Camp Daniel Boone

2005 Leaders Handbook

Daniel Boone Council, BSA

Troop 1776

The Catholic Church of St. Ann
4905 Roswell Road
Marietta, GA 30062
www.Troop1776.org

February 9, 2005

To: Troop 1776

As you know this summer we are going to Summer Camp at Camp Daniel Boone. It has been since 1999 since we have been to this Camp for Summer Camp. As we understand it, much has changed. They have built a new dining hall and otherwise improved the Camp.

Camp Daniel Boone has always been known for two three things 1) a very scenic area and camp, 2) GREAT Merit Badge and First Year Scout Programs and 3) COLD WATER. The lake water will be extremely cold. I do not anticipate that we will get much aquatic merit badges done here. But not to worry because we will have a full slate of aquatic merit badges offered at the Troop Outing at Lake Oconee over the weekend of August 19 – 21.

This guide should give you a good flavor for what is being offered. There is some great High Adventure being offered for those who have not signed up yet. Please see the back pages of the Camp Guide for more information on the High Adventure opportunities.

Unlike Woodruff that we could sign up for Merit Badges on line, here it looks like we will need to sign up on Sunday night once we get there. This is always an iffy thing but we need to deal with it. We will still have you pre register for your Merit Badges and we will see if we can get an edge on getting you in to what you want.

I will be the Scoutmaster of the Troop for the entire week. This is my 8th Summer Camp that I have led the Troop on. I will be assisted by Assistant Scoutmasters Rodrigo Cano and Sally Pichette for this week. We will have some others that also may join us for either all or part of the week.

Summer Camp is always a very special time in a Scout's life. It is an excellent chance to advance in the Scouting program. It is also a chance for the Scout to experience a wonderful experience of growth and leadership. I still vividly remember my days as a Scout at Owasippe Scout Reservation in the 1960's. I know your Scout will cherish his time at Camp Daniel Boone this year.

Should you have any further questions, either email me at tommorin@aol.com or call me at 770/973-6102.

Yours in Scouting,

Tom Morin
Scoutmaster, Troop 1776
Foothills District
Atlanta Area Council
I used to be a Bobwhite - SR-CS-11
Once an Eagle always an Eagle - Class of 69

Summer Camp 2005

Where: Camp Daniel Boone – Waynesville, NC

When: June 19 – 25, 2005

Cost: Total Cost is $300 for the Week

1st Payment	$75	Due by January 25
2nd Payment	$75	Due by March 15
Balance Due	$150	Due by May 3

Scout Name: _____

Sign me up to go to 2005 Summer Camp at Camp Daniel Boone.

_____ Attached is my Deposit

_____ Take my Deposit out of my Scout Account

Return form and Deposit to Tom Morin

Camp Dates

Expected arrival time for troops is 1:30 pm through 4 pm each Sunday

Week 1 .....June 12 - June 18
Week 2 .....June 19 - June 25
Week 3 .....June 26 - July 2
Week 4.....July 3 - July 9
Week 5.....July 10 - July 16
Week 6 .....July 17 - July 23
Week 7.....July 24 - July 30

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 try to instill are based on those found in the Scout Oath and Scout Law.

Camp Daniel Boone's Commitment to You

At Camp Daniel Boone, we will do everything we can to insure 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.

This Dear Scouter,

Welcome to the 2005 camping season at Camp Daniel Boone. The staff and I hope that this guidebook will be helpful to you and your troop in planning your long term camping experience. Please read this handbook carefully because we have improved a couple of things that you need to be aware of. Whether you have brand new Scouts or Eagle Scouts, we have a program just for you. We offer a first year camper program (Goin' Great), a traditional merit badge program and a complete high adventure program for older Scouts, Explorers and Venturers.

Located in the Blue Ridge and Smoky Mountains, Camp Daniel Boone specializes in whitewater rafting. kayaking, and rock climbing. This year, we will be offering two new high adventures. They are the Wilderness Whitewater Expedition and the Mountain Bike Excursion. Along with our 54-Mile Expedition, Appalachian Trail Experiences, the Cold Mountain Trek and C.O.P.E. highlight our high adventure program.

The staff and I look forward to providing you the program and services that Camp Daniel Boone has become famous for. We believe you will find Camp Daniel Boone to has the best combination of staff, program, food, environment, and atmosphere of any Boy Scout camp. If you have questions or need more information, please call us at 1-800-526-6708. You can also find us on the world wide web at www.danielboonecouncil.org.

Yours in Scouting,

J. Steven Taylor
Council Scout Executive & CEO

Jim McNeal
Camp Director

CONTACTS

One of the questions from parents is where their son will be and how they can reach him. Please encourage parents to write, but not to call unless it is an emergency. The one main telephone in camp is for camp business and emergencies ONLY. Camp Daniel Boone has a pay telephone for outgoing calls. Scout leaders should monitor their Scouts use of these phones. You may want to consider prepaid phone cards to ensure each Scout will call home during the week.

EMERGENCY CALLS

828-648-0435 (8:30 am - 10 pm)
828-648-6770 (10 pm - 8:30 am)
Daniel Boone Council Service Center 800-526-6708

MAIL

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

Please include return address.
UPS and Federal Express both deliver to Camp Daniel Boone.

EARLY ARRIVALS

Expected arrival time for troops is between 1:30 pm and 4:00 pm on Sundays. Registration on Sunday will **not** begin prior to 1:30 pm. Upon prior arrangement with the Camp Director troops may request an early arrival. Troops arriving at Camp Daniel Boone before Sunday afternoon registration and/or staying past Saturday morning checkout will be charged $5.00 per person, per night. Troops arriving early or staying late will be solely responsible for providing their own two deep leadership, medical staff, and meals. Your fee transmittals will have space to indicate early arrivals.

SUNDAY SCHEDULE

1:30 - 4:30	Check-in at pavillion, go on tour, and swim test.
6:20	Camp Assembly (Flag Pole)
6:30	Supper (serving until 7:00 pm)
7:30	Adult Leader Meeting at Chips Chapel
	At least one adult leader per unit is required
7:30 - 8:20	Merit Badge Sign-up & Goin Great Registration
8:30	Vespers at Campfire Circle
9:00	Camp Daniel Boone Opening Extravaganza Campfire
11:00	Taps

SUNDAY CHECK-IN PROCESS

Check-in begins at 1:30 pm until 4:30 pm. Your unit should plan to arrive at Camp Daniel Boone betw een these times. The check-in process is:

- Scoutmaster to meet w ith Camp Registrar under pavillion.
  Registrar to notify Commissioner of any number changes.
  Turn in Final roster to Registrar.
  Receive final invoice reflecting any changes
- Meet w ith unit ranger
- Register for rafting
- Turn in Base Camp Medical Forms and medication to Camp Nurse. Remember, the Scout Class I & II Health Forms are now required to have parental ignature notorized and w e also need a copy of your personal insurance card (front & back). Hospitals w ill not treat Scouts w ithout signatures being notorized and copy of insurance card.
- Entire unit to have group photo.
- Register w ith High Adventure personnel. Scouts and Scouters w ill need to turn in Class III Health Forms here not w ith Camp Nurse. High Adventure participants w ill separate from their unit and continue w ith their trek guide.
- Ranger w ill take Scouts and Scouters on camp tour stopping by their campsite to permit Scouts to change into sw imming trunks for sw im test.
- Take sw im test. (Camp Daniel Boone requires **everyone** that is in the w ater front area to take the sw im test.) NO EXCEPTIONS EVEN IF YOU HAVE ALREADY TAKEN THE SWIM TEST ELSEWHERE.
- Return to campsite area to arrange gear.

Campsite Rangers

Due to overwhelming approval, Camp Daniel Boone is proud to announce that we will be continuing our "Campsite Ranger" program.

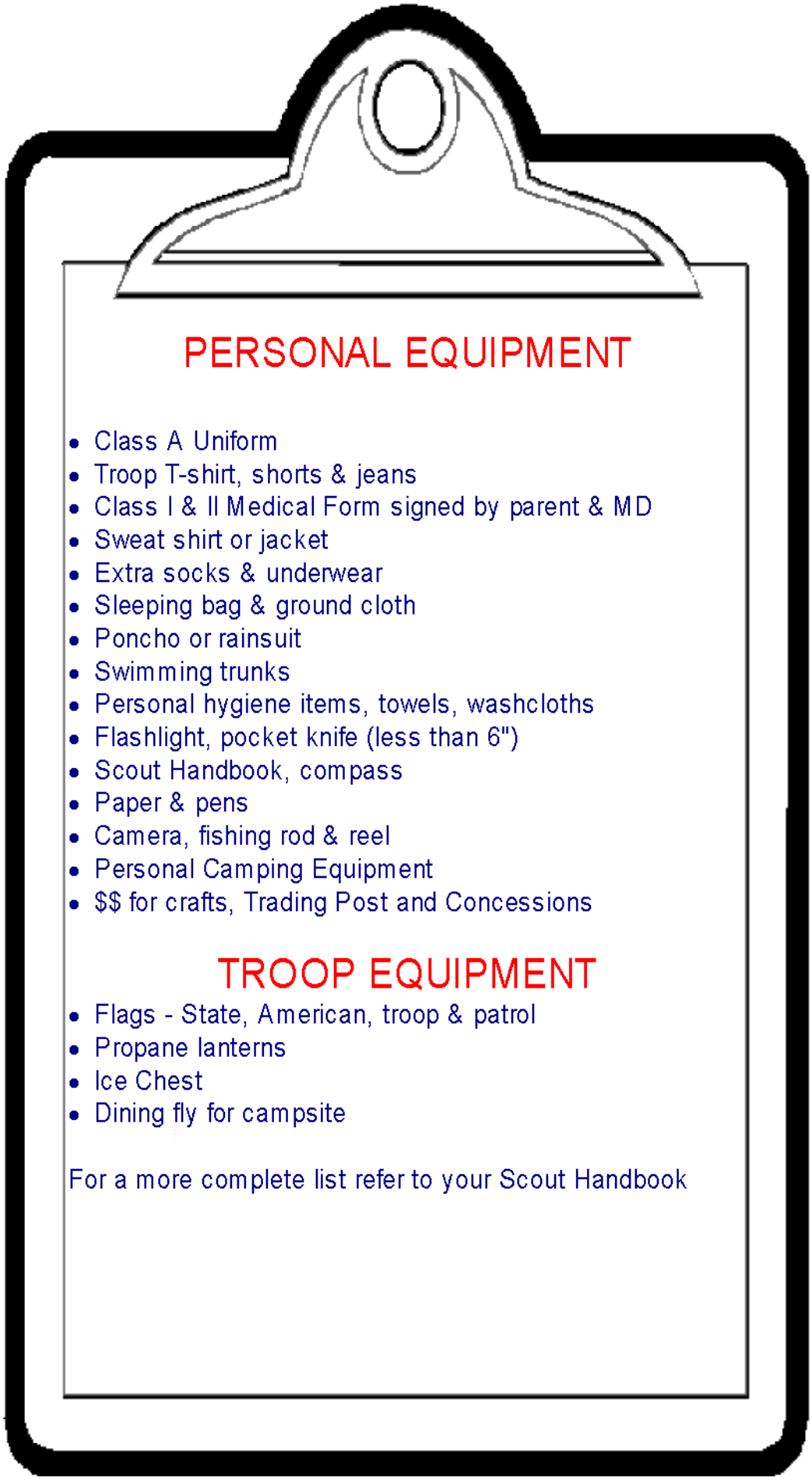
At Sunday check-in, the first staff member you meet will be your campsite ranger. This is the staff member that is charged with making your stay with us at Camp Daniel boone the best summer camp experience you and your unit has ever experienced.

The ranger will guide you through the check-in process. They will assist you throughout the week by checking on you and your guys periodically. Your ranger will be your "Go to" guy. They will be able to answer any question you may have, or guide you in the right direction when needed.

SATURDAY CHECK-OUT

Information will be taken at the Friday night Scoutmaster meeting immediately following the closing campfire. This includes times desired by each troop for early breakfast, campsite checkout, and administrative check-out to include the return of medical forms, medications and troop pictures.

- Breakfast (Serving until 8:30 a.m.)
- A Commissioner will complete a campsite check-out and equipment check-in. Camp equipment damaged while under troop care must be paid for by that troop.
- Check-out at Quartermaster's. Equipment lost or damaged must be paid for by the troop which checked it out.
- Advancement rosters earned during the week will be presented to Scoutmasters. Each troop should review all advancements prior to departure. Discrepancies can be corrected by the Program Director.
- Pick up advancement, patches, etc., from Camp Director's office.
- Lost and Found will be kept at the Trading Post.



PERSONAL EQUIPMENT

- Class A Uniform
- Troop T-shirt, shorts & jeans
- Class I & II Medical Form signed by parent & MD
- Sweat shirt or jacket
- Extra socks & underwear
- Sleeping bag & ground cloth
- Poncho or rainsuit
- Swimming trunks
- Personal hygiene items, towels, washcloths
- Flashlight, pocket knife (less than 6")
- Scout Handbook, compass
- Paper & pens
- Camera, fishing rod & reel
- Personal Camping Equipment
- $$ for crafts, Trading Post and Concessions

TROOP EQUIPMENT

- Flags - State, American, troop & patrol
- Propane lanterns
- Ice Chest
- Dining fly for campsite

For a more complete list refer to your Scout Handbook

Troop 1776 Packing List
Summer Camp 2005

WHAT TO BRING TO CAMP

Complete Class A Uniform (including pants and/or shorts)
Coat Hanger for Class A Uniform
OA Sash (if Scout is an OA member)
Class B Troop Shirt
Other Scout T-Shirts (or other T-Shirts for daily wear)
Shorts
Underwear (at least 6)
Socks (at least 6 + 2 pair Scout Socks)
Swimming Suit
Towels – Beach & Bath
Pajamas
Shoes (at least 2 pair, no open toe shoes allowed in camp)
Flip Flops (for shower use only)
Poncho or Other Rain Gear
Sleeping Bag
Pillow
Toilet Articles (toothbrush, toothpaste, soap, shampoo, washcloth, comb, deodorant)
Body Powder (without Corn Starch)
Sunscreen & Sunglasses
Insect Repellent (non aerosol type)
Afterbite (no sting kill or skeeter stick)
Boy Scout Handbook
Merit Badge Books for Merit Badge Classes **(Read these before camp)**
Merit Badge Kits (if required)
Flashlight with extra batteries
Notebook & Pencils
Envelopes with Stamps
Pocket Knife (no sheath knives or butterfly knives)
Compass
Small Backpack or Day Pack
Canteen & a plastic or metal cup
Garbage Bag for Dirty Clothes
Spending Money for Trading Post
Miscellaneous Entertainment (playing cards, Frisbees, cameras, fishing gear, etc.)
Cooler (one per tent)
Drinks
Some Light Snacks

Pack clothes in 2-gallon zip-lock bags to ensure they stay dry
Pack all items in a large footlocker
Label all clothing and belongings

Do not bring any electronic devices such as Game Boys, CD Players, etc.

Registration / Insurance

In accordance with National Policy, every Scout and Scouter that attends summer camp must be registered with the Boy Scouts of America and certified on the roster in this guidebook.

The Daniel Boone Council provides council-wide accident and sickness insurance coverage for all registered Scouts and Scouters from the Daniel Boone Council.

Provisional Scouts and troops from outside the Daniel Boone Council MUST provide certification from their own council that they have troop and/or council accident insurance coverage. This may be with the BSA/Mutual of Omaha policy that troops already carry or it may be a comparable policy with another carrier. This form can be obtained from your local council office.

Provisional Scouts

A provisional Scout is a young man who attends camp without his troop. When the young man arrives at camp, he is invited to join with a troop attending camp that week. Our experience has shown that the experienced leadership of an established troop provides the young man with better opportunities for advancement and involvement in camp activities. We appreciate Scoutmasters offering to serve as leaders for Provisional Scouts. Please inform the Camp Director if you are willing to assist a provisional Scout (s) during your troop's week at Camp Daniel Boone.

Medical Forms

Each Scout and leader must submit a completed medical form upon arrival at camp. There will be no exceptions regardless of amount or degree of camp activity. Please secure a current official BSA medical form for youth and adults from your Council office. Scouts and Scouters under age 40 must have a current health form that is good for a three year period of time (Class I & II). Adults age 40 and over plus all **High Adventure participants must** have a new physical yearly (Class III) in accordance with BSA policy.

- Scoutmasters: please separate medical forms into three groups-
  1) Base Camp all week
  2) High Adventure Expeditions including C.O.P.E.
  and the Fontana Float

The medical examination is of utmost importance to the safety of Scouts and Scout Leaders while at camp. The three very important sections of the medical form are:

- THE FAMILY DOCTOR knows if a Scout should have restrictions or prescribed medication while at camp.
- THE FAMILY HISTORY must be completed by the parents.

- IN CASE OF EMERGENCY the medical form should be specific about whom to contact, where, business and home telephone numbers.

- NEW REQUIREMENT - Parental consent so that we may treat must be notorized. Hospitals will not treat with out Health Forms notorized. Also, please copy front and back of insurance card and include with medical forms.

- ALL medications MUST be turned in to and administered by the Camp Health Lodge staff. Scoutmasters are encouraged to pick up at the end of camp.

A Scout is Courteous

Rules are made for the safety of campers, protection of equipment, and to provide fairness to all.

- No firearms, bows and arrows, or ammunition of any kind may be kept in the possession of any Scout or Scouter. These materials must be checked in with the Rifle Range Director upon arrival at camp.
- No fireworks of any kind are permitted on camp property.
- No alcoholic beverages, marijuana, or other unlawful drugs.
- Shoes must be worn in camp at all times. Sandals are not permitted unless in the shower area. Most injuries come from Scouts stumping their toes with sandals on.
- Anyone leaving camp must sign out at the Camp Director's office.
- A troop must have adult leadership at all times during it's stay in camp.
- Medication for all Scouts and Scouters is to be kept at the Health Lodge and administered by the Health Officer.
- The Scout uniform, correctly worn, is the most proper dress.
- A limit of two trout per person per day may be caught from the lake or stream (no license required). Please be courteous of others by observing this limit.
- For the safety of all campers, please don't bring any pets to camp (for the pet's safety, too!).
- Throwing rocks is strictly forbidden due to the dangerous unintentional injuries that may occur. Wading, playing, etc. in the mountain stream that runs through camp should be done ONLY with adult supervision to ensure good safety practices. Serious accidents can occur due to the slippery rocks and fast-moving water.
- Absolutely no cars are permitted in camping areas **(NO EXCEPTIONS)**. We have facilities for those individuals who cannot walk to or from campsites. Contact the Camp Director prior to your arrival for accomodations in the Nunc Keewanis Handicapped Campsite (see page 16).
- No bicycles permitted in the main camp area.

National Guidelines

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

- **Two-deep leadership.** Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.
- **No one-on-one contact.** One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of other adults and youth.
- **Respect of privacy.** Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They must also protect their own safety in similar situations.
- **Separate accommodations.** When camping, no youth is permitted to sleep in the tent of an adult other than his own parent. Camp Daniel Boone has separate shower and latrine facilities for females and adults.
- **Proper preparation for high-endurance activities.** Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.
- **Boy Scouts of America Smoke-Free Policy.** It is policy to provide a smoke-free environment for all Scouting participants. Therefore, smoking is not allowed at Camp Daniel Boone in the presence of youth or in buildings. You may smoke only in the designated smoking area. Thank you for your assistance!

Nunc Keewanis

Physically and Mentally Challenged Campsite

All Scouts and Scouters deserve the opportunity to attend Camp Daniel Boone regardless of any disability or handicap they may have. Camp Daniel Boone has made many improvements in order to let any Scout or Scouter who is physically or mentally challenged to experience the magical world of Camp Daniel Boone.

Scouts or Scouters with special needs may choose to stay at our Nunc Keewanis campsite located conveniently to main camp, the health lodge, handicap shower facility, dining hall, Going Great area, and the other wonders of Camp Daniel Boone.

Please notify the Camp Registrar when making your troop reservations if these facilities will be utilized by a Scout or Scouter from your unit.

The site has four two-person cabins, ramps and other facilities needed for wheelchairs. Electricity is also available.

Please remember, automobiles are not permitted in campsite areas.

Low-Impact Camping

The Boy Scouts of America puts more youth and adults into the outdoors than any other single organization. Since Scouting is such a heavy user of America's outdoor resources, it is important that leaders and youth members understand and appreciate the need to preserve and protect the environment.

There are few places remaining today where a person may see the land as it was before it was modified by the works of man. Wilderness, primitive, and backcountry areas give us this rare opportunity. We must train youth to enter these areas with respect - to observe and to enjoy, but at the same time to preserve and to protect. An understanding and appreciation of wilderness can add a new dimension to an older Scouts's outdoor experience. Low-Impact camping techniques can help ensure that future generations have the opportunity to experience pristine wilderness area.

Camp Daniel Boone strongly adheres to these ethics of low impact camping in the Wilderness Areas that border our fine camp as well as in our regular base camp. As visitors to Camp Daniel Boone and the surrounding Wilderness Areas Scouts and Scouters are expected to do the same.

Getting "out there" may mean many things to many people, but what's important is this: When you are out there, take the time to enjoy all that nature has to offer without harming the environment.

Activities Available at Camp Daniel Boone

Merit Badge Classes
High Adventure
Swimming
Boating
Canoeing
Fishing
Mountain Biking
Trail Hikes
Campfires
Snorkeling BSA
Kayaking
Patch Trading
Conservation Projects
Handicraft Projects
Woodcarving
Pioneering Projects
Ecology
Archery Target Shooting
Camp-wide Games
Visiting the Trading Post
Cooking
Rifle Shooting
Horseback Riding*
Field Trips*
Rock Climbing
Indian Lore
Mile Swim
Raft Trips*
C.O.P.E.

* = off camp activity

Note-Handicraft merit badge classes will hold an orientation session on Monday, and the Handicaraft Building is open to only those taking classes. The counselors will be available the rest of the week for students to come by in their spare time and receive instruction or pass requirements. Instruction for those not in merit badge classes are also available after Monday and anytime during open hours.

Day Activities for Adult Leaders

C.O.P.E.
Whitewater rafting
Scenic drives on the Blue Ridge Parkway
Wednesday's lunch - fresh mountain trout
Scout leader watermelon archery shoot
Camp improvement projects
Help Scouts in the Goin' Great program
Take your troop on a wild ride at Sliding Rock
Visit the Cradle of Forestry, America's first forestry school
Youth protection training
Rock climbing
Kayaking instruction
Scout leader skeet shoot
Assist with the O.A. cermony
Teach a merit badge class
Volunteer to help in program area
Mountain Biking
Particiapte in troop activites such as boating and canoeing, archery, rifle shooting, swimming, pioneering, Scoutcraft, etc.
Take your troop to Cherokee Indian Reservation and other local attractions.

Merit Badge Advancement

To have a successful merit badge program, your Scouts should begin their work prior to arrival at camp. Some badges are easily earned in camp while others take longer. Advance planning will make possible a more effective merit badge program in your unit. Please note that we cannot make any substitutions for merit badge requirements.

Merit badges are usually given in group sessions. It is advised that the Scoutmaster check with his Scouts that are working on merit badges and review the requirements to insure 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.

Merit badges are earned in camp just as they are back home. The Scout discusses a merit badge subject with his Scoutmaster and attends merit badge class. Scoutmaster will receive signed **rosters** of completed requirements for eachmerit badge. Blue Cards are not used. If your unit uses the blue cards, you will need to keep the rosters and put CDB on the blue card as the place where they received the badge. Your Scoutmaster has the final say on all merit badges, so he may sign off on the blue cards if the rosters are maintained.

The Scout obtains and reads the merit badge pamphlet. Merit badge pamphlets are available at camp in the Trading Post. He meets with the counselor in camp at the scheduled time, and works with the counselor during the week to complete the task. He must meet every requirement individually.

IMPORTANT - Study merit badge requirements carefully to determine what requirement 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. This especially applies to those who have completed part of the requirements for a merit badge.

Check the schedule for times of established merit badge instructional programs.

Additional merit badges may be scheduled in afternoons. Check with Program Director for any request.

All completed merit badge rosters, Goin' Great reports and other advancement related information will be given to the Scoutmaster on Saturday morning at breakfast. Arrangements can be made for any troops wishing to leave early.

2005 Merit Badge Schedule

Time	Aquatics	Ecology	Handicraft	Health Lodge	Scoutcraft	Rock Wall	Shooting Sports	Trail to Eagle
9:00 AM	Canoeing	Env. Science	Fingerprinting	E. Prep	Camping	Climbing	Archery	Cit. in Comm
	Rowing	Forestry	Basketry		Wilderness Surv.		Rifle	Cit in Nation
	Kayaking	Reptile /Amphibian Study	Leatherwork		Pioneering		Shotgun	Cit in World
		(Combined)						
10:00 AM	Canoeing	Env. Science	Woodcarving	First Aid	Camping		Archery	Cit. in Comm
	Rowing	Mammal Study	Fingerprinting		Orienteering		Rifle	Cit in Nation
	Kayaking	Nature	Leatherwork		Pioneering		Shotgun	Cit in World
						Until 10:50		
11:00 AM	Canoeing	Fish & Wildlife Management	Indian Lore	E. Prep	Cooking	Climbing	Archery	Cit. in Comm
	Rowing	Environmental Science	Woodcarving		Pioneering		Rifle	Cit in Nation
	Kayaking	Soil & Water Conservation	Basketry		Wilderness Surv.		Shotgun	Cit in World
1:30 PM	Lifesaving	Fishing (QM)	Basketry	First Aid	Cooking		Rifle	Cit in Comm
	Swimming	Environmental Science	Fingerprinting		Camping		Shotgun	Personal Mgmt
	Kayak Roll	Forestry	Leatherwork		Wilderness Surv.			
	Clinic							
						Until 2:25		
2:30 PM	Lifesaving	Pulp and Paper	Fingerprinting	First Aid	Athletics	Climbing	Rifle	Cit in Nation
	Swimming	Weather	Leatherwork		Camping		Archery	Personal Mgmt
	Kayak Roll	Fishing	Basketry		Personal Fitness			
	Clinic							
						Until 4:30 pm		

Horsemanship will be taught Monday & Wednesday 7 - 9 pm and Tuesday & Thursday 7 - 9 pm --- Cost is $25 and transportation off camp property is necessary.

Communications Merit Badge will be taught in the Goin' Great Area every day at 1:30, 2:30

Merit Badge Prerequisites

Items to be completed at home before coming to camp. You will need to bring evidence of completion to receive a completed Merit Badge. All Merit Badges may require time outside of the scheduled MB sessions. These requirements were taken from the 2004 Boy Scout Requirement Book.

Lifesaving MB	-Bring street clothes to complete Requirement 7(e).
Swimming MB	-Bring clothes listed to complete Requirement 4.
Kayaking Instruction	-A fee of $35.00 is required for the whitewater trip.
Lifeguard, BSA	-Swimming, Lifesaving, Canoeing, Rowing, and First Aid MB
Environmental Science MB	-Need to bring pencil and paper. -Observation time for requirement 5(b) above may require some time other and beyond the MB session.
Forestry MB	-Field Trip required on Thursday & -A fee of $3.00 is required.
Reptile and Amphibian Study MB	-Requirement 8 must be done outside of CDB.
Mammal Study MB	-Evidence of Requirement 3 before camp.
Fish and Wildlife Management MB	-Evidence of Requirement 5 before camp.
Soil and Water Conservation MB	-Evidence ofRequirement 7 before camp.
Basketry MB	-$4.00 required for basket kit.
Leatherwork MB	-$4.00 required for leather kit.
Woodcarving MB	-$4.00 required for woodworking kit.

CDB 2005 Mountain Men Requirements

The 2005 "CDB Mountain Men" competition places your patrol against other patrols at camp. How does your patrol compare? come find out. Below is a list of criteria that keeps your patrol in the running for the CDB Mountain Men of 2005.

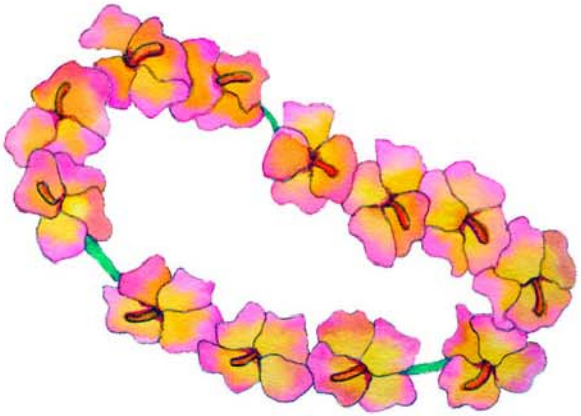
- Volunteering for camp duties
- Participating in the Mountain Man Competitions

Monday	Tuesday	Thursday	Friday
Archery	Aquatics	Rifle Range	Scoutcraft

**These events will be held at the designated place each day at 4:40 p.m.
***Some events will require more than one person, so it's best if the entire patrol goes to each event

- 100% attendance at SPL meetings
- 100% attendance at all flag ceremonies
- Actively show examples of the Scout Oath and Law
- Campsite Inspection scores

The CDB Mountain Men winners will be announced at the Friday Night Campfire.



This year we are pleased to announce the continuation of the CDB Luau!!! Due to overwhelming support and comments from last year, the CDB Luau will be expanded for 2005. Wednesday will be a WILD and CRAZY day at camp. We invite all Scouts and Adult leaders to join in the fun! The morning will start off by Hawaiian music, grass skirts and wild Hawaiian shirts. We invite you and your Scouts to plan and decorate your campsites, tents, and whatever else you feel like in the traditional Hawaiian Luau theme. The Camp Commissioners will pick the best decorated campsite. The winning troop will recieve a prize and they will be first in line for our Hawaiian Fest!! So have fun, plan well and GO CRAZY!!!

Goin' Great - First Year Camper Program

In the past years, First Year Campers were faced with deciding which of some thirty merit badges to work on. Adult leaders agreed that younger Scouts would benefit more from their camp experience if the staff gave more attention to basic Scoutcraft. They felt this type of program would help the young man attain needed advancement requirements as well as improve ability to pitch-in on troop campouts. Camp Daniel Boone's solution is the "Goin' Great" First Year Camper Program.

Goin' Great has an organizational meeting at 7:30 p.m. Sunday night. Goin' Great will begin each morning at 9:00 a.m. at the Goin' Great area (next to handicraft). The Scouts will break into patrols, receive instruction, and pass requirements according to a fixed schedule. By the end of the week, they will have earned the core of outdoor skills.

The Goin' Great program is comprehensive and takes time. It is impossible to participate in Goin' Great and the full merit badge program. **We encourage afternoon merit badge sessions**. From past experience, we recommend the Scout consider working on one or two merit badges. Handicraft merit badges are the most popular, as well as first aid and swimming for those who wish to tackle required merit badges.

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 can offer some help.

We are again looking forward to this program with great expectations. The year round benefits should improve each individual troop as we strive to give the Scouts a firm foundation on which to build the rest of their Scouting experience.

2005 Goin' Great Program Information

The Goin' Great Program is designed to teach basic Scout skills for Scouts who are working on ranks of Tenderfoot, Second, and First Class. Scouts will be given the opportunity to complete the following requirements.

Tenderfoot

4a. Demonstrate how to whip and fuse the ends of a rope.

4b. Demonstrate that you know how to tie the following knots and tel what their uses are: two half hitches and the taut-line hitch.

5. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at 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 the patrol yell, and describe your patrol flag.

9. Explain why we use the buddy system in Scouting.

11. Identify local poisonous plants; tell how to treat for exposure to them.

12a. Demonstrate the Heimlich maneuver and tell when it is used.

12b. Show first aid for the following:

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

SECOND CLASS

1a. Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.

1b. Using a compass and a map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.

2c. On one campout, demonstrate proper care, sharpening, and use of the knife, saw, and ax, and describe when they should be used.

2e. Discuss when it is appropriate to use a cooking fire and a lightweight stove. Discuss the safety procedures for using both.

3. Participate in a flag ceremony for your school, religious institution, chartered organization, community or troop activity.

4. Participate in an approved (minimum of one hour) service project.

5. Identify or show evidence of at least three kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community.

6a. Show what to do for "hurry" cases of stopped breathing, serious bleeding, and internal poisoning.

6b. Prepare a personal first aid kit to take with you on a hike.

6c. Demonstrate first aid for the following:

- Object in the eye
- Bite of a suspected rabid animal
- Puncture wounds from a splinter, nail, and fishhook
- Heatstroke, dehydration, hypothermia, and hyperventilation
- Heat exhaustion
- Serious burns (second-degree)
- Shock

2005 Goin' Great Program Information

(continued)

FIRST CLASS

1. Demonstrate how to find directions during the day and at night without using a compass.
2. Using a compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width or designated items (tree, tower, canyon, ditch, etc.)
5. Visit and discuss with a selected individual approved by your leader (elected official, judge, attorney, civil servant, principal, teacher) your Constitutional rights and obligations as a U.S. citizen.
6. Identify or show evidence of at least ten kinds of native plants found in your community.

7a. Discuss when you should and should not use lashings.

7b. 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.

7c. Use lashing to make a useful camp gadget.

8a. Demonstrate tying the bowline knot and describe several ways it can be used.

8b. Dem njuries

PROGRAM FLEXIBILITY

The following activities are considered camp extras that add to a camper's experience and provide for development of self confidence and a sense of teamwork. Many of these activities will conflict with scheduled merit badge classes. With guidance from their adult leader, the young man must make a decision on how much time to spend on merit badges, troop activities, and high adventure.

If your troop has not been to Camp Daniel Boone before, you will discover that the program is very flexible. Counselors will make every effort possible to provide make-up sessions and work with Scouts who miss a session. The Scout must let the counselor know the day before he is going to miss a certain session. Generally, one merit badge session may be missed and the Scout can still complete the requirements.

If the Scout misses additional classes, the probability of completing the merit badge will decrease. Camp Daniel Boone's program is designed to be flexible yet still allow each Scout to thoroughly enjoy each activity he chooses to participate in.

Trading Post

The Camp Daniel Boone Trading Post offers all the necessities for the outdoorsman of today. Available will be a wide variety of official BSA supplies along with crafts, outdoor supplies, Scouting literature, souvenirs, Camp Daniel Boone T-shirts and other memorabilia. A concession stand will offer snacks and beverages. Regular hours will be posted at the concession stand and Trading Post.

Camp Meal Rotation

Group A

Cherokee
Junaluska
Lumbee
Chippewa
Pasqotank
Tuscarora
Mohican
Blackfoot
Seminole
Creek
Chickawanee

Group B

Chickasaw
Powhatan
Tsali
Sequoyah
Apache
Iroquois
Sioux
Croatan
Catawba

Last year we are tried to expedite the dining hall process and procedures. Therefore, each unit will eat according to the campsite they are in. We tried to make this as fair as possible. Please review the daily schedule for your scheduled meal time.

Thursday evening will give you and your Scouts a chance to complete some cooking requirements that get overlooked at many Scout camps. Here at CDB, we listened to you and your evaluations. By overwhelming support, we are happy to bring back cooking in your campsite for Thursday supper. On Thursday afternoon, your SPL will need to organize members of your troop to pick up their food for the evening. The food pick-up time starts at 4:00 pmand goes until 5:30 pm. The number of Scouts in your troop will dictate the number of boys sent to pick up food, usually less than 5. You will be given everything that you need to prepare the meal, including charcoal! This is an excellent opportunity for your younger Scouts to earn advancement, but most importantly, cooking over the fire gets us back to the true roots of Scouting.

Last year, many leaders took this opportunity to schedule SM conferences, Patrol Leaders council, discuss progress at camp or just to sit and fellowship around the fire.

Weekly Schedule

Monday

7:30 - 8:15	“A” Breakfast
8:15	Flag Raising
8:20 - 8:55	“B” Breakfast
8:45	SPL Meeting (Dining Hall Porch)
9:00 - noon	Merit Badge Sessions
11:30 - 1:00	Drop-in Lunch
1:30 - 3:30	Merit Badge Session
3:30 - 5:30	Free Time (open program areas) Troop Activities
4:30	Daniel Boone Mountain Men Competition (Archery)
5:30	Campwide Fire Drill (Report to your Campsite)
6:00 - 6:40	“A” Supper
6:45	Flag Lowering
6:50 - 7:30	“B” Supper
7:30 - 9:00	Free Time (open program areas)
7:50	Adult Leaders Meeting at Dining Hall

Tuesday

7:30 - 8:15	“A” Breakfast
8:15	Flag Raising
8:20 - 8:55	“B” Breakfast
8:45	SPL Meeting (Dining Hall Porch)
9:00 - noon	Merit Badge Sessions
11:30 - 1:00	Drop-in Lunch
1:30 - 3:30	Merit Badge Sessions
3:30 - 5:30	Free Time (open program areas) & Troop Activities
4:30	Daniel Boone Mountain Men Competition (Aquatics)
6:00 - 6:40	“A” Supper
6:45	Flag Lowering
6:50 - 7:30	“B” Supper
7:30 - 9:00	Scoutmaster Skeet Shoot, Patch Trading & Free time

Weekly Schedule

Wednesday

7:30 - 8:15	"A" Breakfast
8:15	Flag Raising (in your best Hawaiian dress!)
8:20 - 8:55	"B" Breakfast
8:45	SPL Meeting (Dining Hall Porch)
9:00 - noon	Merit Badge Sessions
11:30 - 1:00	Drop-in Lunch
12:30	Adult Leader Fish Bake (Dining Hall Porch)
1:30 - 3:30	Merit Badge Sessions
5:50	Assemble at Flagpole
6:00	Camp Daniel Boone Luau @ pavilion
7:00	Limbo competition
7:30 - 8:30	Free Time (open program areas) & Troop Activities

Thursday

9:00	Order of the Arrow Campfire (Everyone Welcome)
7:30 - 8:15	"A" Breakfast
8:15	Flag Raising
8:20 - 8:55	"B" Breakfast
8:45	SPL Meeting (Dining Hall Porch)
9:00 - noon	Merit badge Sessions
11:30 - 1:00	Drop-in Lunch
1:30 - 3:30	Merit Badge Sessions
3:30 - 5:30	Free Time
4:30	CDB Mountain Men Competition (Rifle Range) & Troop Activities
4:00 - 5:30	Pick-up food on Health Lodge Side of Dining Hall
7:20	Flag Lowering
7:30 - 9:00	Free Time, Patch Trading dining Hall porch & SM

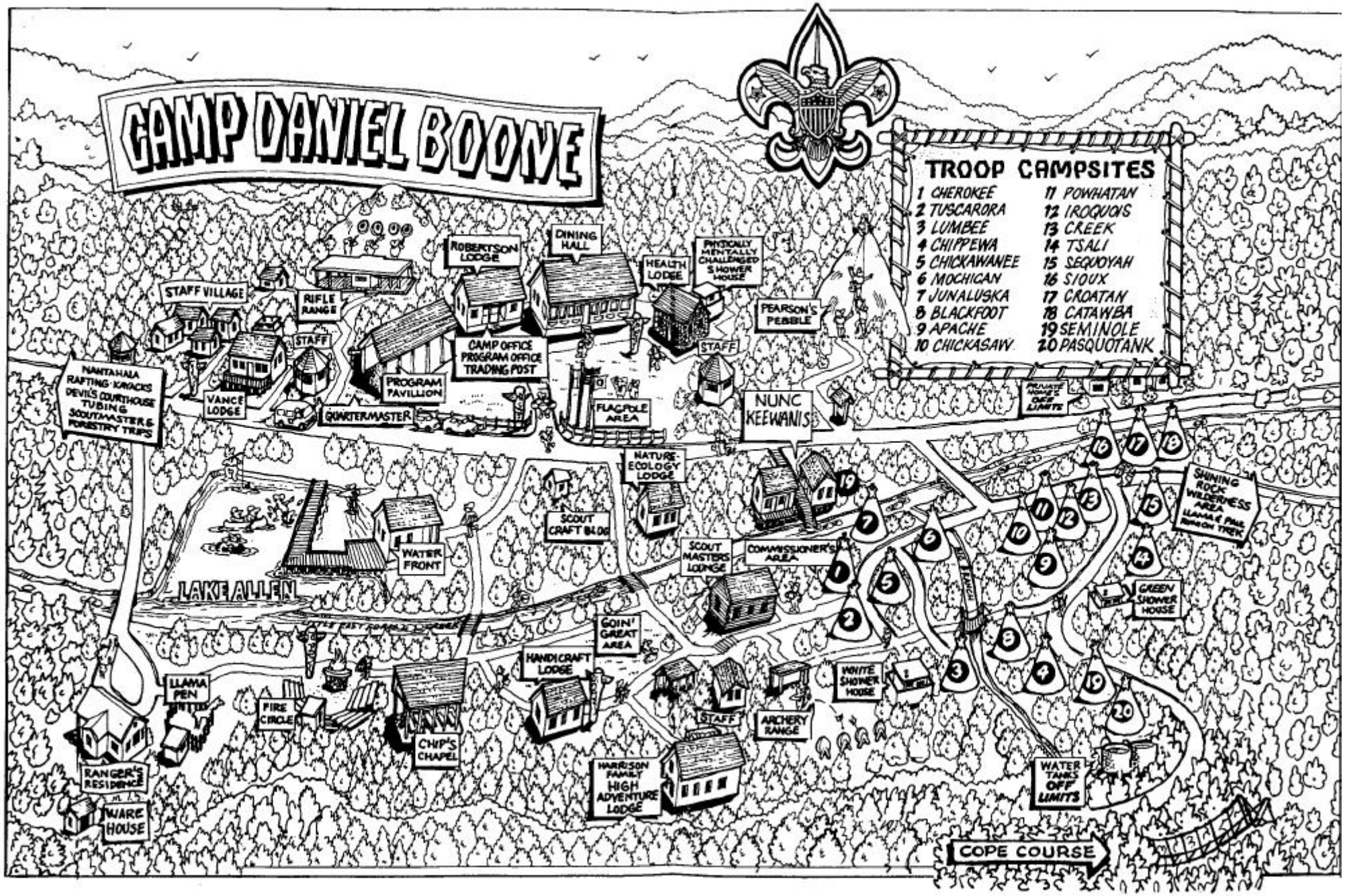
Weekly Schedule

Friday

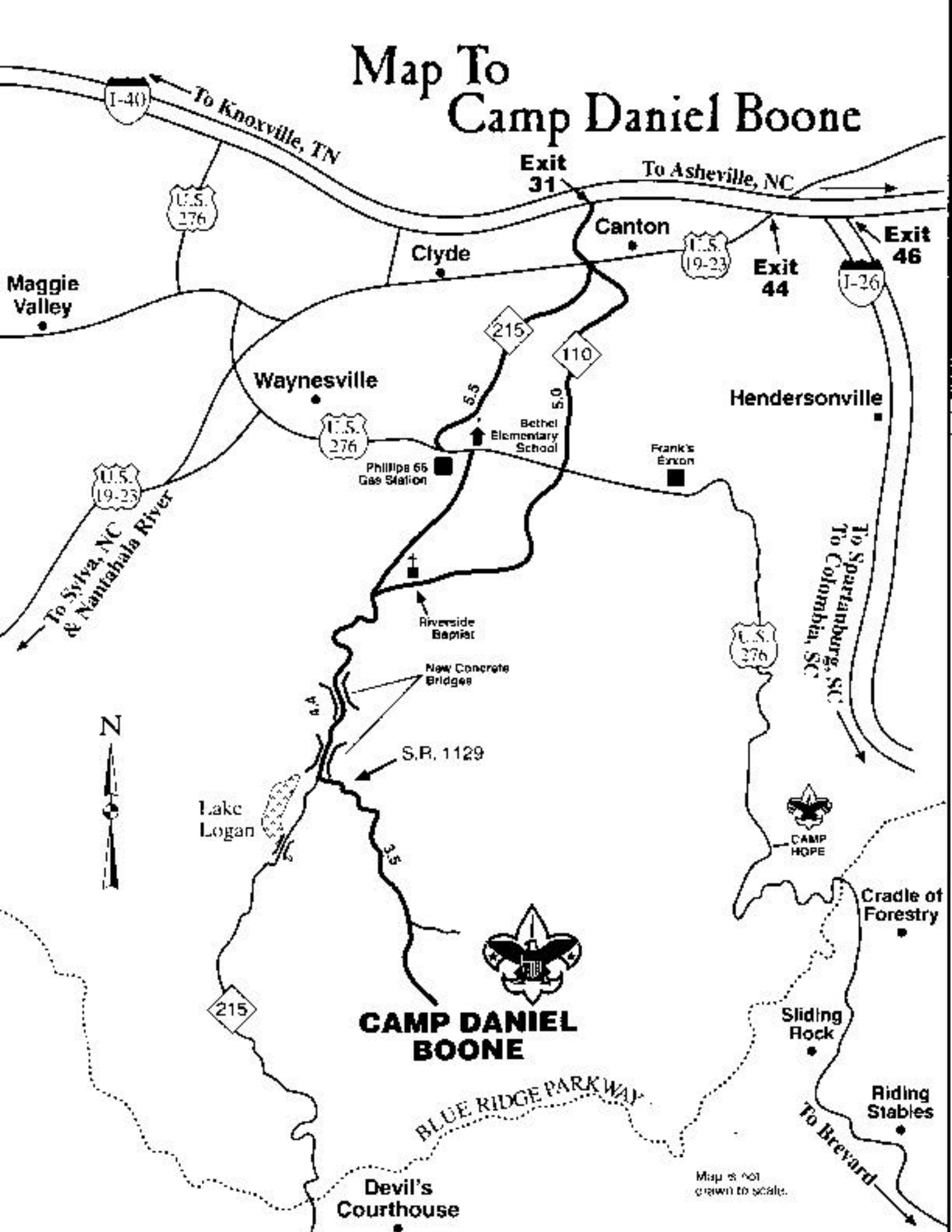
7:30 - 8:15	“A” Breakfast
8:15	Flag Raising
8:20 - 8:55	“B” Breakfast
8:45	SPL Meeting (Dining Hall Porch)
9:00 - noon	Merit Badge Sessions
11:30 - 1:00	Drop-in Lunch
1:30 - 3:30	Merit Badge Sessions
3:30 - 5:30	Free Time (open program areas) &Troop Activities
4:30	CDB Mountain Men Competition (Scoutcraft)
6:00 - 6:40	“A” Supper

Saturday

7:30 - 8:30	“A” and “B” Breakfast served on


CAMP DANIEL BOONE
TROOP CAMPSITES
1 CHEROKEE
2 TUSCARORA
3 LUMBEE
4 CHIPPEWA
5 CHICKAWANEE
6 MOHICAN
7 JUNALUSKA
8 BLACKFOOT
9 APACHE
10 CHICKASAW
11 POWHATAN
12 IROQUOIS
13 CREEK
14 TSALI
15 SEQUOYAH
16 SIOUX
17 CROATAN
18 CATAWBA
19 SEMINOLE
20 PASQUOTANK
ROBERTSON LODGE
DINING HALL
HEALTH LODGE
PHYSICALLY MENTALLY CHALLENGED SHOWER HOUSE
PEARSON'S PEBBLE
STAFF VILLAGE
RIFLE RANGE
STAFF
CAMP OFFICE PROGRAM OFFICE TRADING POST
PROGRAM PAVILLION
VANCE LODGE
QUARTERMASTER
FLAGPOLE AREA
NUNC KEEWANIS
NANTAHALA RAFTING · KAYACKS DEVIL'S COURTHOUSE TUBING SCOUTMASTER & FORESTRY TRIPS
NATURE-ECOLOGY LODGE
SCOUT CRAFT BLDG
WATER FRONT
LAKE ALLEN
SCOUT MASTERS LODGE
COMMISSIONER'S AREA
GOIN' GREAT AREA
HANDICRAFT LODGE
LLAMA PEN
FIRE CIRCLE
CHIP'S CHAPEL
RANGER'S RESIDENCE
WARE HOUSE
HARRISON FAMILY HIGH ADVENTURE LODGE
ARCHERY RANGE
WHITE SHOWER HOUSE
GREEN SHOWER HOUSE
SHINING ROCK WILDERNESS AREA
WATER TANKS OFF LIMITS
COPE COURSE

Map To Camp Daniel Boone



Whitewater Services

Many opportunities are available for Scouts to cool off in the summer heat, learn new boating skills, and practice water safety. Basic Kayak Instruction is a week-long course open to both Scouts and their adult leaders. A day of whitewater rafting on the Nantahala River is guaranteed fun and excitement. Whitewater rafting trips to the Pigeon, French Broad and Ocoee Rivers are also available through local outfitters.

Rafting on The Nantahala River

The Nantahala provides a thrilling four hour 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 recommeneded 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.

Fees: $25.00 per person, payable at registration. Covers equipment, lunch, guides, and Forest Service river use fee. **Troops needing transportation will pay an increased fee of $40.00 per participant for cover their transportation.**

Schedule:

- *Tuesdays and Thursdays are for troops providing their own transportation.*
- *Wednesday is for troops requiring transportation.*
- *Friday is the rafting day for the High Adventure groups.*
- *Rafters will leave camp immediately after breakfast, take a bag lunch and return around 4:00 pm*

REQUIREMENT: 60LB. minmum weight (this is the only requirement)

Basic Kayak Instruction

This course is an introduction to the sport of kayaking. Taught by experienced and trained staff, students will learn proper care and maintenance of equipment, flatwater and whitewater paddling skills, and more advanced techniques such as the Eskimo Roll. A trip to the Nantahala River ($35 cost) will end the course. The river trip may be cancelled due to weather and river conditions. This trip is limited to qualified students only. This is up to the discretion of the instructor. Scouts are required to be at least 14 years of age, have canoeing and swimming merit badges, and be physically fit. Adults are strongly encouraged to participate in any way possible. Attendance at all classes is mandatory to be eligible for the river trip. Any exceptions must be discussed with the instructor prior to enrollment. Kayaking class is taught everyday at 9:00, 10:00 and at 11:00. The roll clinic is scheduled at 1:30 and 2:30. To be eligible for the river trip, you must attend one of the morning sessions and one of the afternoon roll clinics.

Horseback Riding

**Fee:* *Cost Varies*

Age Requirements: *None*

Horseback riding on mountain trails offers a unique experience for you and your Scouts. Camp Daniel Boone offers this program through a professional riding stable. Reservations will be made when you arrive at camp, and can be scheduled Monday through Friday. Camp Daniel Boone will provide your lunch, you must provide your own transportation (driving time is approximately 40 minutes, one way). Trail rides can be scheduled by the hour, half day or full day. **Cost varies depending on length of trip.**

Mountain Biking

**Fee:* *Cost Varies*

Age Requirements: *None*

Camp Daniel Boone offers mountain biking through the Nantahala Outdoor Center located an hour and half from camp. Scouts and leaders ride on the single track trails of the Tsali section of the Cheoah Ranger District, the premier riding area in the Southeast. The NOC provides all the necessary bikes and equipment. You must provide your own transportation. Reservations will be made when you check in on Sunday. Camp Daniel Boone provides your lunch.

** These activities are contracted outside of Camp Daniel Boone, therefore cost is determined between you and the contractor.*

High Adventure

Welcome to the 2005 High Adventure Program at Camp Daniel Boone. We are once again anxious for another great summer in the mountains of Western North Carolina. Our High Adventure Program is designed for older Scouts, Explorers and Venturers (includes female Venturers). Scouts must be 13 years of age or older by January 1, 2005 or have completed 7th grade to be eligible to participate in our high adventure backpacking trips and COPE course. **A Class III Medical Form is required for all High Adventure Programs.**

Located in the Blue Ridge and Smoky Mountains of Western North Carolina, Camp Daniel Boone specializes in Backpacking, Whitewater Rafting, Kayaking, and Canoeing. The54-mile Expedition, Appalachian Trail, and C.O.P.E. course highlight our high adventure program.

Our staff strives to provide quality outdoor adventures for Scouts and Scouters.

All expeditions that leave Base Camp are accompanied by a trained staff member. There are no exceptions to this rule. Aside from guiding the treks through the wilderness, providing any needed first aid care and responding to emergency situations the staff member will provide a wide range of instruction. The Patrol Method is utilized on all expeditions and leadership development is encouraged.

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.

Please read through the following material in order to answer the questions you might have. **NOTE: The National Forest Service limits group size to ten in all wilderness areas. This includes staff member and one adult with the Troop. (*Example: eight Scouts, one adult leader and one trail guide or six Scouts three adult leaders and one trail guide.*) Therefore the Scout group is limited to eight. Group sizes of eight or more may be split into separate trips.**

Space is limited on all High Adventure trips. Trips are filled on a first-come, first-served basis. If your first choice is filled, you may be asked to participate in one of our other High Adventure Trips.

Fees: $270.00 per registered Scout or adult participating in any of the programs provided in the following, with the exception of the Custom Backpacking Expeditions. All High Adventure participants, including adults, pay $270.00 per person with the exception of the Wilderness Whitewater Expedition and the Mountain Bike Excursion that will cost $300.

Backpacking Treks

High Adventure Backpacking Treks are based out of the base camp. Trained personnel are provided by the camp as guides and instructors for all activities.

Backpacking, rock climbing, whitewater rafting, canoeing and C.O.P.E. are all offered in our High Adventure Program. The programs provide a variety of quality outdoor adventures for Scouts and Scouters. **Scouts must attain the age of 13** by January 1, 2005 or completion of 7th grade to participate in our backpacking trips and C.O.P.E.

The Scoutmaster Handbook lists the methods of Scouting as:
Ideals, Patrols, Outdoors, Advancement, Personal Growth, Adult Association, Leadership Development and Uniform

Our high adventure program uses the Methods of Scouting as a means of developing the THREE AIMS OF THE BOY SCOUTS OF AMERICA:

Build Character, Foster Citizenship, Develop Fitness

Each backpacking trek includes instruction and practice in map and compass use, low impact outdoor techniques, camping and cooking, and leadership. Instruction and practice in first aid, nature, conservation, trail maintenance, and local history may also be included. Parts of several merit badges may be earned during the week.

All backpacking treks are designed around the patrol method. At Camp Daniel Boone we use and teach low-impact camping techniques. Since open fires are not permitted on high adventure trails we use the "Bake Packer" method of cooking (see your current BSA Catalog for more information on the "Bake Packer") on backpacking stoves. Please see your current BSA Catalog for more information on the "Bake Paker." This method is simple, effective and has little cleanup. There are trail snacks and some lunches that require no cooking at all.

The Wilderness Classroom

"Easy"

The Wilderness Classroom is unique in that Scouts may focus on merit badges in a non-traditional base camp classroom. Each day a hike will take place in which Scouts traverse the Shining Rock and Middle Prong Wilderness Areas. Key emphasis is placed on instruction in outdoor pursuits, survival, land navigation, low impact camping, outdoor ethics, leadership, and self-reliance. Additionally, Scouts will be taught a variety of applicable merit badges as they hike through the wilderness areas. The Wilderness Classroom is a good introductory program for Scouts interested in taking a high adventure trek for the following year. Scouts between the ages of 13 and 16 may take part in the Wilderness Classroom program.

The Troop Trek

"Easy to Strenuous"

The trail staff at Camp Daniel Boone offer custom-designed backpacking expeditions to meet the unique demands of any troop. The troop can create their own itinerary that satisfies their thirst for adventure, whether the trek is 25 miles in a week or 75! A trail staff member will work closely with the group and help in every way possible to design a backpacking expedition that fits the troops needs. Whiteater Rafting on the Nantahala River may be added to the Troop Trek at an additional charge. Destinations for the trek include the Appalachain Trail, Citico Creek Wilderness, Hoyce Kilmer/Slickrock Creek Wilderness, Pisgah National Forest, Shining Rock Wilderness or Middle Prong Wilderness.

The 54-Miler Expedition

"Easy to Strenuous"

Since the first group left camp in 1978, this Camp Daniel Boone Expedition has been an integral part of our high adventure program. This week-long experience combines three days of rugged backpacking through the Shining Rock Wilderness and the Pisgah National Forest, rock climbing and rapelling at Pink Beds, and two days of canoeing on the Little Tennessee or French Broad River. Depending on river conditions, whitewater rafting on the Nantahala River may be substituted.

The Cold Mountain/Art Loeb Trek

"Moderate to Strenuous"

The Cold Mountain/Art Loeb trek is a five day hike through the Shining rock Wilderness and Pisgah National Forest along the Art Loeb trail. The trek is approximately 33 miles in length. Additional miles may be added on at the group's discretion to include an afternoon of swimming at local waterfalls. Participants on this hike leave base camp on foot Mondaymorning and return to camp by way of van on Friday. Highlights on this trek include the famous Cold Mountain (elevation 6,030 feet), Shining Rock (elevation 6,010 feet), Tennent Mountain (elevation 6,030 feet), Black Balsam Knob (elevation 6,214), and Pilot Mountain (elevation 5,020). The trek features outstanding scenery and breathtaking vistas. The total elevation change over the entire trek route is 4,084 feet. Two A-Frame trail shelters may be used for overnight lodging provided they are vacant. Space at these shelters is a first-come, first-served basis.

The Six Peaks Trek

"Strenuous"

The Six Peaks trek is a five-day expedition into the Shining Rock and Middle Prong Wilderness Areas. This trek averages between 35-40 miles and reaches tops of six mountains over 6,000 feet in elevation. Several of the mountains along this trek have bald summits providing spectacular 360 degree views. This trek has several challenging climbs and steep decents. The overall change in elevation is considerable. The trek includes Cold Mountain (elevation 6,030 feet), Shining Rock (elevation 6,010 feet), Tennent Mountain (elevation 6,060 feet), Black Balsam Knob (elevation 6,214 feet), Sam's Knob (elevation 6,055 feet), and Mount Hardy (elevation 6110 feet). Primitive campsites are located at somewhat lower elevations.

The Shining Rock Wilderness Expedition

"Mild"

The Shining Rock Wilderness Expedition is a four day backpacking trek through the Shining Rock Wilderness. The trek hikes out of base camp Sunday evening or Monday morning and hikes back into camp on Thursday evening. Friday is spent whitewater rafting on the Nantahala River. The trek usually covers 30 miles of trail. There are a number of possible routes for the trek and each route offers a combination of different highlights. Each route visits Shining Rock (elevation 6,010). Shining Rock is the mountain that gives this impressive wilderness area its name. You'll understand why this mountain is called "Shining Rock" when you see it. The mountain has the largest exposed piece of quartz on the planet and is visible from space.

The Fontana Float Expedition

"Mild to Moderate"

This expedition is a 4-day float in two-man kayaks or canoes on Fontana Lake beginning with a day of rafting on the Nantahala River. Additionally the expedition will include a day of mountain biking at Tsali recreation area. The crew will canoe Robinson Crusoe style from shore-to-shore, island-to-island. Trips may also include hiking on the Appalachian Trail and a visit to Fontana Dam, the largest dam east of the Mississippi River. Scouts will have the opportunity to work on such merit badges as cooking, camping, hiking, orienteering, fishing, and others. Scouts and Scouters are expected to bring personal camping and fishing gear. Swimming and Canoeing merit badges are a pre-requisite for this trip. All patrol gear and food will be furnished by Camp Daniel Boone.

Joyce Kilmer/Slickrock Creek Wilderness Experience

"Moderate to Strenuous"

The Joyce Kilmer/Slickrock Creek Wilderness Experience is designed to give Scouts and Scouters a true wilderness experience. The Joyce Kilmer/Slickrock Creek Wilderness is located along the border between North Carolina and Tennessee. This week long expedition will provide Scouts and Scouters a rare opportunity to visit a virgin forest. Within the Slickrock Creek Wilderness is 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. The Slickrock Creek Wilderness covers 17,013 acres and is adjoined by the 15,891 acres of the Citico Creek Wilderness. There is no set route for this trek due to the countless possibilities. The itinerary for each trek will be worked out between the troop and the high adventure staff guide. Highlights include two waterfalls, immense virgin timber and a remote wilderness experience.

The Appalachian Trail Trek

"Moderate to Strenuous"

While we cannot offer a guided trek for the entire 2,162 mile route, Scouts and Scouters can have a chance to hike a 30 to 50 mile section of the trail. Based on the ability of the group, a staff guide will accompany the crew on a section of the Appalachian Trail covering landmarks such as the amazing vista on the Wesser Fire Tower, the historic Wayah Bald, and a day of whitewater rafting on the Nantahala River. Additionally crews will have the chance to see the "Wasilik Popular" measuring 26 feet in circumference, 8.4 feet in diameter, and towering 135 feet high. Depending on the desire of the crew, other highlights may nclude Standing Indian Mountain (elevation 5,498 feet), Albert Mountain (elevation 5,200 feet) and Siler Bald (elevation 4,900 feet). This trek has considerable elevation changes, is strenuous and is both physically and mentally challenging. This trek is intended for those completely prepared to meet the challenge.

Wilderness Whitewater Rafting

Camp Daniel Boone is excited to off the new Wilderness Whitewater Expedition for 2005. In conjunction with USA Raft Co., we offer a 5-day rafting and kayaking trip on five different rivers. On Monday, you will leave Camp Daniel Boone and drive to the Nantahala River for an afternoon guide assisted trip. You will camp at the Nantahala River outpost.

On Tuesday, you have a leisurely breakfast then stop at the Cherokee History Museum before your hour and 45 minute drive to the Pigeon River for an afternoon express trip. You will camp at Big Creek Recreation Area.

On Wednesday, we plan a quick breakfast and drive to the French Broad River for a 10:45 am trip. Suggested watercraft will be inflatable kayaks. After the trip, this group will drive to Erwin, Tennessee and stay at the Historic Crockett Log Cabin.

Thursday morning, we will be on the upper Nolichucky River by 10:00 am. After the trip we eat lunch and drive to the New River. Camping will be at the USA Raft New River Outpost. We will have an early breakfast before an Express Trip on the New River. We will complete the trip around 1:00 and head back for Camp Daniel Boone.

The minimum age for this expedition is 13 years old.

IMPORTANT INFORMATION

The National Forest Service limits group size to ten in all Wilderness areas. This includes the mandatory staff member. Groups must include one adult Scouter. Therefore there can be a **MAXIMUM OF EIGHT (8) SCOUTS**. Scouts must be 13 years of age or older by January 1st, 2004 or completed 7th grade and should be in good physical condition. EACH PARTICIPANT MUST HAVE A CURRENT **CLASS III**, BSA PHYSICAL. In the event that no adult Scouter is available for a trek, Camp Daniel Boone will provide a second adult guide.

In addition to challenging backpacking, Scouts will receive trail-side instruction in: backpacking, camping, cooking, navigation, outdoor safety, first-aid, and low impact outdoor ethics. The patrol method will be utilized throughout the expedition and leadership development will be encouraged. Certain requirements in several outdoor merit badges can be completed.

Scouts and Scouters are expected to bring a frame backpack with a hip belt, sleeping bag and other items that are listed on the equipment list. Camp Daniel Boone will provide food, transportation and all other necessary group supplies.

***Hikers may use their own "light weight" backpacking tents if they wish. Hikers will need boots suitable for rough and wet trails.

Treks may leave camp as early as Sunday afternoon or as late as Monday morning and will return to camp either Thursday or Friday afternoon.

EMERGENCY POLICIES

All emergency rescues and recoveries will be executed by local EMS and Search & Rescue officials. **All non-emergency extractions will be charged $100 against the Troop account.** This fee is final and not negotiable.

Personal Equipment List for High Adventure Treks

The mountains of Western North Carolina are rugged. The weather in our mountains is unpredictable. Many mountain tops are over 6,000 feet in elevation. Summer weather may have temperatures as high as 90 degrees and as low as 45 degrees. Prolonged periods of rain are common. Each Scout and Scouter should be equipped for cold, hot and WET weather. Please be prepared for all types of weather.

- ☐ Clothing - Class A uniform (complete) plus one Scout t-shirt. Uniforms are worn in Base Camp.
- ☐ Trail Clothing - Three pair underwear, three t-shirts, three pair hiking socks (Normal cotton tennis shoe socks are too thin, wool Boy Scout hiking socks work well), one long sleeved sweater or sweatshirt, three pair hiking shorts (nylon shorts dry quickly and double as swimwear).
- ☐ Hiking Boots - The trails are rough and often wet and muddy. Trails cross streams which do not have bridges. Boots need to be waterproof, sturdy and BROKEN IN. (This is our most frequent problem on treks.)
- ☐ Raingear - One rain jacket with hood, one pair rain pants. IMPORTANT - A rain poncho will not keep you dry on trail and the water running down the poncho will collect in your boots.
- ☐ Sleeping bag in a stuffsack - Sleeping bag must be in waterproof bag. We suggest putting sleeping bag inside a plastic garbage bag and then into the stuffsack. Sleeping pad - thin foam pad for under sleeping bag.
- ☐ Backpack - Internal or external frame with hip belt large enough to hold your gear plus your share of the patrol gear, food, tent, and backpack rain cover.
- ☐ Swimsuit and small towel - Swimsuit can be worn on trail and may count as one pair of shorts.
- ☐ Light weight, waterproof ground cloth to go under sleeping bag.
- ☐ Hat or cap with brim - ridge trails will have long sunny days
- ☐ Toilet articles - Soap, wash cloth, tooth brush and paste, toilet paper in a zip-lock bag.
- ☐ Eating utensils - plate or bowl, fork and spoon
- ☐ Water Bottles - Two one-quart capacity containers. One quart plastic bottles such as rinsed out soda bottles are fine. We recommend two one-quart size NALGENE brand water bottles
- ☐ Pocket knife/flashlight (small AA size with extra batteries), sunscreen - small container especially for those canoeing.
- ☐ Bacpacking tent - remember you will be the one carrying this, so go light.

OPTIONAL

Compass, sunglasses, extra plastic bags to keep things dry, small size insect repellent, sandals or sneakers, small mirror, camera, backpacking stove.

PATROL EQUIPMENT

All patrol equipment is provided by Camp Daniel Boone. There is no charge for the use of these items. Patrol equipment lost or damaged will be paid for by the person it was issued to.

NOTE: Hikers will not be permitted to carry overweight packs regardless of age, size or experience. Each item on the High Adventure Equipment list should be included but additional items are discouraged. The individual equipment list should weigh between 18 and 22 pounds. Patrol equipment and food will be added.

CHALLENGING OUTDOOR PERSONAL EXPERIENCE

Camp Daniel Boone is excited to offer our newest high adventure program, Project COPE. Project COPE, a national program of the Boy Scouts of America, stands for "Challenging Outdoor Personal Experience". The program is composed of group initiative games, trust events, low course events, and high course events. Some activities involve a group challenge while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems. Most participants achieve more than they imagined they could. COPE emphasizes building self-esteem, developing leadership, and working as a team to accomplish tasks. It provides opportunities for every participant to succeed as an individual and as a member of a group.

COPE participants will camp and eat breakfast and dinner with their troop. Lunch will be provided at the COPE site. The program runs for the whole week, starting on Monday morning and ending on Friday afternoon. Participants will have time in the evening to join activities with their troop. It's the perfect activity for your older Scouts or leadership core to develop leadership and communication skills. Individual Scouts or adults are also encouraged to enroll. **The program has space for 24 participants per week that work in groups of eight to twelve to emphasize teamwork and trust**. Participants must be 13 years of age by 1-1-2005 or have completed the 7th grade.

The low course is made up of 13 elements with names such as Trust Fall, The Beam, Wild Woosey, The Wall, Spider Web, and Nitro Crossing to name a few. The high course (most elements are 40 feet high) has 10 elements with names such as the Drop Zone, Pirates Crossing, Cat Walk, Giants Ladder, Flying Squirrel, Eagles Perch, Burma Bridge and more. The course was built by Project Adventure - the leader in designing and building ropes courses. Project Adventure tells us we have the fastest zip line they have ever built.(Approximately 100 meters long.)

Meeting the challenges of COPE allows individuals and groups to develop self-esteem and encourages them to adopt challenging, attainable goals. The Camp Daniel Boone COPE Program emphasizes seven major goals. They are: teamwork, communication,