leadership is provided for all activities.

No one-on-one contact. One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of other adults and youth.

Respect of privacy. Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They must also protect their own safety in similar situations.

Separate accommodations. When camping, no youth is permitted to sleep in the tent of an adult other than his own parent. Camp Daniel Boone has individual shower and latrine facilities used by youth and adults.

Proper preparation for high-endurance activities. Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.

Boy Scouts of America Smoke-Free Policy. It is BSA policy to provide a smoke-free environment for all Scouting participants. Therefore, smoking is not allowed at Camp Daniel Boone in the presence of youth or in buildings. You may smoke only in the designated smoking area 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.


TROOP 215
ST. MARK'S CATHOLIC CHURCH
CAMP DANIEL BOONE
B.S.A. SUMMER CAMP NORTH CAROLINA
2014

Arrival

Arrival Times

Expected arrival time for units is between 1:00 P.M. and 4:00 P.M. on Sunday. Registration begins **no earlier** than 1:00 P.M. Upon prior arrangement with the Camp Director, troops may request a Saturday arrival. Troops arriving at Camp Daniel Boone before Sunday afternoon registration and/or staying past Saturday morning checkout will be charged $25.00 per person. Troops arriving early or staying late will be responsible for their own two-deep leadership. Saturday dinner, Sunday breakfast and Sunday lunch are provided with early registration. ***Troops who elect an early arrival may arrive at camp no earlier than 4:00 PM and no later than 8:00 PM on Saturday.*** Check in routines will take place for those units on Sunday beginning at 1:00 PM.

Sunday Check-In Procedure

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.

Campsite Pre/Post Inspection

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.

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.

Jim Climo
fixitjc@basicisp.net
828-778-3792

8X10 Group picture $10 each
if entire group or at least 10 people order Picture $8 each. Low resolution digital image for your troop Website $10 - No permission to use otherwise. High Resolution digital image with permission to use as you need. $50, Yes, that means you have permission to make as many copies as you like. If you have any questions please contact our Photographer.

High Adventure Check-In
All High Adventure participants will separate from their unit at this time and continue with their trek guide.

Business Office
Unit Leader goes to the administration building to confirm # of youth and adults attending. Troop roster, copy of accident & sickness insurance, and tour plan are turned in at this time. Final fees are also settled up 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.

Swim Test
Take 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 (it's cold!).

Daily Schedule

7:15 – 8:00	Breakfast A
8:00	Flag Rising
8:15 – 8:45	Breakfast B
9:00 – 9:50	Merit Badge Session (M-F)
9:15 – 10:00	Scoutmaster Coffee in Dining Hall
10:00 – 10:50	Merit Badge Session 2 (M-F)
11:00 – 11:50	Merit Badge Session 3 (M-F)
12:00 – 1:00	Drop in Lunch
12:50	SPL Meeting – Chips Chapel
1:30 – 2:35	Merit Badge Session A (M-T)
2:45 – 3:50	Merit Badge Session B (M-T)
4:00 – 5:15	Open Program Areas
6:00 – 6:40	Supper A
6:45	Flag Lowering
6:50 – 7:30	Supper B
7:30 – 8:30	Open Program Areas

Check-Out

All advancement information will be given to the Scoutmaster at Friday night's leaders meeting in the dining hall. In addition to advancement, unit leaders will also receive undelivered mail, non-refrigerated medications, medical forms, as well as 2018 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 Staff Guide will arrive at your campsite to check you out. All equipment must be checked in with the quartermaster prior to campsite inspection. The troop site should be cleaned and ready for the next troop to occupy.

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. Breakfast and dinner 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. Lunch is served on a "drop-in" basis. Dining hall rotation is listed below by campsite:

First Shift	Second Shift
Lower Arrowhead	Upper Arrowhead
Blackfoot	Apache
Chickawanee	Catawba
Chippewa	Cherokee
Creek	Chickasaw
Junaluska	Croatan
Lumbee	Iroquois
Mohican	Powhatan
Pasquotank	Sequoyah
Seminole	Sioux
Tuscarora	Tsali

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. Bug juice and iced tea are available to all campers during lunch and dinner.
During breakfast and dinner troops sit at assigned tables. The tables' cleanliness during those meals is the responsibility of each troop. Additionally, each troop does one session of dining hall duty. This duty is assigned based on campsite.

Wednesday night is the dining hall staff night out. Bojangles provides a catered meal, served from the dining hall, but eaten outside on the parade field as part of family night activities.

Thursday you can have the option to cook as a unit in your campsite. If you choose this option you will need to let the dining hall manager know by noon on Monday. We will provide all of the food and condiments needed as well as plates, cups, and silverware. The meal will be jambalaya. Cook pots will be provided. Units can cook on the open fire or bring their own cook stove. If you want to add to this meal or cook in a different method, please make sure to bring the proper cooking equipment 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. Submit the form by May 15$^{t.h.}$ The camp dining hall manager can be reached during camp at 828-235-2776.

Cold Mountain Outfitters Trading Post

Cold Mountain Outfitters Trading Post is conveniently located underneath the Ledbetter Dining Hall and is well stocked with a variety of goods including a full line of official BSA gear as well as outdoor supplies and merit badge craft supplies. 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 Mountain Man Relay

Camp-Wide Tug-Of-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.

Wednesday Family Night

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 8:30PM. Guests are encouraged to stay for a flag retirement ceremony during the evening campfire immediately following Vespers. If you have flags you would like to see retired please bring those with you and turn in to the program office by noon Tuesday.

CDB Compass Course

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

Mountain Man Challenge

Friday afternoon 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?



Purpose

The Order of the Arrow is Scouting's national honor society. It recognizes those campers who best exemplify the Scout Oath and Law in their daily lives and by such recognition, cause other campers to conduct themselves in such a manner as to warrant similar recognition, to promote camping, and to crystallize the habit of helpfulness as a life purpose. Each Boy Scout troop with qualified Scouts 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 Boy Scout troop and hold First Class rank. The youth must have experienced 15 days and nights of camping during the two years before his election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps. Scouts are elected to the Order by their fellow troop members, following approval by the Scoutmaster.

Call-Out Ceremony

The OA Call-Out ceremony is conducted each Wednesday night. 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.

Tsali Lodge Ice Cream Social and Patch Trading

Tsali Lodge hosts an Ice Cream Social Wednesday evening in the dining hall. 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.

Adult Leader Programs

Leaders Lounge

Our Scoutmaster Lounge, located in the Roberson Administrative building, offers many comforts to busy Scoutmasters. Internet-accessible computers along with plug in access for laptops is available every day round the clock. The internet is T1 service. The lounge also includes a Vonage phone where leaders can make phone calls. WIFI is available. Couches, tables, coffee, and snacks are provided. A cell phone extender for Verizon is provided, but please note it is a very limited service.

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.

Leader Coffees

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 time gets shorter as the week progresses.

Scoutmaster Bulletin Board

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

Leaders 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 Shoot-Off

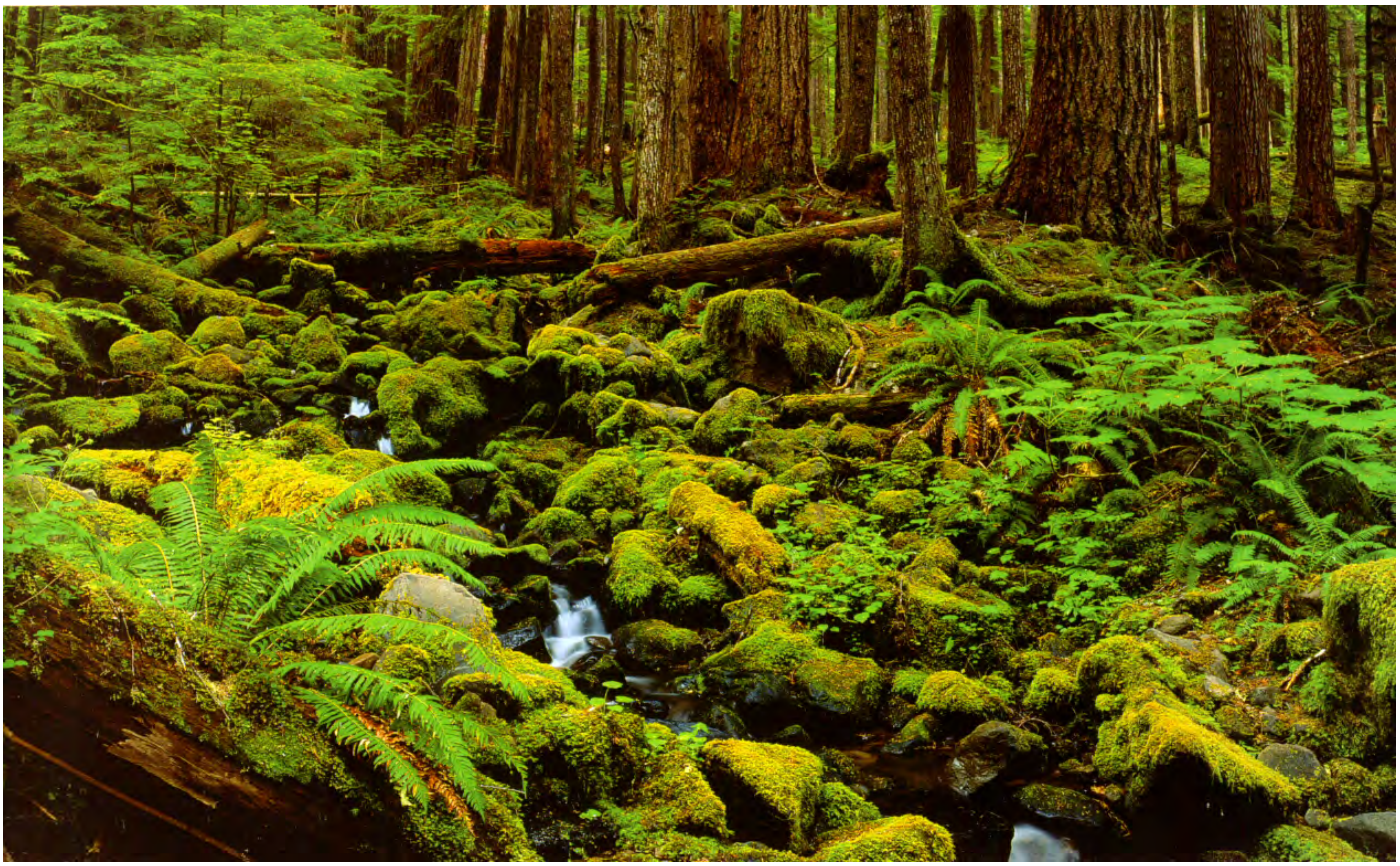
Come up to the rifle and shotgun range to see how your shooting skills match up! The Leaders Rifle Shoot is Monday at 7:30 PM and the Shotgun Shoot is on Tuesday evening at 7:30 PM. One leader per unit please. The winner of each shoot-off receives an award at Friday night's campfire.

Scoutmaster Golf Tourney

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

Scoutmaster Dutch Oven Cook-off

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 Cost - significant damage or lost - $80.00) Winners are announced at the Friday night campfire.




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

Basic CPR/AED
Everybody should get trained. At least one leader per unit should have a current (less than 2 year old) CPR card. Monday evenings at 7:00. "Doc, I've taken CPR a dozen times and never understood it. Thanks." "Best training I've had while in Scouting." Cost is $35 paid to the instructor at camp. **DaveFitzAndKids@gmail.com**.

Wilderness First Aid
This 16 hour class is taught Monday thru Tuesday each week of camp. Course is taught by International Wilderness Medicine Educators. The curriculum exceeds BSA requirements. Cost is paid to the instructor -$160 if 30 days in advance to review your textbook early and guarantee your seat, $180 at camp if space permits. Many time a troop committee will cover the expense for this training. Please contact Dr. Dave Fitzpatrick directly to register and make payments. **DaveFitzAndKids@gmail.com**.

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.

Boy Scout 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.

Scoutmasters Classroom
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 boy to Eagle Scout
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

Merit Badge 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.

Merit Badge sign-ups are completed online. Beginning April 3 2018, 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 following this schedule:

Weeks 1 and 2 April 3, 2018
Weeks 3 and 4 April 4, 2018
Weeks 5 and 6 April 5, 2018
Week 7 April 6, 2018

You must be current on your camp payments to access the sign up program.

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

Scoutmasters will receive signed rosters of completed requirements for each merit badge. Blue cards are not used. If your unit uses the blue cards, you will need to keep the rosters and put 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 have 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 the camp store. Scoutmasters are encouraged to check-up on their scouts' knowledge of merit badges they've attended.

Each individual must meet every requirement themselves. We strive to ensure each scout has a positive learning experience while at camp. Several merit badges have a recommended age. This is a recommendation from Camp Daniel Boone. 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. These requirements are included in this guide on the pages that follow.

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

Merit Badge List

Aquatics

Please note that our average water temperature is in the mid 60's in Lake Allen.

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 3:30-5:30 open program session.

Kayaking MB

Required Age: 14 (Open to Leaders)
Prerequisite: 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 gotten wet.

Mile Swim

Recommended Age: 13, Adults Welcome

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

Rowing

All Ages

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

Swimming

All Ages

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

Polar Bear Swim

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

Enjoy an early morning swim in the exhilarating waters of Lake Allen. Polar Bear Swim will be offered one morning a week at 6:30 AM. A Polar Bear Plunge Patch is available in the trading post for purchase.



Ecology

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

Forestry
All Ages - $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
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. Requirement 7 must be completed prior to camp.

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

Pulp and Paper

Required Age: 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 and Amphibian Study

All Ages

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

Soil and Water Conservation

All Ages

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

Oceanography

All Ages

Scouts will explore the science and career opportunities of ocean-based research. Learn about ocean currents and the ecosystems that make up over 70% of the earth's surface.

Sustainability

All Ages

This merit badge, in essence, takes conservation and environmental science to another level. The protection, preservation, and management of wildlife and natural resources involved in conservation provide a foundation for what we call environmental science. The latter integrates physical and biological sciences such as ecology, biology, soil science, atmospheric science, and others in order to generate solutions to environmental issues. Please note the following requirements cannot be completed while at camp: 2-Water (a) 2-Food (a) 2-Energy (b or c) 2-Stuff (a) and 5A



Handicraft

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

Basketry
All Ages - $ (cost varies depending on size and type of basket kit. Generally $35 - $45 for merit badge) Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. They will pur- chase, create, and take home two baskets, in addition to weaving a chair.

Indian Lore
All Ages - $ (Cost varies depending on craft kits purchased. Average cost is $20 - $35)
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 varies. Average cost is $15 - $25)
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 Varies. Average cost is $5 - $15)
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.



Leadership

Cinematography (also called Moviemaking)

All Ages

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

Citizenship in the Nation

Recommended Age: 12

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

Citizenship in the World

Recommended Age: 13

Scouts learn about the meaning of global citizenship and the relationship between nations and world organizations. This course requires a high level of maturity and participation. Scouts will also get to visit with a Scout from another country.

Communications

Recommended Age: 13

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

Law

All Ages

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

Music/Bugling

All Ages

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

Photography

All Ages

Scouts must bring their own digital camera. Any cheap digital camera will do. If a Scout brings a disposable camera, the Scout will need 4 to 5 of them because the class will take 150 to 200 pictures. If a disposable camera is used, then the Scout will have to get his pictures developed in order to show the counselor his pictures before he

leaves camp in order to get credit for the merit badge. Scouts will learn how different elements affect picture quality, the basic parts of a camera, produce a story using pictures, and create a slide show focusing on a single topic of the Scouts choice.

Public Speaking

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

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. Major changes to the Eagle Workbook beginning in January 2013 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

Backpacking

Recommended age: 13
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. Reqs. 8c- 11 are NOT completed at camp.

Camping

All Ages
This badge is intended to teach all Scouts about camping skills. Participants will be expected to plan a campout and show that they are packed and ready to go on a camping trip. Camping requirement 9 cannot be completed at camp, although a Scouts week at CDB does count towards the 20 days and nights of camping.

Cooking – this is a 2 hour class

Recommended age: 12 Cost: $15 (for provided materials)
This badge will teach a Scout to plan, prepare, and cook meals while camping.

Emergency Preparedness

Recommended Age: 13 Prerequisite: First Aid Merit Badge
Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies. This is an advanced merit badge, resulting in increased confidence in the event of catastrophic events. For Requirement 8a, 8b, 8c, proof of creating and participating in a troop mobilization and a creating a personal emergency service pack MUST be done at home. Requirements 2c, 6b & 6c must be done prior to camp.

First Aid

All Ages

Scout will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 1, and 2b, should be completed prior to camp and brought for approval.

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 compete with other scouts in a course at camp. Teach members of your troop about orienteering.

Pioneering

Recommended Age: 12

Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Before camp, scouts should practice the knots for requirement 3. Splicing is also a challenge for some scouts and it cannot be guaranteed that the badge will be totally completed.

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: 14

Scouts will learn the basics of search and rescues, Incident command systems, and search techniques. The class will also participate in a mock scenario during free time. Requirement 4 must be completed prior to camp.

Salesmanship

Recommended Age: 12

Explore the world of sales. Learn what it takes to be an effective salesman. What are the responsibilities of a salesman? Get practical experiences using the sales techniques learned. Req. 5 requires a kit available in the trading post.

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.

Wilderness Survival

Recommended Age: 12

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

Shooting Sports

Archery

All Ages – Cost approximately $10 for an arrow kit from the trading post

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 Bow's or personal ammunition are to be brought to camp.

Rifle Shooting

All Ages – Cost $20 Session is 2 hours long.

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

Shotgun Shooting

Recommended Age: 13 – Cost $20

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 is to be brought to camp. The recommended age is due to the recoil of the shotgun and potential bruising and trouble handling the gun for younger scouts.



STEM (Science, Technology, Engineering, and Math)

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.

Chess
All Ages
This merit badge will be offered during Open Program Time in the afternoons. Scouts will develop critical thinking, strategy, concentration and friendships in addition to specific chess playing techniques.

Digital Technology
All Ages
Scouts will learn becoming familiar with digitized storage, the difference between lossy and lossless data, compression and digital devices and their uses learning about computers, mobile devices, gaming consoles, and computer networks and purposes. Investigating malware and protection of digital devices and information.

Electricity
All Ages
Scouts will learn how we generate, transmit, and use electricity. Requirements 2, 8, and 9A 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.

Railroading

All Ages

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

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 $10 - $15 depending on model rocket style purchased)

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



Stockton Farms

Fees for these two merit badges are paid directly to Stockton Farms. Fee is $60 for one merit badge, $100 if taking both.

Horsemanship Merit Badge

All Ages

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

The program is comprehensive and scouts will learn about horse care and history as well as how to ride. No previous riding experience is necessary. Troops provide their own transportation to Stockton Farms.

Animal Science Merit Badge

All Ages.

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

The program is comprehensive and scouts will be able to completely earn the badge at camp. The program will complete the Beef Cattle Option for requirement 6. Troops must provide their own transportation to Stockton Farms.




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Rock Wall

Climbing Merit Badge

Recommended Age: 13

Our rock wall (made entirely out of natural stone) is the perfect place for Scouts to be introduced to the sport of climbing. Participants in the Merit Badge session should have sufficient upper body strength for climbing and for belaying other Scouts. Due to size of the facility, each 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

CDB's First Year Camper Program

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 life time!

The Goin' Great Program is receiving a major revamp this summer that introduces two separate program sessions. Your scouts will have the opportunity to sign up for the session that best fits their needs, and spend the other half of their day earning merit badges, and seeing what the rest of Camp Daniel Boone has to offer!

Goin' Great 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.

Goin' Great Afternoon Session

The afternoon session, which will take place from 1:30pm-3:50pm, 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 that scouts that have completed the Arrow of Light attend the afternoon session.

Required Materials for scouts in the Goin' Great Program:

- Water Bottle
- Closed-toe shoes that fit comfortably
- Boy Scout 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

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 in their patrol to get the most out of their camp experience.

MORNING SESSION	
9:00am-9:10am	Opening Ceremony
9:10am-11:40am	Patrol Time
11:40-11:50am	Daily Bead Ceremony
AFTERNOON SESSION	
1:30pm-1:40pm	
1:40pm-3:40pm	
3:40pm-3:50pm	

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.

Bead Ceremonies & 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 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 daily. 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 free time for extra help with any requirements that your scouts may struggle with.

Merit Badges

There are NO merit badges earned in Goin Great. Scouts desiring merit badges need to sign up independent of the Goin Great program. Scouts can participate in Goin Great in the morning or the afternoon sessions with 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.)

Objectives to be learned while in Goin Great

Tenderfoot

3a. Demonstrate the practical use of the square knot.
3b. Demonstrate the practical use of two half-hitches.
3c. Demonstrate the practical use of the taut-line hitch.
3d. Demonstrate proper care, sharpening, and use of the knife, saw and ax. Describe when each should be used.
4a. Show first aid for the following: *Simple cuts and scrapes, *blisters on the hand and foot, *minor burns and scalds, *bites or stings from insects, *venomous snakebite, *nosebleed, *frostbite and sunburn, *choking.
4b. Describe common poisonous or hazardous plants; identify any that grow in your local area or campsite location. Tell how to treat for exposure to them.
4c. Tell what you can do while on a campout, or other outdoor activity to prevent or reduce the occurrence of injuries or exposure listed in the Tenderfoot requirements 4a and 4b.
4d. Assemble a personal first-aid kit to carry with you on future campouts and hikes. Tell how each item in the kit would be used.
5a. Explain the importance of the buddy system as it relates to your personal safety on outings and in your neighborhood. Use the buddy system while on a troop or patrol outing.
5b. Describe what to do if you become lost on a hike or campout.
5c. Explain the rules of safe hiking, both on the highway and cross-country, during the day and night.
7a. Demonstrate how to display, raise, lower and fold the U.S. flag.
8. Describe the steps in Scouting's Teaching EDGE method. Use the Teaching EDGE method to teach another person how to tie the square knot.

Second Class

1b. Discuss the principles of Leave-No-Trace and tell how you practiced them on a campout or outing.
1a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
1b. Using a map and compass together, take a five-mile hike approved by your adult leader and your parent or guardian.
2a. Explain when it is appropriate to use a fire for cooking or other purposes and when it would not be appropriate to do so.
2b. Use the tools listed in Tenderfoot requirement 3d to prepare tinder, kindling and fuel wood for a cooking fire.
2c. At an approved outdoor location and time, use the tinder, kindling and fuel wood from Second Class requirement 2b to demonstrate how to build a fire. Light the fire. After allowing the flames to burn for at least two minutes safely extinguish the fire.
2f. Demonstrate tying the sheet bend knot. Describe a situation in which you would use this knot.
2g. Demonstrate tying the bowline knot. Describe a situation in which you would use this knot.
3a. Demonstrate how a compass works and how to orient a map. Use a map to point out and tell the meaning of five map symbols.
3b. Using a compass and map together, take a 5-mile hike approved by your adult leader and your parent/guardian.
3c. Describe some hazards or injuries that you might encounter on your hike and what you can do to help prevent them.
3d. Demonstrate how to find directions during the day and at night without using a compass or an electronic device.
4. Identify or show evidence of at least 10 different kinds of animals found in your local area or camping location. You may show evidence by tracks, signs or photographs you have taken.

6a. Demonstrate first-aid for the following *object in the eye, *bite of a warm-blooded mammal, puncture wounds from a splinter, nail or fishhook, serious burns, heat exhaustion, shock, heatstroke, dehydration, hypothermia and hyperventilation.
6b. Show what to do for hurry cases of stopped breathing, stroke, severe bleeding and ingested poisoning.
6c. Tell what you can do while on a campout or hike to prevent or reduce the occurrence of the injuries listed above.
6d. Explain what to do in case of accidents that require emergency response in the home and backcountry. Explain what constitutes an emergency and what information you will need to provide to a responder.
6e. Tell how you should respond if you come upon the scene of a vehicular accident.
8a. Participate in a flag ceremony for your school, religious institution, chartered organization, community, or Scouting activity.
8b. Explain what respect is due the flag of the United States.
9a. Explain the three R's of personal safety and protection.
9b. Describe bullying; tell what the appropriate response is to someone who is bullying you or another person.

First Class

5a. Identify or show evidence of at least 10 kinds of native plants found in your local area or campsite location. You may also show evidence by identifying fallen leaves, or fallen fruit that you find in the field, or as part of a collection you have made, or by photographs you have taken.
5b. Identify two ways to obtain a weather forecast for an upcoming activity. Explain why weather forecasts are important when planning for an event.
5c. Describe at least three natural indicators of impending hazardous weather, the potential dangerous events that might result from such weather conditions, and the appropriate actions to take.
5d. Describe extreme weather conditions you might encounter in the outdoors in your local geographical area. Discuss how you would determine ahead of time the potential risk of these types of weather dangers, alternative planning considerations to avoid such risks, and how you would prepare for and respond to those weather conditions.
7a. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
7b. By yourself and with a partner, show how to transport a person from a smoke filled room and transport for at least 25 yards a person with a sprained ankle.
7c. Tell the five most common signals of a heart attack. Explain the steps in CPR.
7f. Explain how to obtain potable water in an emergency.

Rafting Day Trips on the Nantahala

Nantahala River: Available on Tuesday, Wednesday and Thursday
Fees: Units providing their own transportation: $45.00 per person, payable at the camp trading post.

Pigeon River: Available on Tuesday, Wednesday and Thursday
Fees: Units must provide their own transportation: $45.00 per person, payable at the camp trading post. This covers equipment, lunch, guides, and Forest Service river use fees. All tickets purchased through the Trading Post at camp. All participants must have a completed release form, which can be found at **www.campdanielboone.org** under forms.

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

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

Nantahala and Pigeon Rivers are both guided trips. This means there is a guide in every raft.

REQUIREMENT:

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

Harrison High Adventure Programs



A leader in high adventure programming since 1978, the Harrison High Adventure Program remains the premier council operated destination for older Scouts, Explorers, and Venture crews in the south-east. We offer activities such as backpacking, rafting, zip-lining, rock climbing, and living history. All treks leaving Camp Daniel Boone are accompanied by a trained staff member. Our guides assist in leading the group through the wilderness, providing necessary first aid, emergency care, and instructing participants in skills essential for navigation and survival in a remote wilderness setting. The patrol method is utilized on all expeditions and leadership development is our goal. Programs are filled on a first-come first-serve basis, so do not delay in making your choice for your high adventure trek.

Participants **must** be at least 13 years of age by June 1, 2017.

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.

General Information

Upon check in on Sunday, after their troop/crew photo, all high adventure participants will go through the medical check and take their swim test upon their arrival to camp. They will then meet with their trek staff member and proceed to the Harrison Outpost.

All participants will be sleeping in tents while at the Harrison Outpost. Adults and females will be allowed to sleep in the platform two person tents. All other youth scouts will be sleeping in larger tents on the ground while they are at the outpost. Participants have the option to sleep in their personal tents.

All treks may be modified due to extenuating circumstances such as weather or natural disaster.

Venture Crews

Venture Crews are invited to participate in all CDB High Adventure programs. Have an all-female crew? That's fine, as we have female trek leaders to work with your group. With so many treks to choose from, why wait? Get your crew together and get yourself ready for an awesome week of exploring and adventure with the Harrison Outpost.

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.

Backpacking Treks

Time spent in nature is the most cost-effective and powerful way to counteract the burnout and sort of depression that we feel when we sit in front of a computer all day. **Richard Louv**

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.



Figure 1 Scouts Hiking

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 will see stars as they may never have seen them 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 boy 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 wise 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 troop's spring- time activities. Individual exercise routines also help significantly.

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. 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 methods to low impact camping methods. Scouts will learn how to plan for future backpacking treks in regard to what cooking gear, food, group gear, and personal gear may be needed. The high

altitude balds are excellent places for the scouts to practice topographic map navigation with the endless views and all the terrain features visible below.

All backpacking treks offer a Friday day of rafting on the Nantahala River as an optional activity.

Shining Rock Wilderness Trek

Group Size: 9

Shining Rock is the largest wilderness area in North Carolina. Standing at an elevation of more than 5,000 feet and containing five peaks over 6,000 feet, the Shining Rock area is indeed impressive. The terrain is steep and rugged and streams are plentiful, cutting through the mountains on each side tumbling down to eventually reach the Pigeon River.

The Shining Rock Wilderness Trek is a four day backpacking trek through this magnificent wilderness. The trek hikes out of base camp either Sunday evening or Monday morning and proceeds to ascend towards Cold Mountain, Shining Rock, or an old railroad camp in the mountains. The next three days are spent hiking to various locations in and around the wilderness visiting grassy balds with breath taking views, and playing in cool, clear mountain rivers and waterfalls.

Truly a magnificent trek that will leave everyone inspired and thankful they strapped their backpack on! You can arrive back at base camp on Thursday, and raft Friday, or remain in the backcountry until Friday, the choice is up to the crew.



Figure 2 View of Shining Rock Wilderness

Art Loeb Trek

Group Size: 9



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 Silver mine Bald, where it tops 6000' in elevation. Next, the trail crosses Black Balsam Knob where there is a plaque commemorating Art Loeb and the Trail. This is the most famous and most popular section of the trail, for good reason. The views and uniqueness of this section of trail are second to none!

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

This trail is a memorial to Art Loeb, a man who deeply loved these mountains. This trail was ranked as the #2 trail in America for high alpine views in the April 2007 Backpacker Magazine. On Friday, the group has the option of rafting the Nantahala River.

Bartram Trail Trek

Group Size: 12

Named after famed naturalist William Bartram, this trail covers 115.4 miles thought to be part of his travels in the 1770s. We offer several trip options ranging in various distances with several peak options. This trip offers an opportunity to witness multiple unique ecosystems daily as the trail meanders through a variety of elevation plateaus in North Georgia and Western North Carolina and crosses some of the most scenic mountains of North Georgia and Western North Carolina.

On Sunday, the group will finish their preparations. Leaving base camp Monday morning, the group will backpack either 4 or 5 days, and may raft the Nantahala River on Friday if desired. The trail covers 37 miles in Georgia and 64 miles in North Carolina. The trek can cover anywhere between 30 to 100 miles depending on the fitness level and desire of the group.



Figure 3 Martin Creek Falls, Along the Bartram Trail

Joyce Kilmer/Slickrock Creek Wilderness

Group Size: 9

This is one of the more desired treks by our staff, and for many reasons. This wilderness is located along the Tennessee/ North Carolina border south of the Great Smokey Mountains.

Part of the trek include the Joyce Kilmer Memorial Forest, a 3,800-acre tract of virgin timber and pristine wilderness splendor. Many of the trees are 16 to 22 feet in circumference and over 120 feet tall. Trips may also cross the Tennessee border into Citico Creek Wilderness expanding the coverage area to over 32,000 acres. There is no set route for this trek due to countless possibilities. The itinerary for each trip will be discussed between the troop and the high adventure staff guide upon arrival to camp. This is extremely rugged and remote mountain wilderness. Those not in good shape should NOT request this trek.

Treks depart either Sunday night or Monday morning and return on Friday. The option to go rafting on Friday is available. Make sure to bring a swimsuit for this journey as swimming holes such as Wildcat Falls highlight this trek.



Figure 4 Joyce Kilmer-Slickrock Creek Wilderness

Panthertown Valley Trek

Group Size: 12

This is becoming one of the more popular areas in the region. If your group wants relaxing adventures with tons of waterfalls and rivers then this is the trek for you. The vastly diverse ecosystems that occupy Panthertown Valley, along with somewhat easier terrain, will surely allow for memorable adventures for each group. We invite 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 to inquire about this special location.

Groups will have sufficient time to work on merit badge requirements 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.



Middle Prong Wilderness

Group Size: 9

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.



Figure 5 Middle Prong Wilderness

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.

Smoky Mountain Trek

Group Size: 7 if at least 1 is an adult, or 6 youth.

For the first time Camp Daniel Boone will offer backpacking treks into the Great Smoky Mountains National Park! Come and explore the backcountry and magnificent beauty that draws more visitors than any other National Park in America. Of course, you will be away from the vast majority of them, backpacking among one of the most diverse ecosystems on earth.



This trek route cannot be confirmed until 30 days from departure, and all registrations for this trek must be complete 40 days prior to departure. Crew size is limited to 8 total, including at least 1 staff. We can accommodate up to two crews of 7 weekly for this experience.

Ropes Trek

Group Size: Min 5 Max 10

A week filled with climbing, zipping and COPE. Wrap up the week with a day on the Nantahala River.

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 and Wednesday 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. Thursday will be spent at the Nantahala Outdoor Center on their COPE course and Zip Line experience. Friday will wrap up the week with a day rafting on the Nantahala, or climbing. Weather and the desire of the group will determine Friday's program.



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 Land Treks (Backpacking and Ropes Trek)

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 active 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.

Upper Layers

__ 2 tee shirts (nylon, under armor, polyester etc…)
__ 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)
__ 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.

Lower Layers

__ 2 pair of synthetic conversion pants (pants that zip off to become shorts) OR
__ 2 pair of synthetic shorts (to get wet in rain or swimming and dry quickly) WITH
__ 1 pair of long pants for nights
__ 1 pair of rain pants
__ 3 pairs of socks (1 being worn and 2 in the pack)

Equipment

__ 1 sleeping bag with stuff sack
__ 1 sleeping pad (closed cell foam or inflatable pads such as Thermorest)
__ 1 lightweight tent, hammock, or tarp with a ground cloth to sleep under
__ 1 backpack (external and internal are both acceptable. Do not bring book bags)
__ 1 pack cover (we provide multiple large trash bags for water proofing if needed)
__ 1 bowl or mess kit
__ 1 eating utensil (preferably a spoon)
__ 2 Quart sized water bottles AT LEAST (Nalgene, old Gatorade bottles, Camelbacks)
__ 1 pair of Hiking Boots (sturdy with good ankle support)
__ 1 pair of camp shoes or sandals to wear when not wearing boots

Miscellaneous Items Needed

__ Flash light with extra batteries
__ Compass
__ Pocketknife
__ Hats with brims
__ Extra tent stakes
__ Small cord or twine
__ Extra lighter and/or matches
__ Towel
__ Sunglasses
__ Bandana
__ Toiletries (biodegradable soap, hand sanitizer, toothpaste and toothbrush, toilet paper, ect…please leave deodorants and body sprays at camp because they only attract bears)

Optional Items

Insect repellent, sun screen, 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, ect…

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 being the combined weight of the above items). Patrol equipment, water, and food will be added.

Group Equipment Provided

- First aid kits
- Stoves (Peak 1, Whisperlite, or Coleman 2 burners)
- Cook sets and pots
- Water purification systems and chemicals
- Trowels and toilet paper
- Large group tarps with line
- Fuel bottles and fuel
- Maps
- Dromedary bags
- Any other general equipment needed for the trek.

Climbing Equipment Provided

- Climbing shoes
- Helmets
- Harnesses
- Ropes
- Belay devices
- Hardware

Water Treks

Five Rivers Trek

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. 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.

The raft week begins 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 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, TN to raft the Upper Section of the Pigeon River. This river borders the Great Smoky Mountains National Park and has Class III-IV rapids.

Thursdays, the rafting continues on the Ocoee River in TN. 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.

Crews will be housed at the Harrison High Adventure Outpost.

Summary:

- Monday: Nantahala River
- Tuesday: French Broad River
- Wednesday: Pigeon River
- Thursday: Ocoee River
- Friday: Chattooga River

Crew Size Min 8 Max 22

Fee $525 per person



*Note: It is required that each participant pass the swim test at Lake Allen upon their arrival at camp to participate in the Whitewater Trek
*Note: Scouts can NOT earn the whitewater merit badge using a raft. The whitewater merit badge only discusses canoes and kayaks.

Zip and Splash Canopy Tours

(Scouts must weight over 100 lbs for Zip Lines)

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.

Scouts will enjoy this high adventure providing a mix of whitewater and aerial fun. This trek begins 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 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 be housed primarily at the Harrison High Adventure Outpost. Crews will cook their own meals in the evenings at the outpost. Other activities, such as climbing and gagaball will be available.

Crew Size Min 6 Max 22

Camp Fee $525





Personal Equipment for Water Treks

(Rafting, and Kayaking)

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) pair of clothes to wear each day while participating in your chosen activity.

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. If you have any questions or concerns please contact the council office.

Upper Layers

__ 2 tee shirts (nylon, under armor, polyester ect…)
__ 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)
__ 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 of protection from hazardous weather.

Lower Layers

__ 2 pair of synthetic shorts (to get wet in rain or swimming and dry quickly)
__ 1 pair of long pants for nights
__ 1 pair of rain pants
__ 3 pairs of socks

Equipment

__ 1 sleeping bag with stuff sack
__ 1 sleeping pad (closed cell foam or inflatable pads such as Thermarest)
__ 1 lightweight tent, hammock, or tarp with a ground cloth to sleep under
__ 1 backpack or duffle bag (DO NOT BRING TRUNKS)
__ 1 bowl or mess kit
__ 1 eating utensil (preferably a spoon)
__ 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
__ Toiletries (biodegradable soap, hand sanitizer, toothpaste and toothbrush, toilet paper, ect…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, ect…

Group Equipment Provided

- First aid kits
- Stoves (Peak 1, Whisperlite, or Coleman 2 burners)
- 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.

Emergency Rescue Policy

All emergency rescues and recoveries will be executed by local EMS and Search & Rescue officials. All non-emergency extractions will be charged $100. Since non-emergency extractions tax our resources, this fee is final and non-negotiable. This includes any scout(s) who decide to 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

Not Just Learning History, But Living It!

Boonesboro Village is a living history program at Camp Daniel Boone. It allows scouts scouters and parents attending CDB to experience life skills and crafts that were common in the late-1700's. Living in Boonesboro Village is like 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 over open fire using equipment that was available in the 1770's. Open fire cooking skills are valuable to have, but can be developed at camp as well.

Each resident villager, adults and youth alike, is provided with a period hunting shirt (their class "A" uniform for the week), a souvenir uniform medallion, 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. The craft centers are open from 9:00am -5:00pm. Specialized assistance from our craftspeople will guide you in completing your craft, something more advanced and involved than the basic kits offered in Base Camp.

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 have to 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.

The available crafts are subject to change, but for reference, here is the list of crafts that were available in the 2017 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 of pottery)
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 Craftspeople 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 2018 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 dbcbsa@danielboonecouncil.org. Put Boonesboro Village in the subject line to assure your question gets to the right person.

Camp Daniel Boone High Adventure Risk Advisory

Parents, guardians and potential participants in Camp Daniel Boone's High Adventure programs are advised that journeying to and from camp, and one's stay 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. Mycardial infarction (heart attack)
3. Surgery or angioplasty to treat coronary artery disease; surgery or 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 age 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 is the stress 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 on 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 on 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 camps. 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

2018 Special Needs Request Form

The Daniel Boone Council will do everything in its power to accommodate participants with Special needs. Please complete this form and submit it by May 15, 2018.

Unit Number:_____ Council / District: _____

Week Attending Camp: _____

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

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

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

4. Please list any other special needs below:

Person to contact if we have questions:

Name:_Phone: _____

Scoutmasters Merit Badge

NAME COUNCIL UNIT

Visit each program area

- Boonesboro Village
- Climbing Wall
- Ecology
- STEM
- Goin Great
- Handicraft
- Leadership
- Shooting Sports
- Trading Post
- Waterfront
- Scoutcraft
- Attend at least one Scoutmaster Coffee
- Take a nap
- Complete at least one leaders training session
- Participate in either the: Scoutmaster Black Powder Shoot, Scoutmaster Shotgun Shoot, Scoutmaster Rifle Shoot, Dutch Oven Cook-Off, or Scoutmaster Golf Tournament
- Heckle (make a joke with) at least one of the camp management staff
- Visit with a unit leader from another state
- Sit on a rock and ponder the meaning of life
- Work with unit on service project
- Complete the leaders' survey

I certify on my honor that I have completed the requirements Signature

Camp Daniel Boone Parents Information

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

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

Merit Badge Classes

Registration for all classes are completed online by your troop. The complete leaders guide has information about specific costs associated with each of the merit badges. While most classes are covered in the registration fee, some have additional costs. Please check the leaders guide to assure the classes you choose are financially covered.

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 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: http://www.scouting.org/filestore/HealthSafety/pdf/680-001_ABC.pdf
- 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, including attaching copies of insurance cards and dates of immunizations.
- On arrival in camp, everyone is given a private medical screening by a physician, health officer, or other adult approved by the camp physician.

Refunds

All fees are refundable until **May 15, 2018**, less the $220.00 deposit fee. After May 15th, 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.** One option for obtaining trip cancellation insurance is Seven Corners Insurance at

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

Wednesday Family Night

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 for guests cost $5, tickets can be purchased in the trading post. Chapel is held at 8:30PM. Guests are encouraged to stay for a flag retirement campfire immediately following Vespers. If you have flags you would like to see retired please bring those with you and turn in to the program office by noon Tuesday.

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.

Additional Information

Some merit badges require kits to complete. These kits can be purchased at the Trading Post for a variety of prices. The average scout spends $65 - $85 in the trading post between merit badge supplies, souvenirs etc.. Additional information about Camp Daniel Boone can be found in your Scoutmaster's Leader's Guidebook or online at **www.campdanielboone.org**.

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.

Contact Us

Phone Listings:

Council Office ---------- 800.526.6708
Call the council office for all inquiries between August and May

Camp Daniel Boone
Only call camp during June and July
Camp Office ---------- 828.648.0435 (8:30a - 8:00p)
Camp Ranger ---------- 828.648.6770 (10:00p - 8:30a) EMERGENCIES ONLY
Camp Health Lodge 828.648.0442
Phone Calls Due to the amount 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 immediately. All other messages received by camp will be passed on to that troop's Scoutmaster. Cellular phones do not receive reception here in the mountains.

Mailing Information:

Scouts may receive mail while at camp, please address letters and packages as follows:

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

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 can take up to four days to arrive.
Camp Daniel Boone recommends that any correspondence intended for Scouts be sent prior to Wednesday.



Damage to Equipment & 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 Director 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 $75.00
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

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 List

- BSA Field Uniform
- Book of Faith
- Sweater of 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

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

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

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

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.

Personal Equipment for Water Treks

(Rafting, and Kayaking)

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) pair of clothes to wear each day while participating in your chosen activity.

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. If you have any questions or concerns please contact the council office.

Upper Layers

__ 2 tee shirts (nylon, under armor, polyester ect…)
__ 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)
__ 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 of protection from hazardous weather.

Lower Layers

__ 2 pair of synthetic shorts (to get wet in rain or swimming and dry quickly)
__ 1 pair of long pants for nights
__ 1 pair of rain pants
__ 3 pairs of socks

Equipment

__ 1 sleeping bag with stuff sack
__ 1 sleeping pad (closed cell foam or inflatable pads such as Thermarest)
__ 1 lightweight tent, hammock, or tarp with a ground cloth to sleep under
__ 1 backpack or duffle bag (DO NOT BRING TRUNKS)
__ 1 bowl or mess kit
__ 1 eating utensil (preferably a spoon)
__ 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
__ Toiletries (biodegradable soap, hand sanitizer, toothpaste and toothbrush, toilet paper, ect…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, ect…

Group Equipment Provided

- First aid kits
- Stoves (Peak 1, Whisperlite, or Coleman 2 burners)
- 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.

Personal Equipment for Land 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 active 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.

Upper Layers

__ 2 tee shirts (nylon, under armor, polyester ect…)
__ 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)
__ 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.

Lower Layers

__ 2 pair of synthetic conversion pants (pants that zip off to become shorts) OR
__ 2 pair of synthetic shorts (to get wet in rain or swimming and dry quickly) WITH
__ 1 pair of long pants for nights
__ 1 pair of rain pants
__ 3 pairs of socks (1 being worn and 2 in the pack)

Equipment

__ 1 sleeping bag with stuff sack
__ 1 sleeping pad (closed cell foam or inflatable pads such as Thermorest)
__ 1 lightweight tent, hammock, or tarp with a ground cloth to sleep under
__ 1 backpack (external and internal are both acceptable. Do not bring book bags)
__ 1 pack cover (we provide multiple large trash bags for water proofing if needed)
__ 1 bowl or mess kit
__ 1 eating utensil (preferably a spoon)
__ 2 Quart sized water bottles AT LEAST (Nalgene, old Gatorade bottles, Camelbacks)
__ 1 pair of Hiking Boots (sturdy with good ankle support)
__ 1 pair of camp shoes or sandals to wear when not wearing boots

Miscellaneous Items Needed

__ Flash light with extra batteries
__ Compass
__ Pocketknife
__ Hats with brims
__ Extra tent stakes
__ Small cord or twine
__ Extra lighter and/or matches
__ Towel
__ Sunglasses
__ Bandana
__ Toiletries (biodegradable soap, hand sanitizer, toothpaste and toothbrush, toilet paper, ect…please leave deodorants and body sprays at camp because they only attract bears)

Optional Items

Insect repellent, sun screen, 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, ect…

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 being the combined weight of the above items). Patrol equipment, water, and food will be added.

Group Equipment Provided

- First aid kits
- Stoves (Peak 1, Whisperlite, or Coleman 2 burners)
- Cook sets and pots
- Water purification systems and chemicals
- Trowels and toilet paper
- Large group tarps with line
- Fuel bottles and fuel
- Maps
- Dromedary bags
- Any other general equipment needed for the trek.

Climbing Equipment Provided

- Climbing shoes
- Helmets
- Harnesses
- Ropes
- Belay devices
- Hardware

*All of camps equipment is furnished free of charge providing that the equipment is returned in the condition issued. In order 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.

2018 SEASONAL CAMP STAFF APPLICATION

Opportunities to serve scouting as a member of a seasonal camp staff are available to outstanding applicants. Competition for employment is keen; the job is demanding; the experience exhilarating.

Applicants are considered for positions without regard to race, color, religion, sex, national origin, age (if over 18), marital status, veteran status, or the presence of a health problem or handicap that is unrelated to your ability to perform the job requested.

- Both new and returning staff are required to submit a complete staff application each ear, in order to be considered for employment/service. New staff will be required to interview.

- The preferred minimum age required is 16. Candidates that are 15 years old may apply to be unpaid counselors in training, or they may be considered for a paid staff position. Candidates 14 years old can apply to serve only as counselors in training & if selected will serve for 2-consecutive weeks (not staff week or week 8). Boy Scouts of America standards require age 21 minimum for some positions as indicated in the camp positions list.

- Form I-9 Employment Eligibility Verification is required. Students 17 years old and under require a North Carolina Department of Labor work permit issued by their home school district. **Do not send these forms with this application, they will be required at a later date.**

- The target dates for Camp Daniel Boone employment are June 4, 2017 until July 30, 2017. Select staff may be asked to stay for one additional week. Your seasonal employment agreement, when completed, will give exact dates.

- Applicants must be registered members of the Boy Scouts of America or agree to become registered before employment begins.

- The principles of the Scout Oath and Law must be practiced as a way of life.

- The staff is expected to set an example in scouting, which includes the proper wearing of the scout field uniform. A full BSA uniform is required for all staff.

- Salary is based on position responsibility with consideration to the individual's experience.

- References are important! Letters of recommendation are encouraged.

- Review the list of jobs in the various departments and indicate three preferences on the application. A brief resume of your experience for each of your choices is suggested.

- Mail your application early. Opportunities for employment are better for those who apply prior to January 1.

Mailing address:

Daniel Boone Council, BSA
Attention: Summer Camp Staff
333 W. Haywood St.
Asheville, NC 28801

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SEASONAL EMPLOYMENT
APPLICATON 2018 CAMP SEASON

Please Print Or Type **T-Shirt Size: _____**

Name: _____
FIRST MIDDLE LAST

Present address:

_____
STREET CITY/STATE/ZIP

Permanent address:

_____
(IF DIFFERENT) STREET CITY/STATE/ZIP

Cell/Day Phone: _____ Evening Phone: _____

Email #1 (**Please print clearly):** _____

Email #2 (Parent's email If under 18) _____

Your age on June 1st 2018 / Birth Date: _____

Emergency contact name / phone: _____

Desired Employment Position (Use Position List on back page)

1st Choice: _____

Qualifications: _____

2nd Choice: _____

Qualifications: _____

3rd Choice: _____

Qualifications: _____

NOTE: Enclose brief resume of your experience regarding each of your choices.

Previous Camp Staff Experience (year / camp) _____

_____

Past Staff Position _____

Availability:
Please indicate weeks available – add notes if necessary – <u>Priority is given to applicants who can work 5+ weeks or all summer.</u>

Staff Wk	6/3 – 6/9	_____
Week #1	6/10 – 6/16	_____
Week #2	6/17 – 6/23	_____
Week #3	6/24 – 6/30	_____
Week #4	7/1 – 7/7	_____
Week #5	7/8 – 7/16	_____
Week #6	7/15 – 7/21	_____
Week #7	7/22 – 7/28	_____
Week #8 (Select Staff)		_____

Youth Organization Experience:

Currently registered as _____ Unit No. _____

BSA Council / Organization

Years of Tenure as: Youth _____ Adult _____

Office Held / Achievements:_____

Describe Special Training Completed:

List current certification (Life Guard, First Aid, CPR, AED, WFA, EMT, etc)

_____

List your hobbies and special interests: _____

_____

_____

National High Adventure Experience: Year(s) _____ Where _____

Name & Location	**# Years Attended**	**Major Degree**

High School _____

College / Other _____

Scholastic Honors _____

Sports / Activities _____

_____

Employment:

Present or most recent employer _____

May we contact Yes ☐ No ☐

Address _____ Phone # _____

From _____ To _____

Job Title _____

Supervisor's Name: _____

References:

Give names and contact information of 3 people (not relatives) that have knowledge of your character, experience, and ability. One reference should be a Scout Leader if applicable.

Name	**Relationship**	**Telephone #**

Have you ever been convicted of a felony? (You may answer no if your conviction has been ordered sealed, expunged, or eradicated). Yes ☐ No ☐

Conviction of a crime is not an automatic bar to employment – all circumstances will be considered, including wat you were convicted of and how long ago. Please provide complete information about the conviction by attaching a separate statement.

Do you have any physical disabilities which might interfere with the performance of the job which you are applying? Yes ☐ No ☐

If yes, explain: _____

_____

You are expected to reside in housing provided by the camp. Family housing is not provided. Camp Management reserves the right to enter your quarters for inspection at its discretion.

I hereby make application for summer employment; and in accordance with the principals of the organization, subscribe to the Scout Oath or Promise, Law and Declaration of Religious Principle. I agree to be loyal, to cooperate fully with all of the BSA policies, program, and management including those described in this application. I further agree to submit a complete Health and Medical Record upon arrival, if selected.

I authorize investigation of all statements contained in this application for employment as may be necessary in arriving at an employment decision. I authorize all my previous employers, schools, and all other references to furnish the information requested. I hereby declare that the information provided by me in this application for employment is accurate and complete to the best of my knowledge. I understand that any falsification or misrepresentation in this application is cause for discharge.

Signature _____ Date: _____

Signature _____ Date: _____

CDB Summer Camp Employment – Position List

Management Staff		**Management Staff**
Program Director		**Business Manager**
Asst. Program Director		**Head Commissioner**
Program Staff	**Program Staff**	**Support Staff**
Aquatics Director	*Goin Great Director*	**Health Officer**
Asst. Aquatics Director	Goin Great Staff	*Health Lodge Staff*
Aquatics staff		
	Scoutcraft Director	**Trading Post Manager**
Shooting Sports Director	Scoutcraft Staff	*Asst. Trading Post Manager*
Rifle Range Director		Trading Post Staff
Shotgun Range Director	*Leadership Director*	
Archery Range Director	Leadership Staff	**Chaplain**
Shooting Sports/Archery Staff		
	Ecology Director	*Commissioner*
Climbing Director	Ecology Staff	Quartermaster
Asst. Climbing Director		
Climbing Staff	*Handicraft Director*	Clerk
	Handicraft Staff	
High Adventure Director		Dining Hall Manager
High Adventure Staff	**Boonesboro Director**	*Dining Hall Shift Supervisor*
	Boonesboro Staff	*Cook*
***Counselor in Training** **STEM** STEM Staff		Dining Hall Staff

Notes:

- Positions that are in bold require candidates to be at least 21 years of age and may require National Camp School Certificated / Trained.
- Positions in *italics* require candidates to be at least 18 years of age
- *Counselor in training is an unpaid 2 week position and candidates are typically 14-15 years of age.

YOU MAY BE ASKED TO CHANGE POSITIONS THROUGHOUT THE SUMMER, WITHOUT NOTICE, TO HELP FIT THE NEEDS OF THE CAMP.