



Camp Daniel Boone

THE SPL GUIDE TO CAMP DANIEL BOONE

Scoutmasters: please forward this guide to the youth leadership of your unit attending Camp Daniel Boone in 2023! It is a valuable tool that can be used to help them prepare for their Summer Camp adventure.

At Camp Daniel Boone, we strive to provide an excellent program for your unit. We offer a large variety of merit badges, high adventure treks, special programming, and excellent staff to guide your unit through the week at camp! Note: Packing lists for each High Adventure Trek can be found in the 2023 High Adventure Guide.

MERIT BADGE CLASSES

Registration for all Merit Badge classes will be completed online by your troop leaders. The class schedule is posted on our website (www.campdanielboone.org) in the first week of March and registration takes place in early April, depending on which week your troop will be attending camp.

While most classes are covered in the registration fee, some have additional costs to pay for the kit(s) needed to complete said class. The cost of the kit is part of the class fee and is paid before arriving at camp. A comprehensive list of our Merit Badge offerings and class fees can be found at the end of this guide.

The Animal Science and Horsemanship Merit Badges are offered off-site at nearby Stockton Farms. The cost of this program is \$100.00 for ONE class or \$175.00 for BOTH classes. Unlike other Merit Badge class fees, these 2 unique classes will be paid for separately from your unit's regular camp fees and **MUST be paid directly to Stockton Farms when you arrive on site.** Please do not attempt to pay for these Merit Badges ahead of arrival at Camp Daniel Boone. **These are evening classes and transportation is not provided by camp staff.** Unit leaders usually carpool to transport their Scouts to Stockton Farms, located about 15 minutes from Camp Daniel Boone. **PLEASE NOTE: If someone in your unit is going to be called out for OA at camp, DO NOT sign up for the Horsemanship class. Your Scout will not earn the badge if he misses class for the call out.**

If someone in your troop is registered for Boonesboro Village, our 1770's living history program, they will camp with the other villagers throughout week, separately from the rest of your Troop. However, the village is located on camp property, so they'll only be a short (but steep) walk away. **We do NOT recommend that Scouts in the Boonesboro Village Program take Merit Badges in base camp;** however, taking one (maybe two) classes could work. If Merit Badges are chosen, it is up to each Scout to plan their schedule, working with the Merit Badge class instructor(s) and the craftsman at the village to make their time most productive. Because our website separates base camp from high adventure in the registration, Boonesboro Scouts will have to sign up for the Merit Badge classes on-site by simply showing up to the class at the time they want to take it. Our instructor(s) will be glad to write them into the class, given that a spot is available.

If someone in your troop is registered for one of our other High Adventure Treks, taking a Merit Badge Class in base camp will not be possible.

COLD MOUNTAIN OUTFITTERS TRADING POST

The Cold Mountain Outfitters Trading Post is conveniently located underneath the Ledbetter Dining Hall and is well stocked with a variety of goods, including some official BSA gear, outdoor supplies, Scouting literature, camp souvenirs, a variety of CDB t-shirts and other memorabilia. Our concession stand (AKA: "The Snack Shack") is also a very popular place amongst campers, offering a variety of healthy snacks, slushies, ice cream, chips, candy, fruits and beverages. The snack shack is located right around the corner from the Trading Post. The average camper spends about \$80 while at Camp Daniel Boone. **We do accept major credit cards, though we recommend bringing cash when available.**

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 Daniel Boone. If an item is found, and you wish to have it shipped back to you, we will happily do so but will charge you for actual shipping costs. **We will not respond to lost and found inquiries once your troop has left Camp Daniel Boone.**

DAMAGE TO EQUIPMENT AND FACILITIES

All campsites and camp owned equipment used by a unit will be inspected before the unit checks in and as the unit checks out. Each Scout and Unit is responsible for taking care of camp equipment that has been assigned for their use. **Any damages that occur during your troop's stay will be assessed by the Camp Ranger and must be paid for, or arrangements to pay must be made, before the unit leaves camp.** Damage could include breaking or losing equipment, defacing tables, latrines, and buildings, cutting or tearing canvas. Note: Aerosol spray cans used inside tents will remove waterproofing from tents. Remember, this is your camp and equipment. Please protect and preserve it!

THE ESTIMATED CHARGES FOR MISUSE OF EQUIPMENT ARE AS FOLLOWS:

COTS: Repair (rips, cuts): **\$5 per inch**

Cot Replacement: **\$100**

Metal Bed Replacement: **\$300**

Mattress Replacement: **\$150**

TENTS: Rips, Cuts and Tears, Writing on Canvas (Per inch): **\$10**

Small Burn holes: **\$50**

Total Wall Tent Replacement: **\$400**

Tent Frames- Metal pipe (Per damaged section/joint): **\$75**

Entire Tent Platform Replacement (Permanent type): **\$500**

PICNIC TABLES: Replacement Cost: **\$110**

Replacement Cost (Per board): **\$20**

Replacement leg (per leg): **\$65**

ALL DAMAGED EQUIPMENT WILL BE REPORTED TO AND ASSESSED BY THE CAMP RANGER

BASE CAMPER'S PERSONAL EQUIPMENT PACKING LIST

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

- Completed Medical Form (Parts A, B, & C)
- BSA Field Uniform ("Class A")
- Sweater or Jacket
- Rugged Pants
- Short Pants
- Swim Trunks
- Swim Shirt
- T-Shirts
- Rain Gear
- Underwear
- Socks and Extra Socks
- Bath Towels
- Sleeping Bag (40 degree) & pillow (pillow is optional)
- Water Bottle
- Toiletries
- Sunscreen
- Hat
- Tennis Shoes
- Hiking Boots
- Shower Sandals
- Watch
- Pens/Pencils/Paper
- \$75- \$95 for Trading Post
- Scout Handbook
- Flashlight w/extra batteries

OPTIONAL

- Book of Faith
- Merit Badge Books for the classes you're taking (they won't be available in the Trading Post)
- Camera
- Sewing Kit
- Fishing Gear
- Tarp – there are limited pavilions throughout camp so at least 1 Tarp per patrol is needed!

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



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CAMP-WIDE EVENTS

THE LONG RIFLE AWARD

Become a CDB Honor Troop by completing the following requirements. Every troop can be an honor troop. All awards are presented at closing campfire.

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

CAMP-WIDE TUG-O-WAR

Each Troop may register 10 Scouts to compete. The tournament is single elimination, no substitutions allowed. The champion will be recognized at the closing campfire, and all participating troops earn points towards their Long Rifle award.

FAMILY NIGHT (WEDNESDAY)

Wednesday is family night at Camp Daniel Boone- in 2023, we anticipate being able to allow families of campers to visit, however, please note that these plans may be modified due to COVID-19 concerns, if need be. **OA CALL OUT will be at 8:00 pm at the campfire ring. A Flag Retirement Ceremony will be immediately following.** If you have (cotton) flags you would like to see retired please bring those with you and turn in to the program office by noon Tuesday. **We cannot retire polyester flags.**

FRIDAY ACTIVITIES

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



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CAMP RULES

- **The Culture of Camp Daniel Boone**
Camp Daniel Boone sets the Mission Statement of the BSA, the Scout Oath and Law, and the Scouters Code of Conduct as foundations for all interactions between staff and campers. As members of Scouts BSA, it is our expectation that all campers will demonstrate the same values during interactions with staff and each other. A scout is Kind. A scout is Courteous. A scout is Friendly.
- **No firearms, bows and arrows, ammunition, or weapons of any kind are allowed at camp.** If brought on the property by accident, these materials must be checked in with the Camp Director upon arrival.
- **No alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property.** There are absolutely no exceptions to this policy. One strike and you will be asked to leave camp property.
- **Closed toed shoes must be worn in camp at all times.** Flip-flops are only allowed in the showers.
- Everyone leaving camp must sign out at the camp office.
- Provisional Scouts who do not comply with the supporting troop guidelines will be counseled as needed. Continued non-compliance may result in immediate dismissal from camp at parent expense.
- **No members of the opposite sex are allowed together inside tents, cabins, adirondacks, bathrooms, etc.** National youth protections guidelines will be applied to every situation.
- **Medications can be checked into the health lodge or kept by the unit leader.** The unit leader must bring a lockable storage box to keep medications in campsite. All medications requiring refrigeration will be kept in the health lodge.
- Scout Field Uniform, correctly worn, is required for all evening meals in base camp.
- **DRESS CODE:** When not in the field uniform, all campers wear shirts with sleeves, pants or shorts that are at least 3 inches at the inseam, and closed toed shoes. Additional layers are often needed due to the cool temperatures.
- A limit of two trout per person, per day may be caught from the lake (no license required). Please be courteous of others by observing this limit. We do not practice catch and release. The fish cleaning station is located at the end of the pavilion closest to the office. Do not clean your fish in your campsite!
- 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 and from campsites. Contact the Camp Director prior to your arrival to discuss options.
- No bicycles may be ridden in camp.
- The **Buddy System** is to be followed at all times.
- Swimwear: Minimally, females must wear full coverage suits (tankini or one-piece suit) with an optional T-shirt cover. Males must wear appropriate board type swim trunks and a t-shirt or tank top. Feel free to add as many additional layers as you like while maintaining free movement in the water. Due to the temperature of our water, wetsuits are welcome.



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INFORMATION FOR PARENTS

REFUNDS

All fees are refundable until **May 8, 2023**, less the \$220.00 deposit. After May 8th, camp fees are transferable to another member of this year's trip, but not refundable. These fees are calculated by the number of spots, not the names in the system. You may adjust your spots until May 8 without penalty.

INDIVIDUAL TRIP INSURANCE

Individual trip cancellation insurance is available through several insurance carriers. This insurance will cover all expenses of your trip including fees paid to the troop in addition to the camp fee, with no deductible. **The purchase of trip cancellation insurance is the responsibility of each individual participant. No refunds or exceptions will be made due to failure to purchase trip cancellation insurance.** For some insurance coverage, you must secure the policy before January – when the first payment is made.

For more information about individual trip insurance [click here](#).

*****SCOUTMASTERS are expected to communicate the above information to all families of attending Scouts/leaders. Refunds are not given in situations where insurance would have covered the expense. Refunds are not given when conflicts arise such as band camp, sporting events, family vacations, illness, etc**

MEDICAL FORMS

Every youth and adult must have a completed current BSA Medical Form signed by a physician within the past 12 months, regardless of program (Parts A, B, & C).

This form may be found at: <https://www.scouting.org/health-and-safety/ahmr/>

No other medical forms are accepted. All medical forms are turned in upon arrival at camp and maintained at the health lodge during your stay.

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

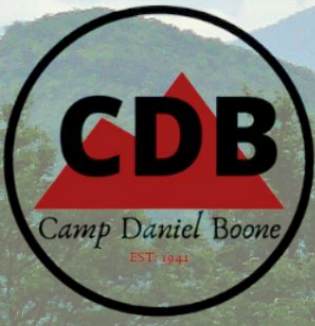
Medications are to be kept by the unit leader in a locked storage container. The health lodge has boxes and locks available for weekly use if needed. Refrigerated medications can be left with the health officer and administered by the camp health lodge staff, if desired.

SPECIAL DIETS

The menu at Camp Daniel Boone is primarily high calorie-high carbohydrate, so not the place to start a diet! Beginning with the summer of 2022, CDB food service will only be able to fulfill special dietary requests for vegetarian and/or faith-based diets. **We ask that individuals with special dietary needs bring their own specialty foods with them to Camp to supplement our menu. These specialty foods can be stored and prepared in the special diet's room of the Dining Hall.** Please let the kitchen staff know your plans by emailing specialneeds4cdb@gmail.com. Be sure to include your troop number and week attending. Once summer camp begins, it is best to call the dining hall: (828) 235-2776.

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





Camp Daniel Boone

HOW TO CONTACT US

FOR ALL INQUIRIES BETWEEN AUGUST AND MAY...

Andrew Brewer, Program Executive
Daniel Boone Council
Email: Andrew.Brewer@scouting.org
Phone: 828.254.6189 Ext 127

Melinda Kuehn, Camp Director
Daniel Boone Council
Email: Melinda.Kuehn@scouting.org
Phone: 828.254.6189 Ext 121

CONTACTING CAMP...

- Camp Daniel Boone (Office)..... (828) 648-0435
- Camp Health Lodge..... (828) 648-0442 **(10:00pm - 8:00am) EMERGENCIES ONLY**
- Camp Dining Hall.....(828) 235-2776
- Camp Trading Post.....(828) 648-0490

PHONE CALLS

Due to the number of Scouts in camp each 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 with an adult leader present.

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

MAIL

Please include a return address on any mail sent. Mail can be picked up daily in the camp office by any unit leader OR Senior Patrol Leader. All undelivered mail will be given to each unit on Friday night. All unclaimed packages will be returned to sender (if there is a return address). If the option is available, **please send your packages to campers via FedEx or UPS-** these carriers deliver to camp more frequently than USPS. **PLEASE NOTE: All letters received at Camp must be labeled with the Scout’s correct Troop number in order to ensure delivery.**

Please include a return address on any mail that will come into camp so that it may be returned to sender if not picked up at the end of the week. **Due to our remote location, packages can take up to a week to deliver to Camp Daniel Boone, so please plan accordingly.**

THE MAILING ADDRESS TO SEND YOUR CAMPER A PACKAGE IS:

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



Camp Daniel Boone

MERIT BADGE OFFERINGS

Our **2023 Merit Badge offerings** are listed below. The Merit Badge schedule will be released at a later date.

	Merit Badge	Duration Full or half day?	Eagle Required?	Pre- Reqs?	Suggested Age limit?	Program Fee?
Aquatics	BSA Lifeguard	FULL	---	Yes	15	---
	Canoeing	FULL	---	Yes	All Ages	---
	Kayaking	FULL	---	Yes	14	---
	Rowing	HALF	---	Yes	All Ages	---
	Swimming	HALF	Yes	Yes	All Ages	---
Ecology	Envr. Science	FULL	Yes	---	14	---
	Fishing	FULL	---	Yes	All Ages	---
	Fish/Wildlife Mgmt	HALF	---	---	All Ages	---
	Forestry	HALF	---	---	All Ages	\$5*
	Geology	HALF	---	---	All Ages	---
	Insect Study	HALF	---	Yes	All Ages	---
	Mammal Study	HALF	---	---	All Ages	---
Handicraft	Art	HALF	---	Yes	All Ages	\$10
	Basketry	HALF	---	---	All Ages	\$20
	Indian Lore	HALF	---	---	All Ages	\$20
	Leatherwork	FULL	---	---	All Ages	\$20
	Woodcarving	FULL	---	Yes	All Ages	\$25
Leadership	Cit/Nation	HALF	Yes	Yes	15	---
	Cit/World	HALF	Yes	---	15	---
	Communications	HALF	Yes	Yes	15	---
	Music/Theater	FULL	---	---	All Ages	---
	Public Health	HALF	---	---	All Ages	---
	Public Speaking	HALF	---	---	All Ages	---
	Reading	HALF	---	---	All Ages	---

Scoutcraft	Camping	FLEX*	Yes	Yes	All Ages	---
	Cooking	FULL	Yes	Yes	14	\$15
	Emergency Prep.	FLEX*	Yes	Yes	All Ages	---
	First Aid	FULL	Yes	Yes	All Ages	---
	Orienteering	FLEX*	---	Yes	All Ages	---
	Pioneering	FLEX*	---	---	All Ages	---
	Scouting Heritage	HALF	---	Yes	All Ages	---
	Search/Rescue	FLEX*	---	Yes	All Ages	---
	Wilderness Survival*	FLEX*	---	Yes	13	---
Shooting	Archery	FULL	---	No	All Ages	\$10
	Rifle	FULL	---	No	All Ages	\$20
	Shotgun	FULL	---	No	13	\$30
S.T.E.M.	Archaeology	FULL	---	---	All Ages	---
	Architecture	HALF	---	---	All Ages	---
	Chemistry	HALF	---	---	All Ages	---
	Digital Technology	HALF	---	Yes	All Ages	---
	Electronics/Electricity	FULL	---	---	All Ages	---
	Nuclear Science	HALF	---	---	All Ages	---
	Photography	HALF	---	Yes	All Ages	---
	Railroading	HALF	---	---	All Ages	---
	Robotics	FULL	---	---	All Ages	---
	Signs, Signals, Codes	FULL	---	---	All Ages	---
Space Exploration	FULL	---	---	All Ages	\$20	
ROCK	Climbing	FULL (2 DAYS)	---	No	13	---
	C.O.P.E.	FULL	---	---	13	---
GG	Goin' Great	FULL (2 DAYS)	---	No	All Ages	---
S.F.	Horsemanship	EVENING	---	No	All Ages	*\$100
	Animal Science	EVENING	---	No	All Ages	*\$100

*Horsemanship and Animal Science Merit Badges are taught off-site at Stockton Farms. You can take both Merit Badge classes for a package cost of \$175, or \$100 for either individual class, paid directly to Stockton Farms.

* Wilderness Survival has an overnight requirement- please see MB Registration FAQs (page 4) for more information.

* All Forestry classes will attend a field trip to the Cradle of Forestry on Thursday afternoon (2-4pm). Scouts taking this class should leave their Thursday afternoon schedules open so they can attend the fieldtrip. Cost is \$5, paid at the door.

*Flex classes are offered depending on number of participants, it may last 4-6 hours.



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MERIT BADGE PREREQUISITES

The following requirements cannot be completed at summer camp and should be completed by Scouts, if possible, prior to arriving at Camp Daniel Boone. If a Scout completes any prerequisites before their trip to summer camp, they will need to bring a proof of completion in the form of a note from their Scoutmaster stating the requirements completed, with a signature. If a Scout is unable to complete the prerequisites listed for a class, they will simply receive partial credit for the Merit Badge until they check off the prerequisites, which can be completed after summer camp, if necessary.

	PREREQUISITES	THINGS TO BRING
CLIMBING	None!	N/A
C.O.P.E.	None!	N/A
ECOLOGY		
Environmental Science	None!	Notebook, writing utensil
Fishing	Requirements 9, 10 (can be completed at Camp, if the fish are biting and your troop is prepared to have a fish fry!)	Optional: Fishing rod, bait, tackle
Fish/Wildlife Mgmt.	None!	Notebook, writing utensil
Forestry	None!	\$5 For field trip
Geology	None!	N/A
Insect Study	Requirement 9	Notebook, writing utensil
Mammal Study	None!	N/A
GOIN' GREAT		
SESSION A	None!	N/A
SESSION B	None!	N/A
HANDICRAFT		
Art	Requirement 6	N/A
Basketry	None!	N/A
Indian Lore	None!	N/A
Leatherwork	None!	N/A
Woodcarving	Totin' Chip	Please bring proof of Totin' Chip to class!
LEADERSHIP		
Citizenship in the Nation	Requirement 7	Notebook, writing utensil
Citizenship in the World	None!	Notebook, writing utensil
Communications	Requirement 5, 7, 8	Notebook, writing utensil
Music/Theater	Music Requirement 3b, Theater Requirement 3 (3c and 3d will be completed at Camp)	Notebook, writing utensil
Public Health	Requirement 7	Notebook, writing utensil

Public Speaking	None!	Notebook, writing utensil
Reading	None!	Notebook, writing utensil
SCOUTCRAFT		
Camping	Requirements 3, 4b, 7b, 8c, 8d, 9a, 9b	N/A
Cooking	Requirement 4	N/A
Emergency Preparedness	Requirements 1, 2c, 8b	If requirement 8b is completed before Camp, please bring your Emergency Service Pack to class, if able
First Aid	Requirements 1, 5	If requirement 5 is completed before Camp, please bring your First Aid Kit to class, if able.
Orienteering	Requirements 7, 8, 9, 10	Optional: Compass
Pioneering	Basic knowledge of required knots, lashing, and splicing.	N/A
Scouting Heritage	Requirements 5, 6	Notebook, writing utensil
Search/Rescue	None!	Notebook, writing utensil
Wilderness Survival	Requirement 5	Survival Kit (Req. 5)
SHOOTING SPORTS		
Archery	None!	N/A
Rifle	None!	N/A
Shotgun	None!	N/A
S.T.E.M.		
Archaeology	None!	Notebook, writing utensil
Architecture	None!	Notebook, writing utensil
Chemistry	None!	Notebook, writing utensil
Digital Technology	Requirement 1 (Cyber Chip)	Notebook, writing utensil
Electricity & Electronics	None!	Notebook, writing utensil
Nuclear Science	Requirement 4	Notebook, writing utensil
Photography	Requirement 1a (Cyber Chip)	Required: Digital Camera (a cellphone will work)
Railroading	None!	Notebook, writing utensil
Robotics	None!	Notebook, writing utensil
Signs, Signals & Codes	None!	Notebook, writing utensil
Space Exploration	None!	Notebook, writing utensil
STOCKTON FARMS		
Animal Science	None!	Long pants/jeans, \$\$ for class
Horsemanship	None!	Long pants/jeans, \$\$ for class
AQUATICS		
BSA Lifeguard	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Canoeing	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Kayaking	Must pass BSA Swim Test (at CDB)	Swimsuit, towel
Rowing	Must pass BSA Swim Test (at CDB)	Swimsuit, towel + shoes, socks, long pants, belt, and long sleeve shirt THAT CAN GET WET!
Swimming	Must pass BSA Swim Test (at CDB)	Swimsuit, towel