

Camp Daniel Boone

2021 PROGRAM Leader's Guide





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Camp-Wide Events

THE LONG RIFLE AWARD

Become a CDB Honor Troop by completing the following requirements. Every troop can be an honor troop. All awards are presented at closing campfire. *Some items may be omitted or modified due to COVID19.

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

CAMP-WIDE TUG-O-WAR *Cx due to COVID

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

FAMILY NIGHT (WEDNESDAY) *Cx due to COVID

To reduce the spread of COVID19, we will be limiting visitors into camp. We will still serve Bojangles followed by activities in the parade field. **OA CALL OUT will be at 8:00 pm at the campfire ring. A Flag Retirement Ceremony will be immediately following.** If you have (cotton) flags you would like to see retired please bring those with you and turn in to the program office by noon Tuesday. We cannot retire polyester flags.

FRIDAY ACTIVITIES

In 2021, all day trip rafting is coordinated on Fridays to reduce campers coming in and out of camp. There are three different rivers with morning or afternoon trips. Campers staying in base camp on Friday have opportunities for a morning MB class and socially distanced activities in the afternoon. Closing campfire for the week will be divided into Thursday and Friday nights. Campers who raft will be included in Thursday's campfire so they could go on home after rafting if desired.



The Order of the Arrow at Camp Daniel Boone

PURPOSE

The Order of the Arrow is Scouting's national honor society. It recognizes those campers who best exemplify the Scout Oath and Law in their daily lives and by such recognition, cause other campers to conduct themselves in such a manner as to warrant similar recognition, to promote camping, and to crystallize the habit of helpfulness as a life purpose. Each unit with qualified Scouts is urged to hold an election during the spring. You select the date and place of the election as unit leader. An assigned election team from the Order of the Arrow must be on hand to conduct the election. Contact your local chapter for membership qualifications and to confirm a time for your unit election. This information can also be found on the Daniel Boone Council Website on the Order of Arrow page.

YOUTH ELIGIBILITY REQUIREMENTS

To become a member, a youth must be a registered member of a Scouts BSA unit and hold First Class rank. The youth must have experienced 15 days and nights of camping during the two years before their election. The 15 days and nights must include one, but no more than one, long-term camp consisting of six consecutive days and five nights of resident camping, approved and under the auspices and standards of the Boy Scouts of America. The balance of the camping must be overnight, weekend, or other short-term camps. Scouts are elected to the Order by their fellow troop members, following approval by the Scoutmaster.

CALL-OUT CEREMONY

The OA Call-Out ceremony is conducted each Wednesday night. It is a memorable ceremony for all newly elected Scouts as well as guests. Units must have a copy of their unit election report as well as a letter from their home lodge stating it is OK for their Scouts to be called out by Tsali Lodge. The forms and letter must be turned into the camp office by noon on Monday. **Please be advised that this event WILL conflict with the Horsemanship Merit Badge.**

TSALI LODGE ICE CREAM SOCIAL & PATCH TRADING

*Modified due to COVID19

Tsali Lodge hosts an Ice Cream Social Thursday evening at Scoutcraft. All OA members with a valid membership card, flap on their uniform or sash are admitted free. It is a great opportunity for fellowship and patch-trading with other Arrowmen from across America. Swap council strips, OA flaps, camp patches or other Scouting patches and items such as troop shirts or neckerchiefs. This is a great activity to help Scouts meet and become friends with fellow Scouts from across the US (socially distanced, of course).



Adult Leader's Programs

LEADER'S LOUNGE *modified due to COVID19

Our Scoutmaster Lounge, located in the Robertson Administrative building (Office), offers many comforts to busy Scoutmasters. Internet-accessible computers along with plug in access for laptops is available every day around the clock. WIFI is available. Due to our remote location, the internet is T1 service with limited bandwidth. The lounge also includes a Vonage phone where leaders can make phone calls. A large couch and chairs are available. A cell phone extender for Verizon is provided, but please note **it is a very limited service. No other cell phone services work at Camp Daniel Boone!** **Due to COVID19, we ask that you make every effort to remain in camp during the week. We apologize for the inconvenience to your employer.**

SCOUTMASTER MEETINGS *modified due to COVID19

Formal Scoutmaster meetings are held on Sunday and Friday nights. These meetings are important resources for troops as programs are reviewed and procedures explained. All adults do not need to attend these meetings.

SCOUTMASTER COFFEE *modified due to COVID19

At 9:15 each morning we gather in the dining hall to distribute information, receive feedback and enjoy fellowship with our fellow Scouters. This is an excellent time to make suggestions and ask any questions. At least one leader per troop should attend these informative gatherings. The meeting time gets shorter as the week progresses.

SCOUTMASTER BULLETIN BOARD

To keep everyone up-to-date, a bulletin board is located just outside the Scoutmaster Lounge where important notices and any schedule changes are posted. We will also have monitors with announcements in the dining hall and SM Lounge.

LEADER'S FISH BAKE

Every Wednesday at 12pm, the CDB staff invites all adult leaders to attend a fresh trout fish-bake. Come enjoy mountain trout, iced tea, and all the fixins.

SCOUTMASTER COMPETITIONS

SCOUTMASTER SHARPSHOOTERS

Come up to the rifle and shotgun range to see how your shooting skills match up! The Leaders Rifle Shoot is Monday at 7:30 PM, the Shotgun Shoot is on Tuesday evening at 7:30 PM, and the Archery Shoot is Wednesdays at 7:30 PM. One leader per unit please. The winner of each shoot-off receives an award at closing campfire. *Due to COVID19, participants cannot use the same rifle/shotgun/bow.

SCOUTMASTER GOLF

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

SCOUTMASTER DUTCH OVEN COOKOFF *modified due to COVID19

There are 3 options, main course, dessert or side dish. Main course can be a breakfast or dinner dish. There is no limit as to how many entries per troop. Stop by Scoutcraft area to sign up by 5:30 PM Thursday afternoon. Leaders bring their dish to the Scoutcraft area on Friday afternoon at 4:30 PM to be judged by our esteemed panel of camp culinary experts. If needed, you can bring your coal ready dutch oven to Scoutcraft at 4:00 PM. Leaders may use their own dutch ovens in the activity or borrow one from Scoutcraft. (Dutch Ovens Replacement - significant damage or lost - \$80.00) Winners are announced at closing campfire.

SCOUTMASTER BELLY FLOP

In this high-flying competition, unit leaders will compete to create the biggest splash in the frigid waters of Lake Allen! Funny props/costumes are allowed. Competitors will be scored on technique, style and the size of the splash created. Whether you're competing or spectating, you won't want to miss this event!



SCOUTMASTER'S MERIT BADGE

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

BASIC CPR/AED

Everybody should get trained. At least one leader per unit should have a current (less than 2 year old) CPR card. Wednesday evenings promptly at 7:00 PM. You must eat with the first shift to get to class on time. Cost is paid to the instructor. See additional registration information here: <https://www.campdanielboone.org/files/28350/CDB-WFA-and-CPR-registration-details>

WILDERNESS FIRST AID

This 16 hour class is taught Wednesday/Thursday each week of camp. Course is taught by International Wilderness Medicine Educators. The curriculum exceeds BSA requirements. Cost is paid to the instructor. See additional registration information here:

<https://www.campdanielboone.org/files/28350/CDB-WFA-and-CPR-registration-details>

INTRO TO OUTDOOR LEADER SKILLS (IOLS)

This is a hands-on training program to help adult leaders to be comfortable in the basic outdoor skills through First Class rank. The specific class schedule will be provided at the Sunday night leaders meeting. This course is required training for Scoutmasters and their Assistants to be considered trained but is open to any adult associated with the troop.

LEAVE NO TRACE AWARENESS TRAINING

Participants receive introductory training in the skills and ethics of Leave No Trace. Workshop topics include the underlying ethics and seven principles of Leave No Trace.

OTHER ADULT LEADER TRAININGS

A variety of 1 hour training options will be available throughout the week to help Scoutmasters increase skills and confidence. Class Schedule and Location TBA. These include:

SAFE SWIM DEFENSE/SAFETY AFLOAT

An overview of water activity and BSA safety procedures.

ADULT TRAIL TO EAGLE

An overview of the documentation path to successfully guide a Scout to Eagle Scout. Offers helpful tips and tricks to navigating the Eagle Scout process.

CLIMB ON SAFELY

An overview of climbing activities and BSA safety procedures.

NAP ON SAFELY

An overview of the role of rest/sleep in Scouting and life.





Merit Badge Program

Our base camp program offers a variety of merit badges designed for all age levels within the Scouting program. First-year campers should consider the Goin' Great area to achieve many of the Tenderfoot through First Class rank requirements.

Merit Badge sign-ups are completed online. Beginning April 1, 2021, if your unit is current on payments (2/3 of total bill is paid), you can log into your unit account on the camp website to select your Scout's program choices. There will be an opportunity on Sunday upon arrival to make corrections to schedules as needed.

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

Scoutmasters will receive signed rosters of completed requirements for each merit badge. Blue cards are not used. If your unit uses the blue cards, you will need to keep the rosters and put Camp Daniel Boone on the blue card as the location where they received the badge. The Scoutmaster has the final approval on all merit badges. Scouts are suggested to bring a merit badge book for the merit badges they are taking for referencing. They can use a book from the troop library or purchase one at their local Scout store. Scoutmasters are encouraged to challenge Scouts to make sure they can talk about what they are learning in MB classes.

Each individual must complete every requirement themselves. We strive to ensure each Scout has a positive learning experience while at camp. Several merit badges have a recommended age. This is a recommendation from Camp Daniel Boone. We have found certain merit badges are generally suited for older Scouts, but in no way will we refuse to allow Scouts younger than the recommendation to attempt these merit badges unless BSA standards say otherwise.

IMPORTANT – Study merit badge requirements carefully to determine what requirements you may not be able to complete at camp and try to complete it before you come to camp. Bring written proof if you complete requirements ahead of time to receive credit. These requirements are included in this guide on the pages that follow.

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



Daily Program Schedule

7:15 AM	A BREAKFAST
	FLAG ASSEMBLY by campsite
8:15 AM	B BREAKFAST
9:00 AM	MERIT BADGE SESSION 1
9:15 AM	SCOUTMASTER COFFEE
12:10 PM	A LUNCH
12:45 PM	SPL MEETING
12:50 PM	B LUNCH
2:00 PM	MERIT BADGE SESSION 2
5:45PM	A DINNER
	FLAG ASSEMBLY by campsite
6:45PM	B DINNER
7:30PM	FREE-TIME ACTIVITIES (UNTIL 8:30PM)
10:30PM	LIGHTS OUT

MERIT BADGE REGISTRATION

Merit Badge sign-ups are completed online. Beginning April 1, 2021, if your unit is current on payments, you can log into your unit account on the camp website to select your Scout’s program choices. There will be an opportunity on Sunday upon arrival to make corrections to schedules as needed.

MERIT BADGE REGISTRATION will begin at **10 AM EST** following this schedule:



Week	Registration Opens...
Week 1	April 1, 2021
Week 2	April 2, 2021
Week 3	April 5, 2021
Week 4	April 6, 2021
Week 5	April 7, 2021
Week 6	April 8, 2021
Week 7	April 9, 2021
Week 8	April 12, 2021



Aquatics Merit Badges

CANOEING

All Ages 2 FULL DAYS CLASS

This is an excellent merit badge to introduce boating to Scouts. While good physical strength and stamina adds to the experience, almost anyone can enjoy their time in a canoe once they understand the techniques. Scouts should bring a bathing suit and a towel to participate in this session.

KAYAKING

Required Age: 14 (Open to Leaders) 2 FULL DAYS CLASS

Prerequisites: Swimming Merit Badge, Canoeing Merit Badge, pass the BSA Swimmers test.

Students will learn proper care and maintenance of equipment, flat-water and white-water paddling skills, and more advanced techniques such as the Eskimo Roll. To participate in the class, Scouts are required to be at least 14 years of age, have canoeing and swimming merit badges, and be physically fit. Personal wet suits, shorties and river shoes may be used.

ROWING

All Ages - 6 HOUR CLASS (mornings)

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

SWIMMING

All Ages – 6 HOUR CLASS (afternoons)

One of the first Eagle-required merit badges that Scouts should attempt, swimming is taught in the heat of the afternoon at Lake Allen. Participants should bring shoes, socks, swimwear, long pants, belt, and a long-sleeved shirt that can get wet, and they should bring a pair of swim trunks or swimsuit and a towel to every class. This class will be held in the afternoons across two days, with no more than 1.5 hours in the cold water each day.

MILE SWIM

Recommended Age: 13, Adults Welcome

For the ultimate test of physical fitness and swimming ability in the BSA, the session will work up to the mile every day by building endurance through supervised training sessions. Successful swimmers are recognized at Friday night's campfire.

INSTRUCTIONAL SWIM

All Ages

Thousands of young men have learned to swim in Lake Allen. If your Troop has Scouts that wish to learn how to swim, or simply want to improve their technique, our staff will be available for training.



Ecology Merit Badges

ENVIRONMENTAL SCIENCE

Recommended Age: 14

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

FISHING

All Ages

Scouts learn about fishing equipment and techniques. Scout will have the opportunity to catch, clean and cook a fresh trout. **Requirement # 9 may not be completed at camp.**

FISH & WILDLIFE MANAGEMENT

All Ages

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

FORESTRY

All Ages

Scouts learn forest management techniques and visit the Cradle of Forestry – the first Forestry school in the world. They also learn to identify trees and other plants as well as learn the forests role in the overall ecosystem. *Due to COVID19, there will be no guided tour at the Cradle of Forestry.

GEOLOGY

All Ages

Scouts will explore the study of the earth. Learn about volcanoes, fossils, rocks and minerals here on planet Earth.

INSECT STUDY

All ages

Scouts will learn about the different species of insects in our area, they will be able to identify and name the parts of an insect. Students will make a journal of observations. Requirement 7 must be completed prior to camp.

MAMMAL STUDY

All Ages

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



Handicraft Merit Badges

ART

All Ages

While taking the Art Merit Badge, Scouts will learn to create art using a variety of mediums. Great for new scouts looking to express their creativity!, **Requirement #6 cannot be completed at camp.**

BASKETRY

All Ages – Cost: \$20.00

Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. They will purchase, create, and take home two baskets, in addition to weaving a chair.

INDIAN LORE

All Ages – Cost: \$20.00

Through this exciting, hands-on merit badge, Scouts will discover numerous aspects of the Native American culture. Playing games, speaking the language, singing songs, listening to legends, or creating and building items similar to those utilized by our ancestors are just a few ways that participants will learn about Western North Carolina's oldest residents. Some will focus on Cherokee culture, and some groups will focus on Shawnee culture.

LEATHERWORK

All Ages – Cost: \$20.00

The class will learn where leather comes from, how it is used, how to tan, cure, and finish it, and how to take care of it. Scouts will also get an opportunity to create their own leather souvenir.

WOODCARVING

All Ages – Cost: \$25.00

A timeless merit badge, this skill will serve you for a lifetime. Learn the best wood to carve, the tools to use, and how to carve correctly, then plan and carve two projects to take home. The kit includes a carving knife.



Leadership Merit Badges

CITIZENSHIP IN THE NATION

Recommended Age: 12

Prerequisites: Requirement (chose one): 2a, 2b or 2c

Learn about the rights and responsibilities of being a citizen in the United States. Dig deeper into the founding documents such as the bill of rights and the constitution. Learn about some famous speeches and historical sites. Participants should bring the contact information for their US Senators and Congressman with them to camp.

CITIZENSHIP IN THE WORLD

Recommended Age: 13

Scouts learn about the meaning of global citizenship and the relationship between nations and world organizations. This course requires a high level of maturity and participation.

COMMUNICATIONS

Recommended Age: 13

Prerequisites: Requirements 5, 7 & 8

During this session, Scouts will participate in several written and oral activities designed to strengthen their communication skills. Scouts that prepare some material before camp will find it easier to complete this badge.

LAW

All Ages

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

PUBLIC SPEAKING

All Ages

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

SALESMANSHIP

Recommended Age: 13 – Cost: \$10.00 (Scouts will earn this back and then some!)

Explore the world of sales. Learn what it takes to be an effective salesman. What are the responsibilities of a salesman? Scouts will obtain experience selling items at camp.



Scoutcraft Merit Badges

CAMPING

All Ages FULL DAY CLASS

Prerequisites: Requirements 3, 4b, 5e, 7b, 8d, 9a, 9b

This badge is intended to introduce all Scouts to camping skills. Participants will be expected to plan a campout and show that they are packed and ready to go on a camping trip. Camping requirements 3, 4b, 5e, 7b, 8d and 9a are not completed at camp, although a Scouts week at CDB does count towards the 20 days and nights for 9a. Requirement 9b can be completed at camp IF Scouts attend extra free time activity involving a 1000ft elevation change hike and rappelling from a 30ft climbing wall. ***Please note that this Merit Badge cannot be completed at Camp!**

COOKING

Recommended age: 13 – FULL DAY CLASS - Cost: \$15.00

Prerequisites: Wash your hands

This badge will teach a Scout to plan, prepare, and cook meals in camping, home, and backpacking environments.

EMERGENCY PREPAREDNESS

Recommended Age: 13 - FULL DAY CLASS

Prerequisites: First Aid Merit Badge, 2c, 8b

Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies. This is an advanced merit badge, resulting in increased confidence in the event of catastrophic events. For requirement 8b please bring a completed personal emergency service pack, as well as one meant for your family. Time permitting, this may be started in class. Requirement 2c should be completed prior to attending summer camp.

FIRST AID

All Ages – FULL DAY CLASS

Scout will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 5 should be completed prior to camp and brought for approval. Time may be spent outside of class completing this using troop supplies if necessary.

GEOCACHING

All Ages

Scouts will learn about GPS Units, geocaching in the US. They will learn how to hide and document a geocache as well as find geocaches around CDB.

ORIENTEERING

All Ages FULL DAY CLASS

Learn to use a map and compass to find your way. Plan your own orienteering course and complete it with other Scouts. Teach members of your troop about orienteering and complete courses around camp. Scouts should bring a compass.

PIONEERING

Recommended Age: 13 FULL DAY CLASS

Prerequisites: basic knowledge of required knots, lashings, and splicing.

Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Scouts should familiarize themselves with the required knots. Splicing is also a challenge for some Scouts and it cannot be guaranteed that the badge will be totally completed. However, if Scouts are willing to spend additional free time with the counselor, it is likely they will finish.

SEARCH AND RESCUE

Recommended age: 13

Scouts will learn the basics of searches and rescues, Incident command systems, and search techniques. The class will also participate in a mock scenario during class.

WILDERNESS SURVIVAL

Recommended Age: 12

Prerequisites: Requirement 5

Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, get found and find safe drinking water. Scout should bring their survival kit (req. 5) with them to camp. We strongly recommend that Scouts earn the Camping Merit Badge before attempting this badge. There is an overnight requirement. This may be completed at camp, however it is not for the faint of heart and obviously requires time spent outside of Class.



Shooting Sports Merit Badges

ARCHERY

All Ages – FULL DAY CLASS Cost: \$10.00

Learn to make a bowstring and an arrow. Practice shooting and improve your accuracy. Scouts must shoot a score high enough to qualify for the merit badge. **NO personal bows or personal ammunition are to be brought to Camp.**

RIFLE SHOOTING

All Ages – FULL DAY CLASS Cost: \$20.00

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

SHOTGUN SHOOTING

Recommended Age: 13 – FULL DAY CLASS Cost: \$30.00

Shotgun shooting is a both physically and mentally challenging merit badge. It teaches Scouts not only how to shoot, but how to shoot safely. They will learn about different types of shotguns, ammunition, and targets. **NO personal shotguns or personal ammunition are to be brought to camp.** The recommended age is due to the recoil of the shotgun with potential bruising and trouble handling the gun for younger Scouts.



Climbing Merit Badge

CLIMBING MERIT BADGE

Recommended Age: 13 FULL DAY CLASS

Our Rock Wall (made entirely of natural stone) is the perfect place for Scouts to be introduced to the sport of climbing. Participants in the Merit Badge session should have sufficient upper body strength for climbing and for belaying other Scouts.

Due to size of the facility, each day session is limited to 12 participants. The wall looms 40 feet above the base platform and nearly 70 feet above the valley floor below. It is a great experience where Scouts can build self-confidence while earning the climbing merit badge.



S.T.E.M. Merit Badges

ARCHEOLOGY

All Ages

An opportunity for Scouts to learn about the study of human cultures through the recovery, documentation and analysis of material remains and environmental data, including architecture, artifacts, biofacts, human remains, and landscapes.

ARCHITECTURE

All Ages

Scouts will learn about the thought and planning involved in designing structures and learn how to accurately scale drawings of structures.

CHEMISTRY

All Ages

Scouts will learn about chemical reactions, build a Cartesian diver, and learn about uses of chemicals in commercial and industrial uses.

DIGITAL TECHNOLOGY

All Ages

Scouts will become familiar with digitized storage, the difference between lossy and lossless data, compression and digital devices and their uses. They will learn about computers, mobile devices, gaming consoles, and computer networks and purposes. Scouts will also investigate malware and protection of digital devices and information.

INVENTING

All Ages

Scouts will learn about how notable inventors in history developed their ideas into physical inventions, about the impact of inventing on our daily lives, and other aspects of the inventing process. Then, Scouts will learn about possible careers in inventing and will apply these ideas and skills in a practical manner.

NUCLEAR SCIENCE

All Ages

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today. **Requirement 4 will not be completed at camp.**

PHOTOGRAPHY

All Ages

Scouts must bring their own digital camera. Any cheap digital camera will do. Cell phones are allowed, but discouraged because they lack the settings available on a real camera. Disposable cameras are highly discouraged (If a Scout brings a disposable camera, the Scout will need 4 to 5 of them because the class will take 150 to 200 pictures). Scouts will learn how different elements affect picture quality, the basic parts of a camera, produce a story using pictures, and create a slide show focusing on a single topic of the Scout's choice.

ROBOTICS

All ages

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.

SPACE EXPLORATION

All Ages – Cost: \$20.00

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



Other Activities

TRAIL TO EAGLE

All Ages

This is a non-credit program in which participants discuss the Eagle Scout Project requirements and how to fill out the workbook. Changes to the Eagle Workbook beginning in January 2019 will be covered. They will also discuss the Eagle Scout Application and what it means to be an Eagle Scout. **Tuesday, 7:30 pm. in Leadership.**

POLAR BEAR SWIM

All Ages – This is a fun activity, no award will be presented!

Enjoy an early morning swim in the exhilarating waters of Lake Allen. Polar Bear Swim will be offered one morning a week at 6:30 AM. A Polar Bear Plunge Patch is given to all who survive, *oops, we mean*, participate.

Earn the Horsemanship and Animal Science Merit Badges on a real, working farm!



Stockton Farms

Located just 15 minutes away from Camp Daniel Boone, Stockton Farms provides unique opportunities to earn the Horsemanship and Animal Science Merit Badges!

HORSEMANSHIP MERIT BADGE

All Ages

If any of your Scouts do not have their merit badge in Horsemanship or Animal Science this is a great opportunity to earn these badges. These badges can be earned during their free time. The Horsemanship Merit Badge is offered on Monday and Wednesday evening between the hours of 7pm and 9pm at Stockton Farms which is located less than 10 minutes from camp. This is a hands-on program. All of the horses are specially trained for the Scouts. These are show horses that we use in the program. No experience is required but Scouts must attend both sessions to complete the program. **Scouts taking this MB cannot participate in the OA call out at CDB due to scheduling conflicts.** Please plan to provide transportation (to and from the farm) for your Scouts. Troops can carpool if desired. **WEAR MASKS!** If you have any questions, please call Ricky Stockton: (828) 734-2515.

ANIMAL SCIENCE MERIT BADGE

All Ages

The Animal Science Merit Badge is offered on Tuesday and Thursday evening between the hours of 7pm and 9pm. This badge can be earned during their free time. Stockton Farms is located less than 10 minutes from camp. This is a HANDS-ON WORKING FARM. The Scouts will be handling poultry, shearing sheep, and working with cattle. Where does food come from and what are you eating? **Scouts taking this MB cannot participate in the OA call out at CDB due to scheduling conflicts.** Please plan to provide transportation (to and from the farm) for your Scouts. Troops can carpool if desired. **WEAR MASKS!** If you have any questions, please call Ricky Stockton: (828) 734-2515.

PROGRAM COST

\$60 to take one class

\$100 to take both

All payments are made directly to Stockton Farms!





Camp Daniel Boone's First Year Camper Program

Goin' Great

Goin' Great, Camp Daniel Boone's premier first-year-camper program, is **an exciting opportunity for new Scouts to earn a significant number of requirements needed for the Tenderfoot, Second Class and First Class ranks!** The goal of the Goin' Great program is to help each Scout begin their journey towards the rank of Eagle Scout through patrol-based, hands-on skill development. On day 1, Scouts in this program will be broken up into patrols and assigned a Patrol guide, who will be their Camp mentors for the week. Together, they will take on numerous Scouting challenges and games, develop valuable leadership skills and make memories at Camp Daniel Boone that will last a lifetime!

MORNING SESSION

The Morning session, which will take place from 9:00am-11:50am, is designed for Scouts with little-to-no Scouting experience that would benefit from a slower-paced learning schedule. This session will focus mainly on mastering Tenderfoot and Second Class Skills, while also introducing and practicing First Class skills.

AFTERNOON SESSION

The afternoon session, which will take place from 2 pm-5 pm, will operate on a slightly faster-paced schedule than the morning session and is designed for your troop's new Scouts that have had some past Scouting experience. Campers in the Afternoon session will mostly focus on Second Class and First-class skills, while also thoroughly reviewing the Tenderfoot requirements. **We suggest the afternoon session for Scouts that have earned the Arrow of Light.**

***Please note that if you have Scouts in the Afternoon Session, they should plan to keep Friday morning open to accommodate the 5-mile hike.**

REQUIRED MATERIALS

- Water Bottle
- Closed-toe shoes (that fit comfortably)
- Scouts BSA Handbook
- Rain Gear
- Day Bag
- Pen and Paper
- Compass (Optional)
- Personal First Aid Kit (which should include the following items at a minimum)
 - 5+ Band-Aids
 - 1 Tube of antiseptic cream
 - Latex Gloves
 - 2 roller bandages
 - Calamine Lotion
 - Tweezers
 - Moleskin
 - Alcohol Swabs

GOIN' GREAT DAILY SCHEDULE

This year, we are taking a new approach to the First Year Camper program. We have combined elements of the National Youth Leadership Training, traditional patrol activities, and past Goin' Great concepts to create our new program! Each patrol will be assigned an expertly trained Patrol Guide, who will be their camp mentor for the week. While Goin' Great will be operating on a daily schedule, the patrol guide will have the flexibility to structure their patrol's schedule in a way that will allow each Scout to get the most out of their camp experience.

MORNING SESSION	
9:00-9:15am	Opening Ceremony
9:15-11:40am	Patrol Time
11:40-11:50am	Daily Bead Ceremony

AFTERNOON SESSION	
2:00-2:10pm	Opening Ceremony
2:10-4:45pm	Patrol Time
4:45-5:00pm	Daily Bead Ceremony

On Friday morning, at 9:00am, BOTH Goin' Great sessions will be completing the 5-mile hike (Second Class 3b). Your Scout's safety is our top priority, therefore, assistance from Scoutmasters on this hike is of the utmost importance and greatly appreciated.

BEADING CEREMONIES AND GOIN' GREAT GRADUATION

At the end of each session, the Scouts in Goin' Great will be awarded beads to represent their personal accomplishments and requirements passed off during the week. At the end of the week, there will be a Goin' Great Graduation, where Individual and Patrol accolades will be awarded. The Goin' Great Graduation will be held at the Goin Great program area.

HOW TO MAXIMIZE YOUR GOIN' GREAT EXPERIENCE

We suggest that each troop assign at least one Scoutmaster to check up on their Goin' Great Scouts nightly to ensure that they are satisfied with their understanding of the material taught each day. At the beginning of the week, each troop will receive a program schedule that will outline the requirements covered each day. We are devoted to making sure the scouts understand and learn the material, so please talk to the Goin' Great Area Director if you have concerns.

MERIT BADGES

There are NO merit badges earned in Goin Great. **Scouts who want to take merit badges can do so but need to sign up independent of the Goin Great program.** Scouts can participate in the Goin' Great morning session or afternoon session and use the remaining time available for the merit badge classes of their choice. Do not choose a Friday morning MB class if your plan to complete the 5 mile hike.