

Rock Wall

Climbing Merit Badge

Recommended Age: 13

Our rock wall (made entirely out 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 two hour session is limited to ten 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.



Goin' Great

CDB's First Year Camper Program

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 life time!

The Goin' Great Program is receiving a major revamp this summer that introduces two separate program sessions. Your scouts will have the opportunity to sign up for the session that best fits their needs, and spend the other half of their day earning merit badges, and seeing what the rest of Camp Daniel Boone has to offer!

Goin' Great 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.

Goin' Great Afternoon Session

The afternoon session, which will take place from 1:30pm-3:50pm, 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 that scouts that have completed the Arrow of Light attend the afternoon session.

Required Materials for scouts in the Goin' Great Program:

- Water Bottle
- Closed-toe shoes that fit comfortably
- Boy Scout 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
 - Calamine Lotion
 - 1 Tube of antiseptic cream
 - Tweezers
 - Latex Gloves
 - Moleskin
 - 2 roller bandages
 - 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 in their patrol to get the most out of their camp experience.