

2014

Camp Daniel Boone

A Nationally Accredited Camp



Photo courtesy of Rob Yoho troop 5, Plant City FL.

Youth Guide

Daniel Boone Council, BSA

Welcome to Camp Daniel Boone

Dear Youth,

Thank you for taking time out of your busy summer schedule to have an experience of a Lifetime. Camp Daniel Boone's program is designed to support the enormous opportunities for leadership and character development that arise from the summer camping experience. From our Goin' Great program for your first year scouts to our High Adventure program, the programs at Camp Daniel Boone are designed to help your scouts grow and develop as young men.

With over 50 merit badge and program opportunities there is something for every scout in base camp. We are excited to enhance our program by including Architecture, Computers, and Game Design merit badges in addition to adding to the core traditional scouting skills. Our High Adventure program continues to provide access to some of the best rivers and trails in the southeast. With Rock School, Fontana Float, a million plus acres of Wilderness and National Forest to hike in, it is no wonder that Daniel Boone is the home of High Adventure on the East Coast.

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

From the height of Cold Mountain to Lake Allen we believe you will be glad you came to visit.

Yours in Scouting,

Brian Estler

Council Program Director

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

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

2014 Camp Dates

Week 1	June 8 – June 14
Week 2	June 15 – June 23
Week 3	June 22 – June 28
Week 4	June 29 – July 5
Week 5	July 6 – July 12
Week 6	July 13 – July 19
Week 7	July 20 – July 26

BSA Mission Statement

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

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

Phone Listing and Mailing Information

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

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; otherwise, they will be directed to pay phones. Pay phones accept change and calling cards. Calling cards can be purchased in the trading post.

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

Mail:

Scout's Name
Troop #/ Week#(1-7)
Camp Daniel Boone
3647 Little East Fork Road
Canton, NC 28716

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

Mail can be picked up daily by any unit leader in the camp office. All undelivered mail will be given to each unit on Friday night. All unclaimed packages will be returned to sender

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 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.

Camp Rules

- **No firearms, bows and arrows, ammunition of any kind or any weapons are allowed at camp. If brought on the property by accident these materials must be checked in with the Rifle Range Director or Camp Ranger upon arrival at camp.**
- **No alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property.** There are absolutely no exceptions to this policy. One strike and you will be asked to leave camp property.
- **Closed toed shoes must be worn in camp at all times.** Flip-flops are only allowed in the showers.
- **Everyone leaving camp must sign out at the Camp office.**
- **Medications can be checked into the health lodge or kept by the unit leader. The unit leader must bring a lockable storage box to keep medications in campsite. All medications requiring refrigeration will be kept in the health lodge.**
- **Class "A" Scout uniform, correctly worn, is required for all evening meals in base camp.**
- **A limit of two trout per person per day may be caught from the lake (no license required).** Please be courteous of others by observing this limit.
- **NO pets are permitted in camp.**
- **Throwing rocks is strictly forbidden. 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 the camp.**
- **The Buddy System is to be followed at all times**

****A detailed schedule of daily events will be available on the website closer to the start of camp*

Sample 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 1 (Monday-Friday)
9:15 – 10:00	Scoutmaster Coffee in Dining Hall
10:00 – 10:50	Merit Badge Session 2 (Monday-Friday)
11:00 – 11:50	Merit Badge Session 3 (Monday-Friday)
11:45 – 12:45	Drop In Lunch
12:45	SPL Meeting – Chips Chapel
1:30 – 2:35	Merit Badge Session A (Monday-Thursday)
2:45 – 3:50	Merit Badge Session B (Monday-Thursday)
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

Cold Mountain Outfitters Trading Post

Cold Mountain Outfitters Trading Post is conveniently located underneath the Ledbetter Dining Hall and is well stocked with all the appropriate camping needs. We supply our guests with a full line of official BSA gear as well as outdoor supplies and crafts that scouts will need for the many activities offered at Camp Daniel Boone. The Trading Post is also equipped with 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, chips, candy, fruits and beverages. The snack shack is located right around the corner from the Trading Post. The average camper spends \$65-\$85 while at Camp Daniel Boone. We do accept major credit cards.

Weekly Camp-Wide Events

Camp-Wide Tug-Of-War

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

Wednesday Night Hoedown

Each Wednesday night we will 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.

The Long Rifle Award

Become a CDB Honor Troop by completing the requirements found on the award form online. Every troop can be an honor troop. All awards are presented at Friday Night Campfire.

CDB Compass Course

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

Mountain Man Relay

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.*

Tsali Lodge Ice Cream Social

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

Patch Trading

Scouts can gather together in Ledbetter Lodge to swap council strips, OA flaps, camp patches or other Scouting patches and items such as troop shirts or neckerchiefs. This is a great activity to help scouts meet and become friends with fellow scouts from across the US. Time of the patch trading fellowship will be announced at camp.

Merit Badge Program

Merit Badge signups are completed online. After April 1, 2014, if your unit is current on payments, you can visit www.campdanielboone.org 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 sign ups will begin on 4/1/14 for weeks 1&2, on 4/2 for weeks 3&4, on 4/3 for weeks 5&6, on 4/4 for weeks 7&8 - all sign ups will begin at 12:01PM on their respective days. You must be current on your camp payments to access the sign up program. The Merit Badge schedule will be online starting in February.

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. The camp experience is so much more than just earning merit badges. Free time for hiking and fishing, or just enjoying the fellowship of other scouts is a very important part of the camp experience. Don't let your scouts miss this part.

Merit badges are 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 National 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 all summer at camp.

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 & Roll Clinic

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. A trip on a local whitewater river (\$15 cost) will end the course. 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.



Photo courtesy of Rob Yoho troop 5, Plant City FL.

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 take more time than camp will allow.

Electricity

All Ages

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

Environmental Science

Recommended Age: 14

Scouts will learn about ecosystems and how animals and plants play an equal role in maintaining the delicate balance of nature. We will conduct experiments to demonstrate how the removal of vegetation affects water runoff as well as others. Scouts should make sure to bring paper and pencil.

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.

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 purchase, create, and take home two baskets, in addition to weaving a chair.

Indian Lore

All Ages - \$ (Cost varies depending on craft kits purchased. Average cost is \$18 - \$30) 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.

Painting

All Ages- This merit badge provides an opportunity for Scouts to learn more about painting, including both the artistic and practical aspects. Scouts will learn about different types of paints and what they are used for.

Woodcarving

All Ages - \$ (Cost Varies. Average cost is \$5 - \$10)

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

Leadership

Cinematography

All Ages

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

Citizenship in the Nation

Recommended Age: 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.

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.

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.

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 2012 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

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.

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.

Camping/Backpacking

All Ages

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

is a combined merit badge – they will earn credit towards both Camping and Backpacking merit badges.

Cooking – this is a 2 hour class

Recommended age: 12

This badge will teach a Scout to plan, prepare, and cook meals while camping. In 2014 this will become an Eagle required badge.

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.

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.

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.

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 freetime. Requirement 5 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.

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 \$7 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 90 minutes long.

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

Shotgun Shooting

Recommended Age: 13 – **Cost \$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. Participation for scouts under 13 will be at the approval of the Shotgun Range Director.

STEM (Science, Technology, Engineering, and Math)

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.

Computers

All Ages-

Scouts will learn about online safety, the history of the computer, and all the working components. Scouts will discuss the vast career opportunities involved with computers in our growing, technology driven, world.

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.

Inventing

All Ages

Scouts will use their imagination to make an invention of their own. They will also learn about famous inventors and the patent process. Requirement 7 to build a working prototype model will need to be completed after camp.

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.



Horsemanship Merit Badge

All Ages

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

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

Animal Science Merit Badge

All Ages.

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

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

Climbing Merit Badge

Recommended Age: 13

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



Photo courtesy of Robert Garrett

Goin' Great First Year Program

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

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

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

REQUIRED MATERIALS

- Participants in the Goin' Great Program should bring a "personal" first aid kit. This kit should include at least:
 - 5 band-aids
 - 1 tube antiseptic cream
 - Latex gloves
 - 2 roller bandgages
 - Alcohol swabs
 - Moleskin
 - Tweezers
 - Calamine lotion

Goin' Great Area Daily Schedule

Monday – Friday 9:00 – 12:00 Morning Classes
 1:30 – Pioneering (must sign up separately)
 2:45 - First Aid (must sign up separately)

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

Tenderfoot

1. Present yourself to your leader, properly dressed, before going on an overnight camping trip. Show the camping gear you will use. Show the right way to pack and carry it.
- 4a Demonstrate how to whip and fuse the ends of a rope.
- 4b Demonstrate that you know how to tie the following knots and tell what their uses are: two half hitches and the taut line hitch.
- 4c Using the EDGE method, teach another person how to tie the square knot.
5. Explain the rules of safe hiking, both on the highway and cross-country, during the day and night. Explain what to do if you are lost.
6. Demonstrate how to display, raise, lower and fold the American Flag.
7. Repeat from memory and explain in your own words the Scout Oath, Law, Motto and Slogan.
8. Know your patrol name, give your patrol yell and describe your patrol flag.
9. Explain why we use the buddy system in scouting. Describe what a bully is and how to respond to one.
- 10a Record your best in the following tests: push-ups, pull-ups, sit-ups, standing long jump and $\frac{1}{4}$ mile walk/run.
11. Identify local poisonous plants, tell how to treat for exposure to them.
- 12a Demonstrate how to care for someone who is choking.
- 12b Show first aid for the following:

Simple cuts and scratches	
Blisters on the hand and foot	Bites or stings of insects and ticks
Minor burns and scalds (first degree)	Nosebleed
Poisonous snakebite	Frostbite and sunburn

Second Class

- 1a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
- 1b. Using a map and compass together, take a five mile hike approved by your adult leader and your parent or guardian.
11. Discuss the principles of Leave-No-Trace.
- 3b On one of these campouts, select your patrol site and sleep in a tent that you pitched. Explain what factors you should consider when choosing a patrol site and where to pitch a tent.
- 3c. On one campout, demonstrate proper care, sharpening, and use of the knife, saw, and ax and describe when they should be used.
- 3d. Using the tools listed in requirement 3c to prepare tinder, kindling and fuel for a cooking fire.
- 3e. Discuss when it is appropriate to use a cooking fire and lightweight stove. Discuss the safety procedures for using both.
- 3f. In an approved place and at an approved time, demonstrate how to build a fire and set up a lightweight stove. NOTE: Lighting the fire is not required)
4. Participate in a flag ceremony for your school, religious institution, chartered organization, community or troop activity. Explain to your leader what respect is due the flag of the United States.
6. Identify or show evidence of at least 10 kinds of wild animals found in your community.
- 7a. Show what to do for "hurry" cases of stopped breathing, serious bleeding, and ingested

poisoning.

- 7b. Prepare a personal first aid kit to take along with you on a hike.
- 7c. Demonstrate first aid for the following:
 - Object in the eye
 - Bite of a suspected rabid animal
 - Puncture wounds from a splinter, nail and fishhook
 - Serious burns
 - Shock
 - Heatstroke, dehydration, hypothermia, hyperventilation and shock
 - Heat exhaustion
- 8a. Tell what precautions must be taken for a safe swim.*
- 8b. Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.
- 8c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.
- 9b. Explain the three R's of personal safety and protection.

First Class

- 1. Demonstrate how to find directions during the day and at night without using a compass.
- 2. Using a map and compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc)
- 4a. Help plan a patrol menu for one campout that includes at least one breakfast, one lunch, and one dinner, and that requires cooking at least two of the meals. Tell how the menu includes the foods from the [food pyramid](#) and meets nutritional needs.
- 4c. Tell which pans, utensils, and other gear will be needed to cook and serve these meals.
- 4d. Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.
- 6. Identify or show evidence of at least 10 kinds of native plants found in your community.
- 7a. Discuss when you should and should not use lashings. Then demonstrate tying the [timber hitch](#) and [clove hitch](#) and their use in [square](#), [shear](#), and [diagonal lashings](#) by joining two or more poles or staves together.
- 7b. Use lashing to make a useful camp gadget.
- 8a. Demonstrate tying the bowline knot and describe several ways it can be used.
- 8b. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.

- 8c. Show how to transport by yourself, and with one other person, a person:
- From a smoke-filled room
 - With a sprained ankle, for at least 25 yards
- 8d. Tell the five most common signs of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
- 9a. Tell what precautions must be taken for a safe trip afloat.
11. Describe the three things you should avoid doing related to the use of the internet. Describe a cyberbully and how you should respond to one.

Rafting Day Trips on the Nantahala

Nantahala River: Available on Tuesday, Wednesday and Thursday

Fees: Units providing their own transportation: **\$35.00** per person, payable at the camp trading post.

Pigeon River Available on Tuesday, Wednesday and Thursday

Fees: Units must provide their own transportation: **\$40.00** 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 trips are Guide-Assisted. This means there is a guide along, but not in every raft. Units that want a guide in every raft will pay an additional \$5 per participant when booking this trip. The Pigeon River is a fully guided trip. This means there is a guide in every raft.

Schedule:

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

Rafters will leave camp after breakfast

All fees are payable at the camp trading post and are due by **noon on Monday**. Trips are booked at that time and rafting times will be assigned that afternoon (Announced at flags Monday evening)

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

Camp Daniel Boone's Harrison Outpost

High Adventure Programs



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

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

Participants must be at least 13 years of age by June 1, 2014.

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. Any troop with more than nine participants will be asked to split into smaller groups upon arrival to base camp. Space is limited on all High Adventure trips. Expeditions are filled on a first-come, first-served basis, so make your reservations as soon as possible.

General Information

Upon check in on Sunday, after their troop/crew photo, all high adventure participants need to meet with the high adventure staff and discuss the rest of the day's procedures as well as what to expect the rest of the week. Typically, each participant should be prepared to go through the medical check with the health officer and take their swim test upon their arrival to camp.

All high adventure participants will be staying at the Harrison Outpost. Troops/crews must report to the pavilion first on Sunday during check-ins. After checking in with base camp and the high adventure director you may take a personal vehicle to the Harrison Outpost to unload your entire groups' gear. All participants will be sleeping in tents while at the 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. All treks have the ability to be customized if everyone in the trek agrees to a change.

Venture Crews

Venture Crews are invited to participate any week during the summer camp season with the Harrison Outpost adventure base. In addition we have set aside a specific week for Crews and Troops looking just for high adventure treks. Crews select one of our many high adventure treks and we will work with you to develop an itinerary to allow your crew to achieve the Silver Bronze and Gold, as well as Ranger requirements that your crew wants.

Have an all female crew? That's fine, as we have female trek leaders to work with your group. With so many treks to choose from, why wait? Get your crew together and get yourself ready for an awesome week of exploring and adventure with 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 Scouter's outdoor experience. Low-impact camping techniques can help ensure that future generations have the opportunity to experience pristine wilderness areas. All Camp Daniel Boone treks adhere to Leave No Trace backcountry ethics. **Take only memories; leave only footprints.**

Rock School

Group Size: 10

This is it. No other Scout camp in the country offers a climbing program like we do. Five days of rock climbing and camping at various crags all over Western North Carolina. Participants will check in on Sunday and spend Sunday night at the Harrison Outpost.

Monday will be spent at the camp's rock wall going over climbing equipment, belaying, rappelling, climbing commands, and climbing techniques. 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.

After supper on Monday evening the group will depart and stay in either Linville Gorge or Pisgah Forest. The group will then camp in various locations near the crags every night of the week. Some of the areas crags may include: Looking Glass, Rumbling Bald, Ship Rock, Snakes Den, or any of the numerous climbing areas in Linville Gorge.



(Rock School Director rappelling beside waterfall in Pisgah Forest)

NOTE: Due to the level of physical and mental maturity required with rock climbing, we ask that all participants be at least 14 years old. Also, the Rock School 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.

Backpacking Treks

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

-The Wilderness Act of 1964

The flagship of our High Adventure program is our backpacking treks. Located in Western North Carolina, we have over a million acres of National Forest land available that we may utilize for various recreational adventures. With so many options available, troops will never have to participate in the same trek twice. 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 every day.

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



The Shining Rock Wilderness Trek

Group Size: 9

When Wilderness areas were initially being established in the United States in 1964, Shining Rock was one of the first. At 18,483 acres, Shining Rock is the largest Wilderness area in North Carolina. Shining Rock Wilderness is named for its prominent peak Shining Rock, which rises to 6,010' and has the largest outcropping of quartz in the world. Many of the peaks in this Wilderness area exceed 5,000 feet; with several peaks exceeding 6,000 feet, with balds in the adjacent forest. The Shining Rock Ledge is the backbone of this area.

The Shining Rock Wilderness Trek is a four day backpacking trek through this magnificent wilderness. The trek hikes out of base camp either Sunday evening or Monday morning and 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. You maybe privileged to some wild berries if you arrive at the right time.



Scouts will learn various methods to low impact camping which abide by the Outdoor Code and Leave No Trace. Scouts will learn how to plan for future backpacking treks in regards to what cooking gear, food, group gear, and personal gear may be needed. Also, 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. We are willing to work with each troop to create a route that will ensure an educational adventure the scouts won't forget.

The Cold Mountain/ Art Loeb Trek

Group Size: 9



(View of Cold Mountain 6,030' from the top of Black Balsam 6,214')

The Cold Mountain/ Art Loeb trek is a four day hike through Pisgah National Forest and Shining Rock Wilderness along the Art Loeb Trail. The trail is approximately 30.1 miles in length and famous for its rugged climbs and pristine views from atop the Eastern United States. It runs from the Davidson River across several landmark area peaks around the southern rim of the Davidson River valley. It crosses Pilot Mountain on the northern end of this dividing ridge, before climbing steeply to the Blue Ridge Parkway and Silvermine Bald, where it tops 6000' in elevation. Next, the trail crosses Black Balsam Knob where there is a plaque commemorating Art Loeb and the Trail. This is the most famous and most popular section of the trail, for good reason.

The views and uniqueness of this section of trail are second to none!

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

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

*The Linville Gorge Trek**

Group Size: 9

Known as the “Grand Canyon of North Carolina”, Linville Gorge is another original wilderness area from 1964. The gorge is also one of only two wilderness gorges in the Southern United States. The gorge is consists of just under 12,000 acres with the Linville River flowing from North to South 1,400 feet below massive granit walls and undisturbed forests.

Groups will leave Harrison Outpost Monday morning at be dropped off at a various location around the gorge. The group will spend three to four days hiking in and out of the gorge and around the rim. If the weather is good and the group would like to the have the option to climb in Linville Gorge Monday or Thursday, as well as go rafting on Friday. Groups will cover the same Scouting skills offered on our other back packing treks.



(View of Linville Gorge in fall from Shortoff Mountain)

*The Bartram Trail**

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. Groups have the option to raft the Nantahala or French Broad on Friday.

*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. This week long journey will provide participants with a rare opportunity to visit a virgin forest with massive old growth trees.

Part of the trek can include the Joyce Kilmer Memorial Forest, a 3,800 acre tract of virgin timber and pristine wilderness splendor. Many of the trees are 16 to 22 feet in circumference and over 120 feet tall. Trips may also cross the Tennessee border into Citico Creek Wilderness expanding the coverage area to over 32,000 acres. There is no set route for this trek due to countless possibilities. The itinerary for each trip will be discussed between the troop and the high adventure staff guide upon arrival to camp.

Treks depart either Sunday night or Monday morning and return on Thursday or Friday, depending on the groups trek desires. The option to go rafting on Friday is always available. Make sure to bring a swimsuit for this journey as swimming holes such as Wildcat Falls highlight this trek. Again groups will cover the same Scouting skills discussed during each backpacking trek.



(Overlooking Slickrock Wilderness)

*While these treks offer true adventures filled with many rewards, it is NOT for beginners. The climbs while hiking in and out of the gorge and up these peaks with full packs can be strenuous and conditions can be harsh.

Panthertown 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 hikes, tons of fishing, playing in numerous waterfalls, and even relaxing on a sand beach 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.



(Schoolhouse Falls in Panthertown Valley)

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.



(Overlooking Middle Prong from below Mount Hardy)

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. Participants will cover the same Scouting skills offered on our other backpacking treks.

Troop Trek *Group Size: 9*

Want a specialized group adventure? Please contact our council office and we will see what we can do to work with you and your troop/crew to modify a customized backpacking trek with other activities including: multiday rafting, climbing, or even a canopy tour or two.

(Fontana Float, Rafting, and Kayaking)

***Note: It is required that each participant passes the swim test at Lake Allen upon their arrival at camp to participate in the Fontana Float Trek, Whitewater Rafting Trek, or the Whitewater Kayaking Trek.**

Fontana Float *Group Size: 16*

This expedition combines five days of canoeing on Lake Fontana and primitive camping on islands in the Great Smoky Mountain National Park as well as the Nantahala National Forest. This trek will begin with a full day of canoeing on the Tuckasegee River. With several whitewater rapids, Monday is nine miles of floating fun before the river empties into Fontana Lake.

Once on the lake, enjoy three days of paddling canoes along the banks of the Nantahala National Forest or the Great Smokey Mountain National Forest. Friday will provide an opportunity to visit Fontana Dam, the largest dam east of the Mississippi River and perhaps take a day hike along the Appalachian Trail. If the scouts would like; the opportunity to work on canoeing, cooking, camping, hiking, orienteering and fishing merit badges is available.

All participants must bring their own personal camping and fishing gear. **On this trek it is important for scouts to pack lightly.** If your troop/crew decides to participate in the Fontana trek, it is not necessary to pack your personal items into a backpack. We recommend that individuals pack their gear in dry bags. If you do not own a dry bag, we will provide large dry bags that participants will share with others. **Our pontoon boat will carry all of the food, patrol gear and personal gear.**

Whitewater Adventure Trek *Group Size: 22*

The Whitewater Trek offers Scouts and Scouters a great weeklong experience of whitewater fun on some of the finest waters in the Southeast United States. The schedule provides a nice gradual increase in river intensity as the week progresses. Also, there are numerous activities the groups can engage in after their river trips. Activities include but are not limited to: visiting local swimming holes, hikes to scenic peaks, or visiting areas of cultural significance. The daily river itinerary is listed below; trip times and lengths vary on each river every week.

Participants will stay at the Harrison Outpost each night, except Thursday. We highly recommend that you bring your own tent for Thursday night. However, we will provide tents for participants on this trek only. Our staff will provide group shuttles to and from base camp for showers and meals. Again, no personal vehicles are allowed at the Harrison Outpost unless told otherwise.

Sunday: Arrive at Camp Daniel Boone and Check in with Base camp and then the High Adventure base (both in the pavilion by the dining hall)

Monday: Raft Nantahala River

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

Tuesday: Raft French Broad River

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

Wednesday: Raft Upper Pigeon River

The Pigeon River 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. Dam controlled water releases ensure whitewater action. After the trip we'll take the group to an amazing swimming hole that will bring a smile to your face and a camera to your eye.

Thursday: Raft Ocoee Middle Section

Ocoee River whitewater means splashy waves and continuous action. The Middle Ocoee is the nation's most popular whitewater rafting run. The exciting Middle Ocoee rafting trip begins against the roaring backdrop of whitewater falling down Ocoee Dam #2, with the explosive entrance rapid called "Grumpy's."

The action hardly slows down during this five-mile stretch of whitewater. Highlights include negotiating major Class III and IV rapids with names like Table Saw, Broken Nose, Double Trouble, Double Suck and Powerhouse. This Tennessee based river's fast moving waters will get you soaked, smiling, and laughing with delight. The Ocoee is a dam released river with consistent flows and pleasantly warm water.

After this river trip the group will head to Oconee State Park to camp for the night. The South Carolina state park is only 15 to 20 minutes from the Chattooga River outpost.

Friday: Raft Chattooga River Section IV

Section IV's awe-inspiring views and rapids will thrill adventurous Scouts and Scouters seeking the highest white-knuckle adventure on the water. You'll experience the river in self-bailing rafts designed to optimize the Chattooga experience at any water level. Immortalized in the film *Deliverance*, Section IV of the Chattooga is the classic southeastern whitewater experience against which all others are measured. The best part about the experience on the Chattooga is that our guides take the time to show you the river's best kept secrets, like cooling off in a deep swimming hole or taking a walk underneath a cascading waterfall.

Be prepared for the ride of your life through Seven-Foot Falls, the best place to grab some air. Take a jump off Ambush Rock into a deep, calm pool. Enjoy lunch served riverside, or sometimes beneath impressive, overhanging cliffs. Just as memorable are the heart-pounding rapids, including our big finale at the famous Five Falls. Here, rafters are faced with five back-to-

back Class IV-V rapids with names like Jawbone and Sock'em Dog. The Chattooga is an intense way to conclude a perfect week of rafting.

***NOTE: Scouts can NOT earn the whitewater merit badge using a raft. The whitewater merit badge only discusses canoes and kayaks.**

Whitewater Kayak Trek

A five day kayaking trek which will allow a Scout to earn the Whitewater Merit Badge while enjoying the serenity of the Nantahala National Forest. Scouts must pass the swim test at Camp Daniel Boone prior to starting this trek. Scouts will eat, drink, and sleep kayaking for the week while camping in the Nantahala Gorge the entire week. There must be a minimum of 6 participants per week to run the trek. Groups will have access to bathrooms, showers, and a kitchen while staying in the gorge.

Day 1: Lake Kayaking Basics & Eco-engagement

Morning: Spend the first morning touring on a nearby lake where instructors will provide techniques for confidence and success. We'll start with a "classroom style" session reviewing the basics of lake kayaking and going over the necessary equipment to enjoy the sport. We will also introduce and study the ecology of our area so we'll be able to identify the ecology and wildlife that abounds in the Great Smoky Mountains as we explore in our boats.

Afternoon: The afternoon will be filled with time exploring the rest of the lake. After we return to NOC, there will be time to shower and enjoy some free time before dinner.

Day 2: Nantahala Raft Trip / Adventure Hike

Morning: We'll head to the Nantahala River for a morning of rafting excitement! There will be an option to go along in a stable raft (with a guide included) for your introduction to whitewater.

Afternoon: A guided hiking trip that takes advantage of the scenery, flora, and fauna located in the Great Smoky Mountains National Park. This session will end with time to shower and relax prior to dinner.

Day 3: Introduction to Kayaking (Merit Badge Program)

Morning: In the morning we'll go to the lake to be introduced to more maneuverable kayaks that used for Whitewater Rivers. Your group will learn new maneuvers in these new boats, including the "wet exit," in preparation for a trip on a section of moving water. The group will then travel to a nearby river for a chance to paddle downstream and let the river do the work for us.

Afternoon: After lunch you'll continue to be fascinated by the scenery of this protected waterway and possibly see Osprey catching a fish on the river and a Great Blue Heron majestically keeping an eye on his domain. We might even have the opportunity for a surf session too!

Day 4: Whitewater Kayaking (Merit Badge Program)

Morning: The group will travel to a nearby river for a chance to paddle downstream and gain the knowledge and experience necessary to let the river do the work for us. Basic techniques such as eddy turns, peel outs, and ferries will be practiced on a class I-II section of river.

Afternoon: During the afternoon, we will complete all of the necessary skills and techniques needed to achieve the whitewater kayaking merit badge. We might even have the opportunity for a surf session too for some big boomin' fun! After this session we will drive back to NOC for dinner.

Day 5: Nantahala Kayak

Morning: We'll return to the Nantahala River for more whitewater excitement in a kayak. Today we will be going down an appropriate section of the river in kayaks using our new skills for the best thrills of the week!

Afternoon: This session will end with time to return to Camp Daniel Boone for showers, dinner, and our closing campfire.

Rafting & Hiking Trek

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

Monday: Raft Nantahala River

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

Tuesday: Raft Chattooga River Section IV

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

Wednesday: Raft Upper Pigeon River

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

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

Zip and Splash Canopy Tours (Scouts must weight over 100 lbs for Zip Lines)

On Monday you will take a ride on the beautiful Nantahala River getting to know your team mates. The shimmering Nantahala River offers whitewater rafting through mild but exciting rapids. Nantahala rafting features eight miles of practice on easy Class II rapids before splashing through the exciting Class III whitewater of Nantahala Falls. This is one of America's most popular whitewater runs.

On Tuesday this is more than just a zipline ride, this Canopy Tour takes you through multiple ecosystems, past hemlocks, and into hardwood treetops. Take flight above the forest floor blanketed with mountain laurel, rhododendren, flame azalea, and other native plants. While in flight, watch for hawks, deer, and other wildlife while rangers share the cultural history of the Nantahala Gorge.

On Wednesday another zip line tour with 12 lines. Soar like a bird, above the trees, flying ridge to ridge down the mountain. You will travel about a mile, while clipped onto . inch steel cables. Starting at the top of our mountain, you zip ridge to ridge, landing on wood platforms as you work your way back down the mountain. Lines range from just over 100 feet to as long as 600 feet in length, up to 80 feet above the forest floor, with speeds up to 30 miles per hour!

On Thursday the Pigeon river trip - The Pigeon River 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. Dam controlled water releases ensure whitewater action. After the trip we'll take the group to an amazing swimming hole that will bring a smile to your face and a camera to your eye.

On Friday we will Soar 200 feet above the forest floor! 10 ziplines, 2 sky bridges, 2 rappelling experiences, and 3 short hikes - a fully-guided, active-participation tour. Along with the thrills, learn about the Blue Ridge Mountains and the forests of Southern Appalachia on the Big Daddy of Zip Line tours.

During the week you will be working with your team mates on low COPE team work activities. The cost for the week is \$500.

Photo courtesy of Fred King, photography



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.

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

On Tavern Nights in the Village, anyone in Camp Daniel Boone can come to Boonesboro to enjoy a cold root beer and play tavern games of the era. Demonstrations of various skills and crafts are held before the tavern opens, such as flint and steel fires, hunting and trapping, and flint knapping. (Demonstrations subject to change.)

The food in Boonesboro will be cooked by the villagers. Mess kits and cooking equipment will be provided. The menu includes Cornish game hens, fresh eggs and bacon, a big pot of beef stew, and fresh baked cornbread, all cooked over an open fire with cast iron pots and pans.

All campers at CDB are invited to come by and visit Boonesboro Village during the hours of 9:00am-5:00pm daily. Stop by and throw a tomahawk, maybe check out a craft for yourself. Come live a bit of history at Boonesboro Village.

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

Group A

Metalworking MB
Sheath Knife
Pottery MB
Belt Bag
Leather Belt
Kilt

Group B

Medicine Bag
Pottery Project
Blacksmithing Project
Slops
Blackpowder Shooting

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 program 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. Camp Daniel Boone's staff is trained in preventing accidents, first aid and CPR and is prepared to assist in recognizing, reacting, and responding to accidents, injuries, and illnesses. Medical and search and rescue services are provided by Haywood County and Camp Daniel Boone in response to an accident or emergency, however, response times can be affected by location, weather, or other emergencies and could be delayed 6 or more hours.

RECOMMENDATIONS REGARDING CHRONIC ILLNESSES

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

CARDIAC OR CARDIOVASCULAR DISEASE

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

1. Angina (chest pain caused by heart or coronary artery disease)
2. Myocardial infarction (heart attack)
3. Surgery or angioplasty to treat coronary artery disease; surgery 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 thalium stress test is recommended for participants who have coronary heart disease. Even if 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.

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.

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.

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.

Camp Daniel Boone Weight Limits For Backpacking & Hiking

Each participant in a Camp Daniel Boone trek must not exceed the maximum acceptable limit in the weight for height chart available at:

<http://www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx> .

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 lb. Backpack between 3,500 and 6,500 ft. elevations. Camp Daniel Boone recommends 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

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: Canvas Replacement (*rips, cuts, writing on canvas*) \$50.00

Cot Replacement (*When canvas & frame are damaged*) \$75.00

Spreader Bar Replacement (*Each*) \$15.00

Bed Replacement \$300

Mattress Replacement \$150

Tents : Rips, Cuts and Tears (*Per inch*) \$5.00

Writing on Canvas (*Per panel*) / or small Burn holes \$50.00

Cut or missing tiebacks (*woven straps-each*) \$15.00

Total Wall Tent Replacement \$350.00

Tent Frames- Metal pipe (*Per damaged section/joint*) \$35.00

Tent Platforms: New board replacement – the cost is determined by the individual case

Replace Entire Platform (*Permanent type*) \$500.00

Dutch Ovens: Replacement Cost (*significant damage or lost*) \$65.00

Re-seasoning/Cleaning \$20.00

Picnic Tables: Replacement Cost (*Metal – 2 leg per set*) \$110.00

Replacement Cost (*Per board*) \$20.00

Chef Kit: Replacement Cost (*significant damage or lost*) \$35.00

Replacement Cost (*per item*) \$5.00

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 or Jacket
- Rugged Pants
- Short Pants
- Swim Trunks
- T-Shirts
- Rain Gear
- Underwear
- Socks and Extra Socks
- Bath Towels
- Sleeping Bag (40 degree) & pillow (pillow is optional)
- Water Bottle
- Toiletries
- Tennis Shoes
- Hiking Boots
- Shower Sandals
- Watch
- Pens/Pencils/Paper
- \$75 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 (Fontana, 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 (Backpacking and Rock School)

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 Thermarest)
- 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.

2014 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 year, 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 1, 2014 until July 26 2014. 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 Scout 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**

**SEASONAL EMPLOYMENT APPLICATION
2014 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: _____

E-mail #1 **(Please print clearly):** _____

E-mail #2 (Parent's email If under 18): _____

_____ / _____
Social Security Number Driver's License Number / State Age on June 1st 2014 / 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 – Priority is given to applicants who can work 5+ weeks or all summer.

Staff Wk 6/1 – 6/7 _____
Week#1 6/8 – 6/14 _____
Week#2 6/15 – 6/21 _____
Week#3 6/22 – 6/28 _____
Week#4 6/29 – 7/5 _____
Week#5 7/6 – 7/12 _____
Week#6 7/13 – 7/19 _____
Week#7 7/20 – 7/26 _____
Week#8 (select staff) _____

Youth Organization Experience:

Currently registered as _____ Unit No. _____

BSA Council/Organization

Years of Tenure as: Youth _____ Adult _____ Offices 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 _____

Reference:

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 #
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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 what 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 principles 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 describe 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

<u>Management Staff</u>		<u>Management Staff</u>
Program Director		Business Manager
<i>Asst. Program Director</i>		Head Commissioner
<u>Program Staff</u>	<u>Program Staff</u>	<u>Support Staff</u>
Aquatics Director	<i>Goin Great Director</i>	Health Officer
<i>Asst. Aquatics Director</i>	Goin Great Staff	<i>Health Lodge Staff</i>
Aquatics Staff		
	<i>Scoutcraft Director</i>	Trading Post Manager
Shooting Sports Director	Scoutcraft Staff	<i>Asst. Trading Post Manager</i>
Rifle Range Director		Trading Post Staff
Shotgun Range Director	<i>Leadership Director</i>	
<i>Archery Range Director</i>	Leadership Staff	Chaplain
Shooting Sports/Archery Staff		
	<i>Ecology Director</i>	<i>Commissioner</i>
Climbing Director	Ecology Staff	Quartermaster
<i>Asst. Climbing Director</i>		
Climbing Staff	<i>Handicraft Director</i>	Clerk
	Handicraft Staff	
High Adventure Director		Dining Hall Manager
<i>High Adventure Staff</i>	Boonesboro Director	<i>Dining Hall Shift Supervisor</i>
	Boonesboro Staff	<i>Cook</i>
*Counselor In Training		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 Certified/Trained.
- Positions in *italics* require candidates to be at least 18 years of age.
- *Counselor in training is an unpaid 2 week position 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.

Moisture Wicking Custom Crew Tees

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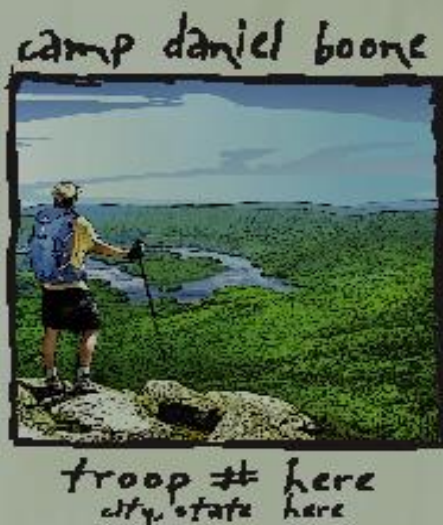
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SHIRT

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SEE OTHER SIDE FOR OUR PLEASABLE ORDER FORM

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NAME

ADDRESS

CITY

STATE

ZIP

E-MAIL ADDRESS

DAYTIME TELEPHONE ()

SHIP TO:

NAME

ADDRESS

CITY

STATE

ZIP

CREDIT CARD INFORMATION:

VISA

MASTERCARD

DISCOVER

CARD NUMBER

EXPIRATION DATE

CVV CODE
(3 DIGIT NUMBER FOUND ON
THE BACK OF YOUR CARD)

CARDHOLDERS NAME

MOISTURE WICKING CUSTOM CREW TEES:

ORDER DATE

DATE RECEIVED (TO BE FILLED IN BY NORTHEAST GEORGIA)

DESIGN # (CIRCLE ONE)

#1

SHIRT COLOR- FIRST CHOICE (CIRCLE ONE)

DRIED SAGE

SAND

HOW MANY OF EACH SIZE?

SMALL

MEDIUM

LARGE

X-LARGE

XX-LARGE

TOTAL NUMBER OF SHIRTS
(MUST BE AT LEAST 12)

(x)

\$19.99

SHIRT PRICE
(EACH)

=

\$

TOTAL

WHAT WOULD YOU LIKE US TO PRINT ON YOUR SHIRTS?

LINE 1- ALL CAPS PLEASE

LINE 2- ALL CAPS PLEASE

OPTIONAL LINE 3- (ALL CAPS PLEASE)

YOUR E-MAIL ADDRESS (OPTIONAL)

FAX TO: (828) 252-4818

FOR MORE INFORMATION
VISIT OUR WEBSITE AT
www.campdanielboone.org

OR CALL: (828) 254-6189
email: brlan.estler@scouting.org

