Camp Daniel Boone

CELEBRATING OVER 80 YEARS OF SCOUT CAMP SINCE 1941

2023 PROGRAM GUIDE

Daniel Boone Council, B.S.A.

NATIONALLY ACCREDITED
BOY SCOUTS OF AMERICA CAMP

Camp Daniel Boone

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Camp Daniel Boone
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.

- 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
- Show Scout Spirit
- Participate in the Cold Mountain Challenge

CAMP-WIDE TUG-O-WAR

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

FAMILY NIGHT (WEDNESDAY)

Wednesday is family night at Camp Daniel Boone- in 2023, we anticipate being able to allow families of campers to visit, however, please note that these plans may be modified due to COVID-19 concerns, if need be. **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

On Friday afternoon, each troop will participate in the Cold Mountain Challenge: a camp-wide competition in which each troop will be put to the test by assessing their endurance and scout skills through a series of challenges that will take them from one end of camp to the other in a grueling, unforgiving race. All troops will start… but will yours have what it takes to finish?

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.

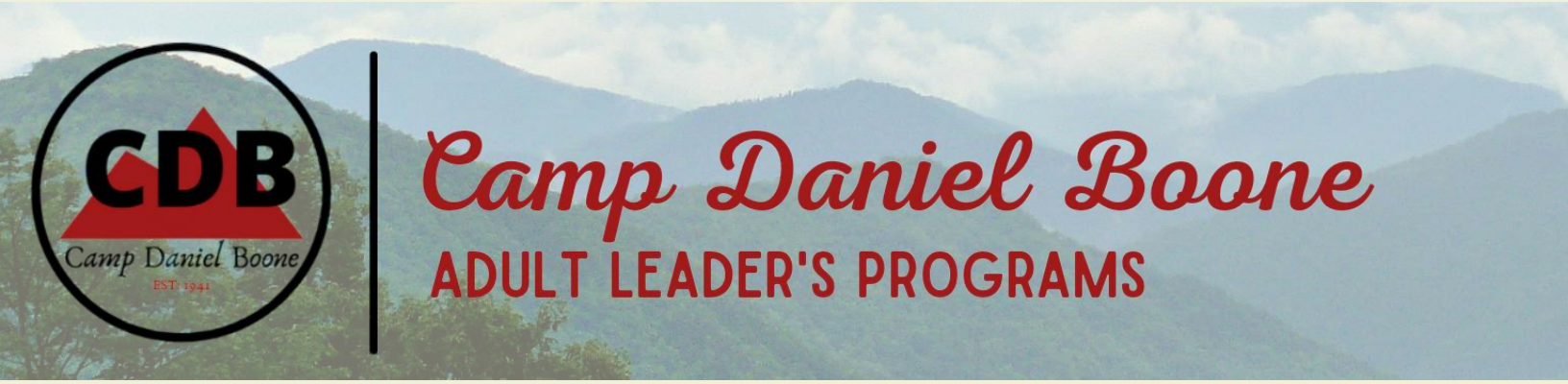
CALL-OUT CEREMONY

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

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 welcome. 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.

Camp Daniel Boone
ADULT LEADER'S PROGRAMS



LEADERS' LOUNGE

Sometimes you just need a minute! Our Scoutmaster Lounge, located in the Robertson Administrative building (Office), has a large sofa and chairs in an air-conditioned space (not that we really need air conditioning at camp). The lounge includes a Vonage phone where leaders can make phone calls and WIFI is 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!

SCOUTMASTER COFFEE

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.

LEADERS' 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 fixin's (hushpuppies, corn on the cob, and banana pudding).

SCOUTMASTER COMPETITIONS

SCOUTMASTER SHARPSHOOTERS

Come up to our ranges to see how your shooting skills match up! We have Scoutmaster competitions in Rifle, Shotgun, and Archery. One leader per unit will be allowed to compete in each competition. The winner of each shoot-off receives an award at closing campfire.

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

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 Scoutmaster's 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 Scoutmaster's 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. Training takes place on Wednesday evenings promptly at 7:00 PM. You must eat with the first shift to get to class on time. Cost is paid directly 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

BSA LIFEGUARD

This is a rigorous program that certifies a Scout (or Scouter) to be a Lifeguard. Taught by our most skilled lifeguards.

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 which 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 and being mindful of your mental health as a dedicated volunteer in the Scouting 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 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 by CDB for record keeping, however, if your unit uses blue cards, there is an option on our Merit Badge system (Tentaroo) to print your scout's requirements onto blue cards at home. Scouts are suggested to bring a merit badge book for the merit badges they are taking for referencing. 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.

Camp Daniel Boone

DAILY PROGRAM SCHEDULE

7:15 AM..... A BREAKFAST
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..... MB SESSION 2/AFTERNOON ACTIVITIES
5:45PM..... A DINNER
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 4th, 2023**, if your unit is current on payments, you can log into your unit's 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.

DON'T FORGET:

YOU MUST BE CURRENT ON YOUR CAMP PAYMENTS (2/3 of total bill paid) TO ACCESS THE SIGN-UP PORTAL!

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

Week	Registration Opens…
Week 1	April 4, 2023
Week 2	April 5, 2023
Week 3	April 6, 2023
Week 4	April 7, 2023
Week 5	April 11, 2023
Week 6	April 12, 2023
Week 7	April 13, 2023

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. Both adult leaders and scouts are welcome!

POLAR BEAR PLUNGE

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! 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 just 15 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.

If you have any questions, please call Ricky Stockton: (828) 734-2515.
Cost of the program is $100, and this covers both Monday and Wednesday. Stockton Farms accepts Cash, Checks and Credit Cards, and ALL payments are made directly to Stockton Farms.

ANIMAL SCIENCE MERIT BADGE

All Ages welcome but recommended for more mature scouts because of the nature of the program.
This is a working farm and by far NOT a petting zoo.

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 just 15 minutes from camp. This is a HANDS-ON WORKING FARM. The Scouts are required to participate and 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 ice cream social at CDB due to scheduling conflicts.** Please plan to provide transportation (to and from the farm) for your Scouts. Troops can carpool if desired.

If you have any questions, please call Ricky Stockton: (828) 734-2515.
Cost of the program is $100, and this covers both Tuesday and Thursday. Stockton Farms accepts Cash, Checks and Credit Cards, and ALL payments are made directly to Stockton Farms

If taking both Horsemanship and Animal Science the cost is $175

Please Note:

- **NO FLIP FLOPS OR WATER SHOES**
- **IN EACH PROGRAM YOU WILL NEED TO GO TO THE FIRST MEAL TO EAT.**
- **SCOUTS NEED TO WEAR THE SAME CLOTHES TO EAT THAT THEY ARE WEARING TO THE FARM.**
- **WHEN YOU LEAVE YOUR CAMPSITE FOR THE DINING HALL, BE PREPARED TO GO STRAIGHT TO THE FARM AFTER DINNER.**
- **IF YOU ARRIVE AT THE FARM EARLY THAT IS OK, WE NEED TO START ASAP AT 7PM SHARP.**

IF YOU HAVE SCOUTS NOT PARTICIPATING IN THE PROGRAM, LEAVE THEM AT CAMP.

IF YOU HAVE SCOUTS THAT HAVE NOT REGISTERED FOR THE PROGRAM BUT WANT TO PARTICIPATE, WE CAN DO THAT WHEN YOU CHECK IN AT THE FARM.

Forms of payment accepted are cash, check or credit card.
All payments are made directly to Stockton Farms.
Please call Ricky Stockton with any questions.
(828) 734-2515

PROGRAM COST

$100 to take one class

$175 to take both

All payments are made directly to Stockton Farms!

Camp Daniel Boone

GOIN' GREAT (FIRST YEAR CAMPER)

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!

SESSIONS OFFERED

There will be 2 sessions of Goin' Great per week in 2023- each session will consist of two, full-day programs that run from 9:00am until 5:00pm. The first session will be offered on Monday and Tuesday and the second session will be offered on Wednesday and Thursday. Both sessions will go on a 5-mile hike together on Friday, so please do not schedule Goin' Great scouts for Merit Badge classes on that day.

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

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.

Our **2023 Merit Badge offerings** are listed below. The Merit Badge schedule will be released at a later date.

	Merit Badge	Duration Full or half day?	Eagle Required?	Pre-Reqs?	Suggested Age limit?	Program Fee?
Aquatics	BSA Lifeguard	FULL	---	Yes	15	---
	Canoeing	FULL	---	Yes	All Ages	---
	Kayaking	FULL	---	Yes	14	---
	Rowing	HALF	---	Yes	All Ages	---
	Swimming	HALF	Yes	Yes	All Ages	---
Ecology	Envr. Science	FULL	Yes	---	14	---
	Fishing	FULL	---	Yes	All Ages	---
	Fish/Wildlife Mgmt	HALF	---	---	All Ages	---
	Forestry	HALF	---	---	All Ages	$5*
	Geology	HALF	---	---	All Ages	---
	Insect Study	HALF	---	Yes	All Ages	---
	Mammal Study	HALF	---	---	All Ages	---
Handicraft	Art	HALF	---	Yes	All Ages	$10
	Basketry	HALF	---	---	All Ages	$20
	Indian Lore	HALF	---	---	All Ages	$20
	Leatherwork	FULL	---	---	All Ages	$20
	Woodcarving	FULL	---	Yes	All Ages	$25
Leadership	Cit/Nation	HALF	Yes	Yes	15	---
	Cit/World	HALF	Yes	---	15	---
	Communications	HALF	Yes	Yes	15	---
	Music/Theater	FULL	---	---	All Ages	---
	Public Health	HALF	---	---	All Ages	---
	Public Speaking	HALF	---	---	All Ages	---
	Reading	HALF	---	---	All Ages	---

Scoutcraft	Camping	FLEX*	Yes	Yes	All Ages	---
	Cooking	FULL	Yes	Yes	14	$15
	Emergency Prep.	FLEX*	Yes	Yes	All Ages	---
	First Aid	FULL	Yes	Yes	All Ages	---
	Orienteering	FLEX*	---	Yes	All Ages	---
	Pioneering	FLEX*	---	---	All Ages	---
	Scouting Heritage	HALF	---	Yes	All Ages	
	Search/Rescue	FLEX*	---	Yes	All Ages	---
	Wilderness Survival*	FLEX*	---	Yes	13	---
Shooting	Archery	FULL	---	No	All Ages	$10
	Rifle	FULL	---	No	All Ages	$20
	Shotgun	FULL	---	No	13	$30
S.T.E.M.	Archaeology	FULL	---	---	All Ages	---
	Architecture	HALF	---	---	All Ages	---
	Chemistry	HALF	---	---	All Ages	---
	Digital Technology	HALF	---	Yes	All Ages	---
	Electronics/Electricity	FULL	---	---	All Ages	---
	Nuclear Science	HALF	---	---	All Ages	---
	Photography	HALF	---	Yes	All Ages	---
	Railroading	HALF	---	---	All Ages	---
	Robotics	FULL	---	---	All Ages	---
	Signs, Signals, Codes	FULL	---	---	All Ages	---
	Space Exploration	FULL	---	---	All Ages	$20
ROCK	Climbing	FULL (2 DAYS)	---	No	13	---
	C.O.P.E.	FULL	---	---	13	---
GG	Goin' Great	FULL (2 DAYS)	---	No	All Ages	---
S.F.	Horsemanship	EVENING	---	No	All Ages	*$100
	Animal Science	EVENING	---	No	All Ages	*$100

*Horsemanship and Animal Science Merit Badges are taught off-site at Stockton Farms. You can take both Merit Badge classes for a package cost of $175, or $100 for either individual class, paid directly to Stockton Farms.

* Wilderness Survival has an overnight requirement- please see MB Registration FAQs (page 4) for more information.

* All Forestry classes will attend a field trip to the Cradle of Forestry on Thursday afternoon (2-4pm). Scouts taking this class should leave their Thursday afternoon schedules open so they can attend the fieldtrip. Cost is $5, paid at the door.

*Flex classes are offered depending on number of participants, it may last 4-6 hours.

Camp Daniel Boone
MERIT BADGE PREREQUISITES

The following requirements cannot be completed at summer camp and should be completed by Scouts, if possible, prior to arriving at Camp Daniel Boone. If a Scout completes any prerequisites before their trip to summer camp, they will need to bring a proof of completion in the form of a note from their Scoutmaster stating the requirements completed, with a signature. If a Scout is unable to complete the prerequisites listed for a class, they will simply receive partial credit for the Merit Badge until they check off the prerequisites, which can be completed after summer camp, if necessary.

	PREREQUISITES	***THINGS TO BRING***
CLIMBING	None!	N/A
C.O.P.E.	None!	N/A
ECOLOGY		
Environmental Science	None!	Notebook, writing utensil
Fishing	**Requirements 9, 10** (can be completed at Camp, if the fish are biting and you are prepared to cook!)	Optional: Fishing rod, bait, tackle
Fish/Wildlife Mgmt.	None!	Notebook, writing utensil
Forestry	None!	$5 For field trip
Geology	None!	N/A
Insect Study	**Requirement 9**	Notebook, writing utensil
Mammal Study	None!	N/A
GOIN' GREAT		
SESSION A	None!	N/A
SESSION B	None!	N/A
HANDICRAFT		
Art	**Requirement 6**	N/A
Basketry	None!	N/A
Indian Lore	None!	N/A
Leatherwork	None!	N/A
Woodcarving	**Totin' Chip**	Please bring proof of Totin' Chip to class!
LEADERSHIP		
Citizenship in the Nation	**Requirement 7**	Notebook, writing utensil
Citizenship in the World	None!	Notebook, writing utensil
Communications	**Requirement 5, 7, 8**	Notebook, writing utensil
Music/Theater	**Music Requirement 3b, Theater Requirement 3** (3c and 3d will be completed at Camp)	Notebook, writing utensil
Public Health	**Requirement 7**	Notebook, writing utensil
Public Speaking	None!	Notebook, writing utensil

Reading	None!	Notebook, writing utensil
SCOUTCRAFT		
Camping	**Requirements 3, 4b, 7b, 8c, 8d, 9a, 9b**	N/A
Cooking	**Requirement 4**	N/A
Emergency Preparedness	**Requirements 1, 2c, 8b**	If requirement 8b is completed before Camp, please bring your Emergency Service Pack to class, if able
First Aid	**Requirements 1, 5**	If requirement 5 is completed before Camp, please bring your First Aid Kit to class, if able.
Orienteering	**Requirements 7, 8, 9, 10**	Optional: Compass
Pioneering	Basic knowledge of required knots, lashing, and splicing.	N/A
Scouting Heritage	**Requirements 5, 6**	Notebook, writing utensil
Search/Rescue	None!	Notebook, writing utensil
Wilderness Survival	**Requirement 5**	Survival Kit (Req. 5)
SHOOTING SPORTS		
Archery	None!	It is recommended that a scout can hold the bow up for at least 30 seconds without trouble
Rifle	None!	N/A
Shotgun	None!	N/A
S.T.E.M.		
Archaeology	None!	Notebook, writing utensil
Architecture	None!	Notebook, writing utensil
Chemistry	None!	Notebook, writing utensil
Digital Technology	**Requirement 1 (Cyber Chip)**	Notebook, writing utensil
Electricity & Electronics	None!	Notebook, writing utensil
Nuclear Science	**Requirement 4**	Notebook, writing utensil
Photography	**Requirement 1a (Cyber Chip)**	Required: Digital Camera (a cellphone will work)
Railroading	None!	Notebook, writing utensil
Robotics	None!	Notebook, writing utensil
Signs, Signals & Codes	None!	Notebook, writing utensil
Space Exploration	None!	Notebook, writing utensil
STOCKTON FARMS		
Animal Science	None!	Long pants/jeans, $$ for class
Horsemanship	None!	Long pants/jeans, $$ for class
AQUATICS		
BSA Lifeguard	**Must pass BSA Swim Test (at CDB)**	Swimsuit, towel
Canoeing	**Must pass BSA Swim Test (at CDB)**	Swimsuit, towel
Kayaking	**Must pass BSA Swim Test (at CDB)**	Swimsuit, towel
Rowing	**Must pass BSA Swim Test (at CDB)**	Swimsuit, towel + shoes, socks, long pants, belt, and long sleeve shirt THAT CAN GET WET!
Swimming	**Must pass BSA Swim Test (at CDB)**	Swimsuit, towel