

DANIEL BOONE COUNCIL, B.S.A.



2002

CAMP DANIEL BOONE

LEADERS HANDBOOK

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.

Dear Scouter,
Welcome to the 2002 camping season at Camp Daniel Boone. The staff and I look forward to providing you the program and service that Camp Daniel Boone is known for. We hope this guidebook will be helpful to you and your troop in planning your long term camping experience.

If your Scouts are brand new or experienced 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. Our 54-mile Expedition, Rock Climbing School, Appalachian Trail Experience and C.O.P.E. course highlight our high adventure program. Check them out on pages 35 through 45.

Also, our new 1.5 million dollar dining hall, a new health lodge and a new ecology/conservation area built last year will makes our camp the premier camp on the East Coast. All of this is in addition to the 275 adjoining acres that we recently purchased, expanding Camp Daniel Boone to over 700 acres.

The excitement is high and the progress continues. We think you'll find Camp Daniel Boone to have 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 danielboonecouncil.org.

Yours in Scouting,

J. Steven Taylor
Council Scout Executive & CEO

Jim McNeal
Camp Director

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CAMP DATES

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

- Week 1 June 9 - June 15
- Week 2 June 16 - June 22
- Week 3 June 23 - June 29
- Week 4 June 30 - July 6
- Week 5 July 7 - July 13
- Week 6 July 14 - July 20
- Week 7 July 21 - July 27

CONTACTS

One of the questions from parents is where their son will be and how they can reach him... and rightfully so! 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 828-254-6189

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 June invoice will have space to indicate early arrivals.

CAMP FEE SCHEDULE

OUT-OF COUNCIL TROOPS

\$180.00 per Scout if **\$50.00** per Scout is received by **February 1**, an additional **\$50.00** per Scout is received by **April 1**, and the **balance** is received by **June 1, 2002**. You will receive an invoice with your June 1st balance

\$200.00 per Scout intending to participate in the High Adventure program **provided that the above payment schedule is followed.**

PLEASE SEND A TROOP CHECK
FOR YOUR PAYMENT.

\$225.00 per Scout or adult participating in the Rock Climbing School **provided payment schedule is followed.**

\$25.00 per Scout late fee will be added to the Base Camp/Expedition fees if payments are not made according to the schedule described above.

Scouts who will have completed the fifth grade by July 1, 2002, are certainly encouraged to come to Camp Daniel Boone provided they are included in the total reservation number you are requesting.

LEADERS

\$180.00 per adult

Reduced Adult Fee for the “Base Camp” program: One complimentary adult if you have a minimum of ten(10) Scouts. For each additional ten(10) Scouts the unit will receive one(1) reduced adult fee of **\$90.00** each.

For example:

If you have 20 Scouts attending the **“Base Camp”** program, you receive one(1) complimentary adult and one(1) adult at **\$90.00**. If you have 30 Scouts, you receive one(1) complimentary adult and two(2) adults at the **\$90.00** rate. ALL adults over the one(1) to ten(10) ratio, pay full price.

All High Adventure participants, including adults, pay \$200.00 per person .

Fee Schedule For All Troops
\$100 with Reservation Application
\$50 per registrant-2/1/2002
\$50 per registrant-4/1/2002
Balance due-6/1/2002

Mail Payments to:
Camp Daniel Boone
P.O. Box 8010
Asheville, NC 28814
☎ 1-800-526-6708

PROVISIONAL SCOUTS

Provisional Scouts are those persons attending the “Base Camp” program as individuals. Fees for provisional Scouts are \$190.00 per person, per week. Provisional Scouts are welcome each week and will be placed with another attending troop.

IMPORTANT

If your troop is registered before February 1, but fails to meet the payment schedule, each Scout will be charged a \$25.00 late fee. (New Scouts and former Webelos joining your troop after the deadline, will be charged the regular price.) If your troop does not make the February 1 payment, you may lose your camp reservation!!!

ALL FEES ARE REFUNDABLE UNTIL APRIL 1, 2002 LESS \$100.00 CAMPSITE RESERVATION FEE. REGISTRATION FEES ARE NOT REFUNDABLE FOR TROOPS ARRIVING WITH FEWER PARTICIPANTS CONFIRMED BY THE FINAL (JUNE) PAYMENT, UNLESS THERE ARE EXTENUATING CIRCUMSTANCES TOTALLY OUT OF THE CONTROL OF THE SCOUT OR SCOUTER NOT ATTENDING CAMP DANIEL BOONE WHICH RESULT IN HIS ABSENCE. THE UNIT MUST PRESENT DOCUMENTATION VERIFYING THE EXTENUATING CIRCUMSTANCE BY A THIRD PARTY.

ALL FEES ARE REFUNDABLE
UNTIL APRIL 1, 2002 LESS
\$100.00 CAMPSITE
RESERVATION FEE.

CHECK-IN: SUNDAY

STARTING AT 1:30 P.M.

1. A CDB Staff Guide will meet all leaders under the Pavilion by the parking lot upon arrival. One unit leader should begin the registration procedure under the Pavilion with the Commissioner staff. Each unit will be asked to provide the director with an alphabetical unit roster (Scouts and adults), proof of accident insurance, adult and youth medical forms, tour permit, Youth Protection training certification, and final payment of fees.
2. Your SPL and a CDB Staff Guide will get the troop moving toward the campsite and orientation tour.
3. Leave your troop's equipment in the parking area under the supervision of a responsible adult. The camp staff will assist you in transporting your gear to the campsite if you do not have a suitable vehicle. ** Scouts and Scouters going on the High Adventure Treks will be introduced to a high adventure guide at this time. Please separate medical forms and personal gear into two groups: Base Camp and High Adventure.
4. Troop pictures can be taken during this orientation period at the Robertson Lodge. Camp photos will be \$6.00 for an 8" x 10" troop picture. Each troop will receive one complimentary picture. Make up photo sessions can be arranged if necessary. **PLEASE DO NOT SEND MONEY FOR TROOP PHOTOS WITH YOUR REGISTRATION FEES.**
5. After registration, you and your guide will begin moving your equipment to the campsite. Once at the campsite, don't set up, just unload your equipment. It's time for the camp orientation tour and swim check.
6. All campers should change into their swimsuits, put on their shoes and grab their towels.
7. Your troop, under the direction of your Staff Guide, will begin the camp orientation tour. Scouts will take a refreshing swim check and be classified according to their swimming proficiency. It is important that all troop members go to the waterfront so they can receive the waterfront orientation. Upon review of their medical forms, buddy tags will be issued by the waterfront.
8. Check with the Quartermaster for equipment availability then return to your site and set up camp as you plan to use it during the week.
9. There will be a 5:30 p.m. meeting on the front porch of the Dining Hall to discuss the meal and clean-up operations. **AT LEAST ONE ADULT FROM EACH UNIT MUST ATTEND.**

10. Units should assemble at the flagpole in front of the camp office by 6:20 p.m. to prepare for dinner. Dinner on Sunday will be at 6:30 p.m.
11. At 7:30 p.m. merit badge sign up will take place in the respective program areas. (Make sure your Scouts sign themselves up for merit badge classes.) A Goin' Great (first year campers) introductory meeting will also be held in the Goin' Great area. An Assistant Scoutmaster should be available to help coordinate his Scouts' merit badge sign ups.
12. From 7:30 p.m. to 8:20 p.m., a Scoutmaster's roundtable for orientation and scheduling will be held in the Chapel.
13. 8:20 p.m. Assemble at the flagpole in front of the camp office for retreat with your Senior Patrol Leader taking charge of your troop.
14. A vesper service will be held in the Council Campfire Ring at 8:30 p.m. A campfire program hosted by CDB staff will follow vespers.

CHECK-OUT: SATURDAY MORNING

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.

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

EACH TROOP
SHOULD REVIEW ALL
ADVANCEMENT
PRIOR TO
DEPARTURE.

BASE CAMP EQUIPMENT CHECKLIST



Camp Daniel Boone

PERSONAL

- Scout summer uniform
- T-shirts, shorts & jeans
- Medical exam form
(MUST BE SIGNED BY PARENT AND DOCTOR)
- Sweater / jacket
- Extra socks & underwear
- Sleeping bag & ground cloth
- Poncho / raincoat
- Swim trunks
- Soap, comb, toothbrush & towels
- Flashlight
- Pocket knife (MUST BE FOLDING & LESS THAN 6")
- Scout Handbook
- Paper & pens
- Camera
- Compass
- \$\$ for crafts and Trading Post
- Personal camping equipment
- Fishing rod & reel

TROOP

- Propane lanterns
- Troop flag
- State and U.S. flag
- Patrol flag
- Unit Roster
- Ice Chest

For a more complete list refer to your Scout Handbook.

CAMP POLICY

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.

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 four groups—

- 1) Base Camp all week
- 2) High Adventure Trail Expeditions
- 3) Rock Climbing School
- 4) C.O.P.E

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.

ALL medications **MUST** be turned in to and administered by the Camp Health Lodge staff. Scoutmasters are encouraged to pick up all medication from the Nurse at time of departure.

ALL MEDICATIONS MUST
BE TURNED IN TO AND
ADMINISTERED BY THE
CAMP HEALTH LODGE
STAFF.

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.

Anyone leaving camp must sign out at the Camp Director's office.

A troop must have adult leadership at all times during its 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 accommodations in the Nunc Keewanis Handicapped Campsite (see page 14).

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 or guardian. Camp Daniel Boone has separate shower and latrine facilities for females.

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

CAMP DANIEL BOONE'S 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.

BASE CAMP ACTIVITIES

ACTIVITIES AVAILABLE AT CAMP DANIEL BOONE

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

Note - Handicraft merit badge classes will hold an orientation session on Monday. On Monday, the Handicraft 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.

ACTIVITIES FOR ADULT LEADERS

C.O.P.E.
Youth Protection Training
Whitewater rafting
Rock Climbing
Scenic drives on the Blue Ridge Parkway
Kayaking instruction
Wednesday's lunch - fresh mountain trout
Scout leader skeet shoot
Scout leader watermelon archery shoot
Any of our high adventure trips (must pay full price)
Camp Improvement Projects
Teach a merit badge class
Help Scouts in the Goin' Great program
Volunteer to help in any program area
Attend CPR class
Assist with the O.A. ceremony
Take your troop on a wild ride at Sliding Rock
Visit the Cradle of Forestry, America's first forestry school
Participate in Troop activities such as boating and canoeing, archery, rifle shooting, swimming, pioneering, Scoutcraft, etc.
Take your Troop to Cherokee Indian Reservation and other local attractions.

TROOP ACTIVITIES SCHEDULE

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
In-Camp					
Rock Climbing					
At "The Wall"					
2:30	Rock School	TR	TR	TR	TR
3:30	TR	TR	Closed	TR	TR
4:30	TR	TR	Closed	TR	TR
7:00 - 8:30	TR	Open	Closed	Open	Open
Archery Shooting					
2:30	TR	TR	MB	TR	TR
3:30	TR	TR	MB	TR	TR
4:30	TR	TR	Closed	TR	TR
7:00 - 8:30	TR	SPL Watermelon	Closed	SM Watermelon	MB
Rifle Shooting					
2:30	TR	TR	MB	TR	TR
3:30	TR	TR	Closed	TR	TR
4:30	TR	TR	Closed	TR	MB
7:00 - 8:30	TR	SM Skeet	Closed	Open Skeet	MB
Woodcarving					
2:30	TR	TR		TR	MB
3:30	TR	TR		TR	MB
Leatherwork					
2:30	TR	TR		TR	MB
3:30	TR	TR		TR	MB
Fingerprinting					
2:30	TR	TR		TR	MB
3:30	TR	TR		TR	MB
Troop Boating					
Must provide lifeguard for troop boating.					
3:30 - 5:00	Open	Open		Open	Closed
Open Boating					
7:00 - 8:30	Open	Open		Open	Closed
Free Swim					
3:30-5:00	Open	Open		Open	Open

TR - Troop
MB - Merit Badge

WEEKLY SCHEDULE

SUNDAY

- 1:30 Check-In, Orientation, Swim Check
- 5:30 Adult Leaders Meeting (Dining Hall)
- 6:20 Camp Assembly (flagpole)
- 6:30 Supper (Serving until 7:00)
- 7:30 Adult Leaders Orientation at Chapel
- 7:30-8:15 Merit Badge Sign-Up and Goin' Great Orientation
- 8:20 Retreat at Flagpole
- 8:30 Vespers at Council Campfire Ring
- 9:00 Opening Campfire
- 10:00 Camp Staff Meeting
- 11:00 Taps

MONDAY

- 7:50 Colors at Flagpole
- 8:00 Breakfast (Serving until 8:30)
- 9:00 MB Instruction, Goin' Great, Safe Swim Defense
- 9:15 Troop Activity Sign-up
- 12:30 Lunch (Serving until 1:00)
- 1:30 Merit Badge Instruction
- 2:30 Troop Activities
- 5:00 Fire Drill (Report to Campsites)
- 5:50 Assembly at Flagpole
- 6:00 Supper (Serving until 6:30)
- 7:00 Soccer, Volleyball, Activities
- 7:30 Adult Leader Roundtable and Crackerbarrel at Dining Hall
- 9:00 Green Bar with SPL and Patrol Leaders at the Pavilion
- 11:00 Taps

TUESDAY

- 7:50 Colors at Flagpole
- 8:00 Breakfast (Serving until 8:30)
- 9:00 Merit Badge Instruction, Goin' Great
- 12:30 Lunch (Serving until 1:00)
- 1:30 Merit Badge Instruction
- 2:30 Troop Activities
- 5:50 Assembly at Flagpole
- 6:00 Supper (Serving until 6:30)
- 7:00 Troop Activities, SM Skeet Shoot (rifle range), SPL Watermelon Shoot (archery range)
- 8:30 Patch Trading (at the Dining Hall)
- 11:00 Taps

WEDNESDAY

- 7:50 Colors at Flagpole
- 8:00 Breakfast (Serving until 8:30)
- 9:00 Merit Badge Instruction, Goin' Great
- 12:30 Lunch (Serving until 1:00)
- 12:30 Adult Fish Bake at Pavilion
- 1:30 Merit Badge Instruction
- 3:30 Ironman Patrol - Camp Competition
- 5:50 Assembly at Flagpole
- 6:00 Supper - Camp Picnic
- 7:30 Campwide Game
- 8:45 Retreat at Flagpole
- 9:00 O.A. Campfire - **Everyone Welcome**
- 10:00 Camp Staff Meeting
- 11:00 Taps

THURSDAY

- 7:50 Colors at Flagpole
- 8:00 Breakfast (Serving until 8:30)
- 9:00 Merit Badge Instruction, Goin' Great
- 12:30 Lunch (Serving until 1:00)
- 1:30 Merit Badge Instruction
- 2:30 Troop Activities
- 5:50 Assembly at Flagpole
- 6:00 Supper (Serving until 6:30)
- 7:00 Adult Leaders
Watermelon Shoot at Archery Range,
Open Skeet at Rifle Range
- 8:30 Patch Trading (at the Dining Hall)
- 11:00 Taps

FRIDAY

- 7:50 Colors at Flagpole
- 8:00 Breakfast (Serving until 8:30)
- 9:00 Merit Badge Instruction, Goin' Great
- 12:30 Lunch (Serving until 1:00)
- 1:30 Merit Badge Instruction
- 2:30 Troop Activities
- 5:50 Assembly at Flagpole
- 6:00 Supper (Serving until 6:30)
- 7:00 Merit Badge Makeup
- 9:00 Closing Campfire
- 10:00 Scoutmasters meeting & crackerbarrel
- 11:00 Taps

SATURDAY

- 7:30 Breakfast (Serving until 8:30)
- 9:00 All Troops Check-out by this time

MERIT BADGES

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 see 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 merit badge subject with his Scoutmaster and attends merit badge class. Scoutmaster will receive signed **rosters** of completed requirements for merit badge.

The Scout obtains and reads the merit badge pamphlet. Merit badge pamphlets are available at camp in the Trading Post. He then sees the counselor in camp at the scheduled time. He works with the counselor during the week to do the necessary work and 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.

2002 MERIT BADGE SCHEDULE

9:00 a.m.									
10:00 a.m.									
11:00 a.m.									
1:30 p.m.									
2:30 p.m.									
3:30 p.m.									

2002 MERIT BADGE PRE-REQUISITES AND FEES



Fees	Merit Badge	To be completed before Camp
	Camping	Equipment to Meet #6c, #7a, #8
	Orienteering	Paperwork done prior to camp
	Wilderness Survival	One overnight
	Canoeing	Swimmers Test & Add'l Practice Time
\$35	Kayaking/Whitewater **	14 Yrs old, Swimming & Canoeing MB
	Lifeguard, BSA	Swimming, Lifesaving, Canoeing, Rowing, FA
	Lifesaving	Swimming MB & Clothing for #7
	Mile Swim	Swimming MB
	Rowing	Swimmers Test
	Snorkeling, BSA	Swimmers Test
	Swimming	Clothing for #7
	Environmental Science	2 hr observation additional
	Fish & Wildlife Management	Suggest Complete #5
	Fishing	Bring Fishing Pole & Tackle
\$2	Forestry	Field Trip on Thursday
	Mammal Study	Suggest Complete #3
	Nature	#5 Bring a Terrarium to camp
	Reptile & Amphibian Study	#8 Bring terrarium to camp
	Soil & Water Conservation	Suggest Complete #7
\$6	Archery	
	Shotgun Shooting	Recommend 13--\$10 or \$.25/Skeet
	Personal Fitness	#1b,#7,#8, Dentist Check Up & 12 wk Program
\$10	Certified CPR Instrution	Prefer 13 Years Old/7:30 p.m. - 11:00 Tuesday
	Emergency Preparedness	First Aid MB
	Rock Climbing	Recommend 13 years old or older
\$3	Basketry	
\$3	Indian Lore	
\$3	Leatherwork	
\$3	Woodcarving	

EXTRA ACTIVITIES

**Roll clinics for Kayaking/W hitewater will be held in the afternoon at the waterfront during Troop boating.

**BSA Lifeguard is held 9:00 a.m. - 9:00 p.m. Monday - Friday

**Free Swim is held daily 3:30 p.m. - 5:00 p.m.

GOIN' GREAT 2002

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 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.

2002 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 tell 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
 - Poisonous snakebite
 - Nosebleed
 - Frostbite and sunburn
- 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
 - Serious burns (second-degree)
 - Heat exhaustion
 - Shock
 - Heatstroke, dehydration, hypothermia, and hyperventilation

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 of 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. 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)**

To further complete the requirements up through 1st Class, it is recommended that "Goin' Great" Scouts sign-up for Swimming and First Aid Merit Badges during afternoon sessions.

INSPECTION

CAMP DANIEL BOONE CAMPSITE INSPECTION SHEET

Campsite _____ Troop _____ SPL _____

	Points	M	T	W	TH	F
Uniform/Neatness						
All tent flaps down/adirondacks in clean apperance	5					
Towels, wet clothing, swim trunks on line	5					
Personal clothing neatly stored	5					
Tent ropes secured and properly tied	5					
Fire buckets in place and filled (2/tent)	5					
Fireguard chart completely filled out and displayed	5					
Cleanliness						
Grounds clean of all litter and food	10					
Trails to and from campsite free of litter	5					
Latrine washed down and lids closed	5					
Sink in clean condition (washed out and faucets turned off)	5					
General Appearance						
Troop and American flag properly displayed	5					
Flammable materials safely locked up	5					
No safety hazards in camp	5					
No vehicles in campsite	5					
All clothes lines and tarp lines marked	5					
Camp Improvements						
Impact on campsite at a minimum	5					
Improvements while at CDB** Campsite/Campwide	10					
Commissioner Reward points	5					

DAILY TOTALS

Possible 100 points
Commissioner's initials _____

**Improvements at CDB-projects organized and performed by Scouts (Patrols/Troops) for the benefit of other Scouts.

- Notes:
1. Please post on bulletin board by 9:00 a.m. Monday.
 2. Troops will be scored individually when sharing a campsite or sharing a latrine.
 3. Latrines will be the shared responsibility of all troops in that site.
 4. Awards will be presented at the Friday night campfire to troops obtaining the highest scores.
 5. Campsite scores for all troops are posted daily on the commissioner's board.

2002 COUNSELOR IN TRAINING PROGRAM

PURPOSE AND GOALS

The Counselor In Training (CIT) program at Camp Daniel Boone is designed to train possible future staff members for camp and at the same time to provide training for junior leaders and instructors in troops. The two week program is structured to help youth to grow, to work with peers and adults, and to develop leadership skills, teaching ability, and responsibility.

THE PROGRAM

The two week program includes: basic Scouting principles, purposes, and goals; the interrelationships of a Scout camp staff; observation of the teaching of Scout skills; teaching methods and procedures such as: planning of instruction, giving and receiving information, learner-leader relationships, counseling, song leading, discipline, and self evaluation; practice teaching of Scout skills with supervision and critique; physical labor and strict, tough discipline with emphasis on promptness and the fulfillment of one's obligations. An opportunity to complete some Scout advancement requirements will usually be provided. **There is no charge for the program. Parents are responsible for transportation to and from camp.**

REQUIREMENTS FOR APPLICATION AND ACCEPTANCE

- ✍ Be a registered member of the Boy Scouts of America.
- ✍ Be *at least* 14 years of age when in camp as a "CIT."
- ✍ Have experience in leadership in his unit and have the recommendation of his unit leader.
- ✍ Hold the rank of Star Scout or higher.
- ✍ Be in *excellent* mental and physical health.
- ✍ Have parental approval for participation in all phases of the program, with the understanding that a CIT may be sent home at parent's expense at any time if he fails to live up to expectations. Since the number of "CIT" positions each session is limited, Scouts meeting the above criteria will be admitted to each session generally on a first come, first served basis. **Once accepted, a Scout is obligated to participate in the entire program** since he may be preventing another from having this opportunity.

SPECIAL "AA" SESSION

The special "AA" session is open only to Scouts 15 years or older with exceptional background in Scouting. This session is three weeks and includes staff week. CIT's participating in the "AA" session may be offered a staff position for the remainder of the summer.

DATES OF CIT SESSIONS

All Sessions begin promptly at 1:00 PM on a Sunday & end at 11 AM Saturday

SESSION	DATES	SESSION	DATES	SESSION	DATES
AA	6/2- 6/22	B	6/16 - 6/29	E	7/7 - 7/20
A	6/9 - 6/22	C	6/23 - 7/6	F	7/14 - 7/27
		D	6/30 - 7/13		

EQUIPMENT & CLOTHING

Besides bedding, toilet articles and towels, each CIT needs at least one (preferably two) **full** Scout summer uniforms (Scout shirt, shorts, belt, socks), extra Scout "T" shirts, underwear, a watch, an alarm clock (wind up or battery), Scout Handbook, work clothes, and rain gear. An up to date BSA medical form must be presented on arrival.

FURTHER QUESTIONS? Contact Jim McNeal at (800) 526-6708 ext. 309

PROGRAM FLEXIBILITY

The following activities are considered camp extras which 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, and 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.

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 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.

Fee: \$40.00 per person, payable at registration. Covers transportation, equipment, lunch, guides, and Forest Service river use fee. **Troops wishing to provide their own transportation will receive a reduced rate at \$25.00 per person.**

Schedule:

TWTh —AM & PM trips

Weekly rafting schedules may vary depending on river conditions and troop demands

Rafters will leave camp at approximately 9:00 am and return at approximately 4:00 pm.

REQUIREMENT: 60LB. minimum weight

BASIC KAYAK INSTRUCTION

This course is an introduction to the sport of kayaking. Taught by an 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. It is limited to qualified students only. 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, and exceptions should be discussed with the instructor prior to enrollment. Please check the schedule for class meeting times. Whitewater merit badge can be completed during this course.

BASIC KAYAK INSTRUCTION SCHEDULE

Monday, Tuesday, and Thursday: 9:00 - A Class; 10:00 - B Class; 11:00- C Class; 1:30 - A Class Roll Clinic; 2:30 - B Class Roll Clinic; 3:30 - C Class Roll Clinic; PM - Free Boating.

Wednesday: 9:00 - A Class; 10:00 - B Class; 11:00 - C Class.

Friday: Nantahala Trip (all day activity).

CDB provides transportation for Nantahala River Rafting on Wednesdays (\$40.00 per person)

Weekly rafting schedules may vary depending on river conditions and troop demands.

A trip to the Nantahala River (\$35 cost) will end the course. It is limited to qualified students only.

The map of Camp
Daniel Boone

The map of Camp Daniel Boone

ROCK CLIMBING

ROCK CLIMBING "THE WALL" AT HARRISON HIGH ADVENTURE BUILDING

Fee: None

Age Requirement: None

"The Wall" is a 37 ft. high, 21 ft. wide climbing wall constructed of natural dry-stacked rock attached to the Harrison High Adventure Building. The staff at Camp Daniel Boone welcomes all Scouts and Scouters, regardless of rank or age, to show up during the scheduled times to experience a thrilling climb and descent.

ROCK CLIMBING AT SAMS ROCK

A Mile High Adventure

STRENUOUS (HALF-DAY)

Scouts and Scouter experience climbing and rappelling on 75 to 150 foot faces at the summit of this 5, 720 foot peak located just off the beautiful Blue Ridge Parkway. There is no cost. Sams Rock is an impressive stone mountain top located about 40 minutes travel from the base camp. Travel is usually by camp van.

No Cost

At least one half-day climb is scheduled each week (subject to weather). See the Out-Of-Camp Climbing Bulletin Board for days and openings. Adventurous Scouts and Scouters, either troops or individuals, may sign up with our climbing director. Scouts must be at least 14 by 1-1-2002. No previous experience is required. Sign up is on a "first-come first-served" basis and group sizes are limited.

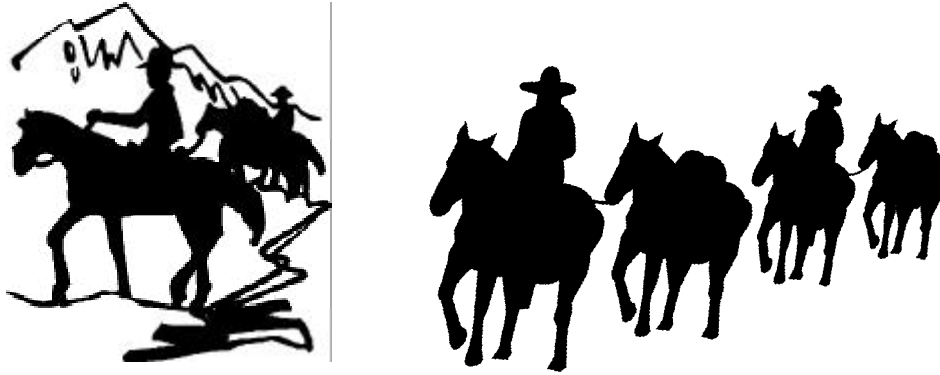
Clothing & Equipment

Clothing should include tennis shoes or climbing shoes (don't spend a bunch of money), a long sleeve shirt, a *wind breaker* and a *full water bottle*. Optional equipment includes long pants, sunscreen, sunglasses and an inexpensive camera. Bring nothing that could be dropped and *not found*. All climbing equipment is furnished by Camp Daniel Boone.

We have an excellent safety record. Trained climbing staff members first teach and then apply safety procedures for this high adventure at the "The Rock". Staff members "belay" (hold a safety rope) each climber/rappeller and Scouts are also supervised when observing. Each Scout may participate at his own level.

Serious (beginning) climbers should see the information on the Camp Daniel Boone Rock Climbing School (week long high adventure) on page 46.

WARNING:
DUE TO THE
POPULARITY OF
THIS HIGH
ADVENTURE
ACTIVITY AND THE
WEATHER,
EVERYONE CANNOT
ALWAYS BE SERVED.



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 to camp 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.**

2002 CAMP DANIEL BOONE LEADERS HANDBOOK

BASE CAMP ROSTER

TROOP NUMBER _____ UNIT LEADER IN CAMP _____

CAMPSITE _____ INSURANCE # _____

DATES: FROM _____ To _____

	NAME OF SCOUT	AGE	RANK
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			
19.			
20.			
NAME OF ADULT LEADERS		MALE	FEMALE
1.	Top Unit Leader (Base Camp)		
2.	Second Adult (Base Camp)		
3.			
4.			

This roster is your certification that all Scouts attending Camp Daniel Boone are registered as members of the Boy Scouts of America. Non registered youth cannot participate in camp or its programs, cannot receive advancement and may not be covered by insurance.

The unit leader or anyone serving as a unit leader is at least 21 years old and a registered member of the Boy Scouts of America. The second adult may be a registered Scouter 18 years old or older, or the parent of a participating unit member.

PLEASE MAKE COPY/COPIES AND PRESENT UPON ARRIVAL AT CAMP.

PHOTOS

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For the latest information regarding High
Adventure Programs
check out our website at
www.danielboonecouncil.org



Welcome to the 2002 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, 2002 to be eligible to participate in our high adventure backpacking trips and COPE course, and 14 years of age by January 1, 2002 to be eligible to participate in our Rock Climbing School. **Class III Medical Form required for all High Adventure Programs.**

Located in the Blue Ridge and Smoky Mountains of Western North Carolina, Camp Daniel Boone specializes in Backpacking, Rock Climbing, Whitewater Rafting, Kayaking, and Canoeing. Our 54-mile Expedition, Rock Climbing School 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: \$200.00 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 \$200.00 per person.

BASIC HIGH ADVENTURE INFORMATION

High Adventure Backpacking Treks are based out of the main 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, 2002 or completion of 7th grade to participate in our backpacking trips and C.O.P.E. **Scouts must attain the age of 14** by January 1, 2002 in order to participate in our Rock Climbing School.

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

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.

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.

ROCK CLIMBING SCHOOL

“MODERATE TO STRENUOUS” (5 DAYS)

Camp Daniel Boone offers a first in Boy Scout programming “The Camp Daniel Boone Rock Climbing School.” This may be the only council camp “rock school” in the U.S. that Scouts may come and spend the entire week learning the basics of rock climbing and rappelling. Climbing faces will include but are not limited to; Sam’s Rock, Looking Glass Rock, Victory Wall and the base camp climbing walls.

Scouts and Scouters participating in the basic Rock Climbing School need not have had any prior experience. Scouts and Scouters are expected to bring personal equipment as listed on the high adventure equipment list. All rock climbing equipment will be provided. Each participant must have a current Class III, BSA physical and be 14 years of age by 1-1-2002.

Boy leadership training will be emphasized. Climbers will be organized into patrols of about five members where they will take turns acting as Patrol Leader. The “Rock” Staff is trained and experienced and has an unequalled “safety” and “satisfaction” record.

This school requires all of your time and energy for a full five days. Climbers usually bunk with their base camp troop and eat in the dining hall. They are however, away from the base camp most of the time after they have learned the basics.

Climbers usually bunk with their base camp troop.

Participants will receive a “Rock School” patch and the Climbing Merit Badge upon completion of the course.

WEATHER IS A CONSIDERATION FOR EACH CLIMB.

COPE

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, and it provides opportunities for every participant to succeed as an individual and as a member of a group.

The program is composed of group initiative games, trust events, low course events, and high course events.

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 1-1-2002 or have completed the 7th grade.

Participants will camp and eat breakfast and dinner with their troop.

The program has space for 24 participants per week.

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. In fact, 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, trust, leadership, decision making, problem solving, and self-esteem. Sign up today so you and your troop may benefit from Camp Daniel Boone’s newest high adventure program.

The Camp Daniel Boone COPE course has twenty three different elements.

TRAIL OFFERINGS

The Wilderness Classroom

-A Merit Badge Trek

“Easy to Strenuous”

The Wilderness Classroom is unique in that Scouts may complete and partially complete any variety of Merit Badges while enjoying a full week of backpacking. The trek explores the Shining Rock and Middle Prong Wilderness Areas and stops several times each day to conduct classes. The wilderness becomes the classroom. The instruction during this trek is not limited to Merit Badges. Key emphasis is placed on instruction in outdoor pursuits, survival, land navigation, low impact outdoor ethics, leadership, self reliance and self confidence. The total miles covered during the week will depend largely on the number of Merit Badge requirements the participants are wanting to complete. In addition to the equipment on the high adventure equipment list each Scout will need a notebook and several pens and pencils. Additional charges may apply depending on which Merit Badges are chosen to concentrate on. Please refer to page 20 for fees regarding special materials needed for Merit Badges.

The Cold Mountain Trek

“Moderate to Strenuous”

The Cold Mountain Trek is a five day hike through the Shining Rock Wilderness and Pisgah National Forest. The trek is approximately 33 miles in length. Additional miles may be added at the groups discretion to include an afternoon of swimming at local waterfalls. Participants on this hike leave base camp on foot Monday morning and return to camp by way of van on Friday. Highlights of this trek include the famous Cold Mountain (elevation 6,030) Shining Rock (elevation 6,010) Tennent Mountain (elevation 6,060) 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 33 mile route is 4,084 feet. Two A frame trail shelters may be used for overnight lodging providing they are vacant. Space at these shelters is on a first come first served basis.

TRAIL OFFERINGS

The Six Peaks Trek

“Strenuous to very 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 hiking miles and reaches the tops of six mountains over 6,000 feet in elevation. Several of the mountains along this trek have rounded, treeless summits with spectacular 360 degree views. This trek has several challenging climbs and steep descents. The overall elevation change is considerable. The trek includes the famous Cold Mountain (elevation 6,030), Shining Rock (elevation 6,010), Tennent Mountain (elevation 6,060), Black Balsam Knob (elevation 6,214), Sam Knob (elevation 6,055), and Mount Hardy (elevation 6,110). Primitive campsites are located at somewhat lower elevations.

Snowbird Wilderness Trek

“Moderate to Strenuous”

The Snowbird Wilderness Area is located at the convergence of the Snowbird and Unicoi Mountain Ranges. The area was hunted by the Cherokee Indians for centuries and is so rugged that it was the last part of North Carolina to be settled by white men. Cherokee Indians that escaped the “Trail of Tears” were able to hide in these mountains without being detected. The Snowbird Wilderness Trek is a week long backpacking trek through the backcountry of this remote forest. The total distance traveled is 26.3 miles and the elevation change is considerable. Highlights of this trek include four remote waterfalls and a true “wilderness” experience.

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.

TRAIL OFFERINGS

The Troop Trek

“Easy to Extremely Difficult”

The high adventure staff at Camp Daniel Boone offer custom-designed backpacking expeditions to meet the unique demands of any troop. The troop may create their own itinerary that satisfies their thirst for adventure whether the trip is 25 miles in a week or 75!. A high adventure staff member will work closely with your group and help in every way possible to design a backpacking expedition that fits the troops needs. The Troop Trek can leave base camp as early as Sunday afternoon but must return to base camp no later than Friday evening. Whitewater Rafting on the Nantahala River may be added to the Troop Trek for an additional charge. Destinations for the trek include the Appalachian Trail, Big Snowbird Mountains Wilderness, Citico Creek Wilderness, Joyce Kilmer/Slickrock Creek Wilderness, Pisgah National Forest, Shining Rock Wilderness or Middle Prong Wilderness.

The 54-Mile Expedition

“Moderate”

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 rappelling at Victory Wall, and two days of canoeing on the Little Tennessee or French Broad River. Depending on water levels and river conditions, whitewater rafting on the Nantahala River may be substituted.

TRAIL OFFERINGS

The Appalachian Trail 30-Miler

“Moderate”

This backpacking trip is designed for Scouts and Scouters who are in great physical condition and want to experience the Appalachian Trail at a fairly leisurely pace. This trek is a four day rollercoaster ride of ascents and descents from Fontana Dam to a day of whitewater rafting on the Nantahala River on Friday. Highlights of the trek include Fontana Dam, which at 480 feet it is the tallest dam east of the Mississippi and Cheoah Bald (elevation 5,200). Cheoah Bald offers two beautiful vistas overlooking the Great Smokey Mountains and the Cheoah-Stecoah ranges.

The Appalachian Trail 50-Miler

“Strenuous”

If you are in top-notch shape, have backpacking experience, and are looking for a challenge, this trek is for you. The Appalachian Trail is the granddaddy of all trails. Each year people travel from all over the world to hike on this 2,162 mile monster of a trail. This trek travels over 50 miles on the Appalachian Trail in four days. The fifth day is spent covering over 8 miles of whitewater rafting down the Nantahala River. Highlights of this trek include a visit to the second largest poplar tree in the United States. The mighty “Wasilik Poplar” measures 26 feet in circumference, 8.4 feet in diameter and towers 135 feet high! Other highlights include Standing Indian Mountain (elevation 5,498), Albert Mountain (elevation 5,200), Siler Bald (elevation 4,900) and Wayah Bald (elevation 5,400). Wayah Bald has a stone observation tower that offers fantastic views. This trek has considerable elevation changes, is strenuous and is both physically and mentally challenging. This trek is intended only for those who are physically and mentally prepared to meet the challenge.

TRAIL OFFERINGS

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 is the largest exposed piece of quartz on the planet and is visible from space.

Fontana Float Expedition

This expedition will be a 5-day float in two-man kayaks or canoes departing Camp Daniel Boone on Monday and returning on Thursday followed by rafting on the Nantahala River on Friday. Each participant must have a current Class III physical and must be 13 by January 1, 2002. or have completed 7th grade. Two deep leadership is required for this trek. A staff member will check group progress and resupply needs on a daily basis. Scouts and Scouters are expected to bring personal camping and fishing gear. **Swimming and Canoeing merit badges are a prerequisite for this trip.** All patrol gear and food will be furnished by Camp Daniel Boone. There will be a Camp Daniel Boone staff member that will travel with each expedition.

Nestled on beautiful Lake Fontana, which is bordered by the Nantahala National Forest and the Great Smoky Mountain National Park, participants will travel shore-to-shore, island-to-island Robinson Crusoe style. Trips may include hiking on the Appalachian Trail and visiting Fontana Dam, the largest Dam east of the Mississippi. Scouts will have the opportunity to work on several merit badges which may include camping, hiking, orienteering, fishing, cooking, Citizenship in the Nation, and more. Other opportunities, such as mountain biking at Tsali are available at an additional cost.

Custom Backpacking Expeditions

“Extremely Easy to Extremely Difficult”

In Addition to the Troop Trek. The Camp Daniel Boone High Adventure Staff will custom design backpacking expeditions that go outside the normal week long trip.

Backpacking and canoeing expeditions of any length in miles and duration may be available depending on the amount of advance notice given to the camp. Fees for custom treks are comparable in price to normal, in season treks. For information about Fall Foliage Treks, Winter Treks and other custom expeditions please contact Jim McNeal at 1(800) 526-6708 ext.309.

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, 2002 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 this 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 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 on 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.

EQUIPMENT LIST

PERSONAL EQUIPMENT 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 sleeve 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 stuff sack - Sleeping bag must be in waterproof bag. We suggest putting the sleeping bag inside a plastic garbage bag and then into the stuff sack/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 and tent and Backpack rain cover
	Swim suit and small towel - Swim suit can be work 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/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 drink 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)

OPTIONAL

Compass, sunglasses, extra plastic bags to keep things dry, small size insect repellent, sandals or sneakers, small mirror, camera, backpacking stove, backpacking tent (you are welcome to use your own).

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.

2002 CAMP DANIEL BOONE LEADERS HANDBOOK

HIGH ADVENTURE ROSTER

TROOP NUMBER _____ UNIT LEADER IN CAMP _____

CAMPSITE _____ INSURANCE # _____

DATES: FROM _____ To _____ High Adventure Program _____

	NAME OF SCOUT	AGE	RANK
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			
19.			
20.			
NAME OF ADULT LEADERS		MALE	FEMALE
1.	Top Unit Leader (Base Camp)		
2.	Second Adult (Base Camp)		
3.			
4.			

This roster is your certification that all Scouts attending Camp Daniel Boone are registered as members of the Boy Scouts of America. Non registered youth cannot participate in camp or its programs, cannot receive advancement and may not be covered by insurance.

The unit leader or anyone serving as a unit leader is at least 21 years old and a registered member of the Boy Scouts of America. The second adult may be a registered Scouter 18 years old or older, or the parent of a participating unit member.

PLEASE MAKE COPY/COPIES AND PRESENT UPON ARRIVAL AT CAMP.

Camp Daniel Boone

February 2002 Fee Transmittal

Please make checks payable to **Camp Daniel Boone** and return this fee transmittal to: Daniel Boone Council, P.O. Box 8010, Asheville, NC 28814

Leader Name _____ Troop # _____
 Bus. Phone _____ Council _____
 Week # _____

Base Camp Program

Total Youth _____ X \$50.00
 Paying Adults _____ X \$50.00
 Free Adult _____
 Reduced Adult _____ X \$45.00
 Total Adults _____

\$180.00 per adult for the "Base Camp" program with one complimentary adult if you have a minimum of ten(10) Scouts. For each additional ten(10) Scouts you will receive one(1) reduced adult fee of **\$90.00** each (this is to cover minimal costs.)

For example: If you have 20 Scouts attending the "Base Camp" program, you receive one(1) complimentary adult and one(1) adult at **\$90.00**. If you have 30 Scouts, you receive one(1) complimentary adult and two(2) adults at the **\$90.00** rate. ALL adults over the one(1) to ten(10) ratio, pay full price.

High Adventure Program

<p>C.O.P.E.</p> <p>Youth _____ X \$50.00 Adult _____ X \$50.00</p>	<p>Rock Climbing School</p> <p>Youth _____ X \$50.00 Adult _____ X \$50.00</p>
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Trail Offerings

(Please list each trek your troop is scheduled to attend with the number of youth and adults.)

_____	Youth _____	X	\$50.00
_____	Adult _____	X	\$50.00
_____	Youth _____	X	\$50.00
_____	Adult _____	X	\$50.00
_____	Youth _____	X	\$50.00
_____	Adult _____	X	\$50.00
_____	Youth _____	X	\$50.00
_____	Adult _____	X	\$50.00

\$ _____ (amount enclosed)

_____ TOTAL PAYING PARTICIPANTS

Early Arrival: Yes No

Expected Arrival Date and Time: _____

Please copy and send with payment.

Fee Schedule

\$100 application deposit
 \$50 per registrant by Feb. 1, 2002
 \$50 per registrant by April 1, 2002
 Balance due by June 1, 2002

(A late fee will be added if
 schedule is not met)

All fees are refundable until April 1, 2002 except the \$100.00 deposit. After April 1, 2002, fees are not refundable and cannot be applied toward the balance due of other fees except family transfers verified by a third party. Refunds are given only in cases of death or serious illness.

Camp Daniel Boone

April 2002 Fee Transmittal

Please make checks payable to **Camp Daniel Boone** and return this fee transmittal to: Daniel Boone Council, P.O. Box 8010, Asheville, NC 28814

Leader Name _____ Troop # _____
 Bus. Phone _____ Council _____
 Week # _____

Base Camp Program

Total Youth	_____ X \$50.00	<p>\$180.00 per adult for the "Base Camp" program with one complimentary adult if you have a minimum of ten(10) Scouts. For each additional ten(10) Scouts you will receive one(1) reduced adult fee of \$90.00 each (this is to cover minimal costs.)</p> <p>For example: If you have 20 Scouts attending the "Base Camp" program, you receive one(1) complimentary adult and one(1) adult at \$90.00. If you have 30 Scouts, you receive one(1) complimentary adult and two(2) adults at the \$90.00 rate. ALL adults over the one(1) to ten(10) ratio, pay full price.</p>
Paying Adults	_____ X \$50.00	
Free Adult	_____	
Reduced Adult	_____ X \$45.00	
Total Adults	_____	

High Adventure Program

C.O.P.E.

Youth _____ X \$50.00
 Adult _____ X \$50.00

Rock Climbing School

Youth _____ X \$50.00
 Adult _____ X \$50.00

Trail Offerings

(Please list each trek your troop is scheduled to attend with the number of youth and adults.)

_____	Youth _____ X \$50.00
	Adult _____ X \$50.00
_____	Youth _____ X \$50.00
	Adult _____ X \$50.00
_____	Youth _____ X \$50.00
	Adult _____ X \$50.00
_____	Youth _____ X \$50.00
	Adult _____ X \$50.00

\$ _____ (amount enclosed)

_____ TOTAL PAYING PARTICIPANTS

Early Arrival: Yes No
 Expected Arrival Date and Time: _____

Fee Schedule

\$100 application deposit
 \$50 per registrant by Feb. 1, 2002
 \$50 per registrant by April 1, 2002
 Balance due by June 1, 2002

(A late fee will be added if schedule is not met)

All fees are refundable until April 1, 2002 except the deposit. After April 1, 2002, fees are not refundable and cannot be applied toward the balance due of other fees except family transfers verified by a third party. Refunds are given only in cases of death or serious illness.

Please copy and send with payment.

Place front page of Class 1 & 2
Health form.

Place back page of Class 1 & 2
Health form.

Place front page of Class 3
Health form.

Place back page of Class 3
Health form.

*Place map to Camp Daniel
Boone*