



# Camp Daniel Boone

## BOONESBORO VILLAGE

**Boonesboro Village is a High Adventure activity.  
All participants must be aged 13 by June 1, 2026.**

**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 1700s. 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. **We can't wait to welcome you to the Village!**

**Participants will enter the 1770s on 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 their own meals using equipment that was available in the 1770s. Open fire cooking skills are valuable to have but can be developed 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 tickets, and the annual Boonesboro patch. **All of this is included in the cost of the program.**

The Village is a Craft Based program where participants will receive specialized assistance from actual Masters of their Craft that will guide you to completing your project that is more advanced and involved than any basic kit offered in base camp. **Crafts include, but are not limited to and subject to change, blacksmithing, pottery, textiles, leatherworking, knife-making (kit), black powder shooting, and Primitive Archery.** Special guests crafts have included gourd projects, calligraphy, wood carving, and primitive fire building. Although the village is craft based some merit badges are offered to only Boonesboro participants. Villagers are also able to take base camp merit badges if they wish, and in turn base campers are able to make some select crafts in the Village.





## 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 and sharing that space with several other (up to 20) Scouts. Mattresses are provided. Male and female scouts are housed separately. **Refer to the Base Camp packing list.**

**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 available 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. ALL VILLAGERS MUST BE AT LEAST 13 YEARS OF AGE and it is strongly encouraged to be at least first-class rank.

**MERIT BADGES, inside and outside of Boonesboro** - Boonesboro Village offers a few merit badges only to participating Boonesboro Villagers (Metalworking, Leatherworking, Archery, and Pottery are the big ones; past classes have included Indian Lore, 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 can take any of the merit badges classes offered in Base Camp. All they must 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 badges classes in Base Camp – and if they do, do not fill up their schedules. Boonesboro Craft centers are open and operate Monday through Friday from 9-5, same as the classes, so budget your time accordingly.

# CHECK-IN DAY (SUNDAY)

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 down 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 long-shirt (new Class-A for the week) and medallion (like a dog tag, lets us know you are a Villager) and are then, as a troop, assigned to a barracks either Blue or Green. **The barracks will be competing throughout the week, with points awarded every day.** The barracks are like patrols for the week. 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 at 6:30/7:00. 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. This is like money- you have already paid for these 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.

## BOONESBORO CRAFTS

**The available crafts are subject to change, but for reference, here is the list of crafts that were available in the 2025 season:**

### Red Ticket - Category One: Large Project

- Leather Belt (2.5-inch Rendezvous style belt, or Modern 1.5-inch belt) Leather Belt Bag
- Leatherworking MB
- Kilt or Pleated skirt (traditional Scottish garment)
- Large Pottery Project / Pottery MB (Multiple pieces, OR single large piece)
- Knife Kit \*(Sheath knife,)
- Large Blacksmithing Project / Metalworking MB \*(Multiple smaller pieces, OR single large piece)

### White Ticket - Category Two: Medium Project

- Medicine Bag (Small leather bag worn around neck)
- Messenger Bag (fabric over the shoulder bag) Slops (Poofy work pants, like what pirates and sailors wore)
- Bycoket Hat (Robin hood style hat)
- Pottery Project (a single piece of pottery)
- lack Powder Shooting \*(15 shots on Range, class included)
- Blacksmithing Project (single small project)
- Arrow Kit / Archery MB (traditional full length arrow kit using primitive pigments and materials)

**If you are interested in doing more than the two crafts, you certainly can, assuming the craftsperson has room in their shop for you** – all you need to do is pay the crafts person directly for the materials and instruction. Prices commonly range from \$15 to \$25. For reference, Red Ticket crafts are commonly \$25 and White Ticket crafts are commonly \$15. Small crafts are available at most craft centers usually starting at \$5. Custom projects not listed here have been completed and are welcome at the craftsperson discretion. **There is no ATM in camp, and no signal in 1700s, 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 assembly line style projects (it's a sandbox, not building blocks). The crafts in Boonesboro are all custom work and all begin with uncut material– each piece is unique to the maker – YOU!

\*Knife kits are pre stamped blades, with unfinished scale handles. The project includes filing off the factory markings on the blade, attaching and designing the handle, and sewing a sheath. Not part of Blacksmithing.

\*Blades of any form cannot be made at our blacksmithing forge.

\*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 directly 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 ONLY for Villagers, but others can be done simply by paying the specific craftsperson – no ticket is required. Base Camp craft availability in the Village is based on Boonesboro participants, the Villagers have shop priority and will always be at the top of any waitlist.

## DEMOS

Every day at 1:15pm the village offers a demonstration of a primitive skill or a unique history lesson. On Monday, Tuesday, and Thursday an additional demo is held at 7:30pm preceding our Tavern Night Party. Demos in the past have included Musket ball casting, Pottery, Switzel (colonial Gatorade), Blacksmithing, Guns N' Stuff, Privateer Awareness, Fighting Through the Ages, Spoon Carving, Slave Resistance in the Americas, Primitive Fire Making, Living in the Highlands, Cannon Loading/Firing, and much more!

## 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 reopens at 7:30pm for an evening demonstration, followed immediately by the opening of the Tavern and with drinks, snacks, live music, and tavern games. All snacks cost \$1, and everyone in camp, Basecamp, High Adventure, and Boonesboro is invited. Play games, throw tomahawks, listen, or even participate with the Village musicians, and enjoy the company of your fellow Scouts, all by lamplight until 9:45 pm. If you are musically inclined, bring your acoustic instrument to Boonesboro for Tavern Night and join the open jam session. If group playing isn't your style, line the streets and play for a free drink. The Village Trading Posts are open as well during this time, but remember, no ATM no signal, **so bring cash as a rule.** No craft centers will be open during this time.

# THEMED DAYS

Every day brings a unique theme to the village. The clothing of the staff and the food provided to the Villagers will experience the different cultures that could have been found in the North Carolina Colonies. These days can vary year to year, the themed days for 2022 were:

Sunday - Continental Army

Monday - German

Tuesday - Spanish

Wednesday - Scottish Highlands

Thursday - Privateer

Friday - Long Hunter / Frontiersman

Saturday - French

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 boonesborogov@gmail.com.](mailto:boonesborogov@gmail.com)



# BOONESBORO OUTPOST OVERNIGHT CHALLENGE

Boonesboro Villagers are invited to join a new overnight outpost camp at Scotts Point, located above Camp Daniel Boone. Participants for the overnight camp should already be registered to Boonesboro Village and be staying there for their week at Camp Daniel Boone. Starting Wednesday afternoon, up to 12 scouts and Scouters will be given specific 18th century outdoor training (to supplement their modern skills) and prepare themselves and their equipment to travel on foot with primitive packing styles, eat historically accurate trail food, and use historical equipment.

## Skill Requirements:

- Second Class Rank or above\*
- 5+ nights of primitive camping
- Ability to travel on foot for several miles with steady elevation gain
- Ability to carry a variety of equipment on their person
- Scout Spirit to face the challenge of the Wildernes
- \*For Youth participants, Adults should have equivalent experience

## Gear Requirements:

- Sturdy Hiking Boots or Shoes
- Clothing appropriate for the environment and activities
- YOUR favorite way of treating blisters in a personal (pocket) first aid kit
- A secure, adjustable belt that can be separated from your clothes
- A packable rain jacket or poncho
- A water bottle of 32 oz or greater
- A knife with a blade less than the length of the carriers hand from bottom of the palm to the tip of the longest finger. Folding or fixed, no more than 1/3 serrated.
- A blanket made of fleece, cotton, or wool. (NOT and heirloom quilt, we will be using these in the wilderness! A wool blanket is strongly recommended)
- A sturdy hiking stick (recommended)
- A Wide Brimmed hat (recommended)

Take Note, Villager: You may choose to use historical or historical-style equipment for this adventure. If you choose to do so, your gear must still fulfill the gear requirements.

Participants will depart from Boonesboro Village on Thursday morning and make their way to Scotts Point for the night. They will cook and eat dinner on a cookfire they start with flint and steel, sleep using methods and shelters from the 1750s frontier, and learn, by re-enacting, how the Frontier was traversed 250 years ago. Friday morning after breakfast at their outpost camp, they will return to Boonesboro Village and resume their activities there, which will include a trip debrief with the staff guides.

This New Activity is being provided by the experienced Historical Trekkers of the Corn Boilers Trekking Club in association with the Staff of Boonesboro Village and Camp Daniel Boone.