

Boonesboro Village

Not Just Learning History, But Living It!

Boonesboro Village is a living history program at Camp Daniel Boone. It allows scouts, scouters, and parents attending CDB to experience life skills and crafts that were common in the late-1700's. Living in Boonesboro Village is like staying in the colonial frontier, with an atmosphere and camaraderie that is very different from most traditional base camp experiences.

Participants will enter the 1770's Sunday afternoon and experience life as our ancestors knew it until they return to the 21st century on Saturday morning. Villagers live in barracks and prepare all of their own meals over open fire using equipment that was available in the 1770's. Open fire cooking skills are valuable to have but can be developed at camp as well.

Each resident villager, adults and youth alike, is provided with a period hunting shirt (their class "A" uniform for the week), two craft kits, and the annual Boonesboro patch. All of this is included in the cost of the program.

Villagers are able to take base camp merit badges just as base campers are able to make some crafts in the Village. Crafts include, but are not limited to, blacksmithing, pottery, many leatherworking projects, knife-making, black powder shooting. The craft centers are open from 9:00am -5:00pm. Specialized assistance from our craftspeople will guide you in completing your craft, something more advanced and involved than the basic kits offered in Base Camp.

BEFORE BOONESBORO:

How to Pack: Please pack in a single container- or as close as possible. It is NOT a pack-in program. You will need the same basics as any other camp- extra clothes, toiletries, flashlight, water bottle, raingear, etc. You will be sleeping in a large open barracks style tent called a marquee. You will be sharing that large tent with several other (up to 20) Scouts. Mattresses are provided.

Boonesboro Food Preparation: WOOD. FIRE. PRACTICE. These are essential to successful cooking in Boonesboro. You WILL be cooking over an open fire on cast iron. The food, especially the meat, provided for you is raw. To eat well, you must cook well. This is part of the

challenge of BV. We suggest you practice cooking, starting fires, and chopping wood BEFORE you come to Boonesboro. There will be wood for you to process to cook your meals, although some Troops occasionally bring their own. All cooking gear and eating utensils are provided, but you are welcome to bring your lucky spatula or favorite coffee cup- just don't leave them behind!

BOONESBORO VILLAGE REQUIREMENTS – We strongly suggest that any Scout or Scouter signed up for Boonesboro review the lower rank requirements pertaining to wood tools, campfires, cooking and food handling. Having some level of comfort with these skills prior to arrival will make your visit much more enjoyable.

MERIT BADGES, inside and outside of Boonesboro- Boonesboro Village offers a few merit badges

(Metalworking, Leatherworking and Pottery are the big three; past classes have included Indian Lore, Rifle Shooting, and Wilderness Survival). Many of these classes are either crafts (See Day One below) or have additional costs. Due to the location of Boonesboro, campers are able to take any of the merit badges classes offered in Base Camp. All they have to do is show up. Adult leaders can also take advantage of any training held in Base Camp.

HOWEVER, due to the extra work required of Villagers throughout the week, and to budget more time to complete the crafts, we suggest that campers do NOT take merit badge classes in Base Camp- and if they do, do not fill up their schedules. Boonesboro Craft Centers operate from 9-5, same as the classes, so budget your time accordingly.

CHECK IN DAY - Drop your gear at the Boonesboro Gear Drop, go on the tour of Base Camp with your troop until you get to the Health Checks (your ABC Health Forms stay in Base Camp, NOT the Village), skip the swim test (you can take it before you swim, IF you decide to swim), and then report to the Boonesboro Demo table to be walked up the hill. Your gear will meet you up there.

Once you are in the Village, you'll receive your longshirt (new Class-A for the week) and medallion (like a dog tag, lets us know you are a Villager) and are then assigned to a barracks. The barracks are like patrols for the week. The Barracks will be competing with each other throughout the week, with points awarded every day. The games change from year to year, but generally include tomahawk throwing, black powder shooting, and the Highland Games.

Dinner is served in the Village; there is a short orientation, and then we head down to Base Camp for Sunday Evening Flag, Vespers, and Opening Campfire. We return to the village together after Opening Campfire.

DAY ONE- Breakfast is served around 7:00. We have our own flag raising at 8:00. Craft sign ups start at 9:00. At that time, you'll receive your craft tickets. These are like money- you have

already paid for the crafts. You will turn these tickets in to the craftspeople before you start the craft. There is NO pre-registration system for the crafts, because they change every year. Class sizes exist in some cases. There are two categories of crafts- you choose one of each. The available crafts are subject to change, but for reference, here is the list of crafts that were available in the 2018 season:

Red Ticket: Category One:

Leather Belt (2.5 inch Rendezvous style belt, or Modern 1.5 inch belt) Leather Belt Bag
Kilt (traditional Scottish garment)

Pottery MB (May be completed at the Pottery Shop, multiple pieces) Knife (Sheath knife, not part of Blacksmithing)

Metalworking MB (May be completed at the Blacksmith Forge, multiple pieces, OR single large piece)

White Ticket: Category Two:

Medicine Bag (Small decorated bag worn around neck) Slops (Poofy work pants, like what pirates and sailors wore) Pottery Project (a single of pottery)

Black Powder Shooting *(15 shots on Range, class included) Blacksmithing Project (single small project)

Beaded Wool Bag (small, cloth decorated belt bag) Basketry MB (a more intensive version than Base Camp)

If you are interested in doing more than the two crafts, you certainly can, assuming the craftspeople has room in their shop for you- all you need to do is pay the crafts person directly for the materials and instruction. Prices range from \$5-\$25. There is no ATM in camp, so you'll need cash. The Craft Centers and Craftspeople operate like small businesses inside BV, which allows for more in-depth work, and cuts down on sweatshop style projects (it's a sandbox, not building blocks). The crafts in Boonesboro are all custom work- each piece is unique to the maker- YOU.**

*The Black Powder Shooting Range can NOT qualify for Rifle Shooting Merit Badge, however, you can get a partial for the Black Powder option. This class is part of the Black Powder Shooting craft option, category two.

*You do not need a ticket from Base Camp or even a craft ticket if you want to shoot- Each shot costs one dollar, paid to the Range Officer. This goes for Boonesboro and Base Camp alike.

**For non-Villagers- you may still do some of the Boonesboro crafts. Some crafts are reserved for Villagers only, but others can be done simply by paying the specific crafts person- no ticket is required.

TAVERN NIGHTS- The Village closes to Base Campers every day at 5:00pm- this is so we can cook and eat dinner. On Monday, Tuesday, and Thursday, the Village re-opens at 7:30 for a demonstration of a primitive skill or history lesson on a specific topic, followed immediately by the opening of the root beer Tavern with snacks and tavern games. Everything costs \$1, and everyone in camp Basecamp, High Adventure, and Boonesboro is invited. Play games, throw tomahawks, enjoy the company of your fellow Scouts, all by lamplight until 9:45. If you are musically inclined, bring your instrument up to the Boonesboro for Tavern Night and play for a free drink. The Village Trading Posts are open as well during this time, but remember, no ATM, so bring cash as a rule.

We are excited for the 2019 season of Boonesboro. Whether you are camping with us, or visiting from Base Camp, we look forward to seeing you in Boonesboro Village. Questions about Boonesboro Village can be sent to danielboonecouncil@scouting.org. Put Boonesboro Village in the subject line to assure your question gets to the right person.