

# CAMP SEQUOYAH

2021



GREATER ALABAMA COUNCIL

**Camp Sequoyah Leaders Guide  
2021**

# Table Of Contents

LETTER FROM THE SCOUT EXECUTIVE .....	3
NOTE FROM THE CAMP DIRECTOR .....	3
<b>CONTACT INFORMATION .....</b>	<b>5</b>
GREATER ALABAMA COUNCIL .....	5
CAMP REGISTRATION .....	5
CAMP EMERGENCY PHONE .....	5
CAMP MAIL INFORMATION - DURING CAMP .....	5
<b>CAMP REGISTRATION .....</b>	<b>6</b>
<b>CAMP FEES .....</b>	<b>7</b>
<b>GENERAL INFORMATION .....</b>	<b>9</b>
<b>GENERAL POLICIES .....</b>	<b>13</b>
<b>GETTING READY FOR CAMP .....</b>	<b>21</b>
ARRIVING AT CAMP AND CHECK-IN .....	22
FOOD SERVICES .....	26
PROGRAM .....	27
<b>MORNING CLASSES .....</b>	<b>27</b>
EAGLE BOUND – THE FIRST YEAR CAMPER PROGRAM .....	27
MERIT BADGES .....	28
MOUNTAINEER PROGRAM .....	33
BSA LIFEGUARD .....	33
FISH CAMP .....	33
SCOUTMASTER MERIT BADGE .....	33
GENERAL INFORMATION .....	33
<b>AFTERNOON TROOP ACTIVITIES .....</b>	<b>34</b>
<b>EVENING ACTIVITIES .....</b>	<b>37</b>
<b>WEEKLY SCHEDULE .....</b>	<b>37</b>
<b>LEADER SPECIFIC TRAINING AND ACTIVITIES .....</b>	<b>39</b>
<b>CAMP AWARDS .....</b>	<b>39</b>
INDIVIDUAL AWARDS .....	39
TROOP AWARDS .....	39
<b>A PARENT'S GUIDE TO SUMMER CAMP .....</b>	<b>41</b>
<b>MAP TO CAMP SEQUOYAH .....</b>	<b>44</b>
<b>CAMP MAP .....</b>	<b>45</b>
<b>ADDITIONAL FORMS .....</b>	<b>46</b>

## **Letter from the Scout Executive**

Dear Scouts and Scouters:

The Greater Alabama Council is proud to operate two of the very best summer camping opportunities in the nation. The Scouts in your troop can experience the fellowship and group dynamics of many afternoon activities at Camp Sequoyah and complete many of the requirements for several merit badges. We welcome you and your troop to a terrific summer camping experience. We are proud that you are giving us an opportunity to assist you in delivering an exciting and adventurous Scouting program.

This Leaders Guide will help you plan for a great week. Please feel free to contact one of us if we can be of assistance. Thank you for making Camp Sequoyah your choice for Summer Camp in 2019.

Have a great summer,

J. T. Dabbs III  
Scout Executive  
Greater Alabama Council

Austin Landry  
Vice-President Camping  
Greater Alabama Council

## **Note from the Camp Director**

“Land of a thousand dreams” – these words from the Camp Sequoyah song speak quite clearly to the experience of thousands and thousands of Scouts and Scouters for nearly half a century. Nestled in the foothills of the Appalachian Mountains, as part of the Frank Spain Scout Reservation, Camp Sequoyah is a place where the ideals and methods of Scouting meet, creating a place where Scouts, leaders, and units can grow and flourish.

Through achievement and advancement, acquiring and testing new skills in the encouraging and supportive environment of Scouting, we help young people develop and mature into young adults of character and integrity. Through the program we offer, units are strengthened, and Scouts return to their families and communities to make a positive impact in their world. While this may seem a lot to claim for a week-long camping trip, the 100-year history of Scouting has shown us, time and time again, that a summer camping experience can create a lasting and positive effect on a Scout. Plus, as just about any Scout will tell you, it's a lot of fun!

We hope that this leaders guide will be helpful as you plan your troop's visit to Camp Sequoyah this summer. We look forward to having you and your Scouts with us for a week of excitement and adventure!

Drew Hataway  
Camp Director

Camp Sequoyah is nestled in the shadow of Mt. Cheaha, Alabama's highest peak, and the mining ghost town of Chulafinnee-. The camp opened in 1972 as a part of the Frank Spain Scout Reservation, which encompasses 1,447 acres adjacent to the Talladega National Forest.

At Camp Sequoyah, we strive to provide a fun and safe experience for all scouts journeying on the Trail to Eagle. From our first-year camper program, Eagle Bound, to our Merit Badge program, through our challenging older-scout programs, scouts experience fun and adventure while maximizing their advancement opportunities. Camp Sequoyah is a nationally accredited camp by the Boy Scouts of America. Our staff works hard to bring the dreams of the campers into reality with an enjoyable summer camp program filled with adventure and advancement. Scouts can participate in a wide variety of activities including:

Rifle and Shotgun	Canoeing/Kayaking	Climbing/Repelling	Gaga Ball
Swimming	Metal Working	Adventure Valley	Water Slide
Archery	Conservation Projects	Ecology/Nature	Hiking
Rowing	Outdoor Skills	Triathlon/Fitness	Mountain Bike
Pioneering	Paddle boarding	Handicraft	Fishing

Camp Sequoyah is a classic Scout camp designed to support the delivery of a quality program. A full-time Ranger works year around to maintain the facilities and ensure conservation of the land for years to come. Each year, we work to improve program, property, and facilities. Camp Sequoyah currently has 14 campsites. Each campsite is equipped with a latrine with two flush toilets, faucet and washbasin along with two hot-water showers. The campsites have designated leader and patrol areas of four tents each. Tents sleep two each people. There is no electricity in the campsites.

The Dining Hall at Sequoyah is centrally located and features family-style dining. Our waterfront is located on the shore of the beautiful Lake Cross. The 86-acre lake is equipped with a three-tier swimming area as well as a boating dock that serves canoeing, kayaking, rowing, sailing, and paddle boarding. The shooting range accommodates all three shooting sports in one location. Our 50-foot climbing/rappelling tower has 20', 30', 40', and 50' wall climbs; a 40' rappel, and 14', 24', and 34' chimney climbs. The trading post is stocked with refreshing treats as well as merit badge books and souvenirs. Other camp facilities include an Ecology Lodge, Craft Hut, Medic Lodge, Camp Office, Leader's Hut, Chapel, and Council Ring.

## Contact Information

### **Greater Alabama Council**

PO Box 43307  
Birmingham, Alabama 35243

516 Liberty Parkway  
Birmingham, Alabama 35242  
Phone: 205-970-0251  
Fax: 205-970-0349  
1-888-490-8955  
[www.1bsa.org](http://www.1bsa.org)

### **Camp Registration**

Angie Champion  
Email: [Anglea.Champion@scouting.org](mailto:Anglea.Champion@scouting.org) (preferred contact method)  
Phone: (205) 969-4275

### **Camp Emergency Phone**

The following phone number serves as the business phone and emergency phone:  
**(256) 253-2275.**

After hours this phone goes to a recording that will be checked the next morning.

### **Camp Mail Information - During Camp**

Camp Sequoyah  
Scout's Name  
Troop # \_\_\_\_\_ Week # \_\_\_\_\_  
4907 County Rd 11  
Delta, AL 36258

## **Camp Registration**

Select a week and campsite for your troop and return the camp registration form and \$100.00 per unit registration fee to the Greater Alabama Council Office. We will try to accommodate campsite requests; however, they are subject to change.

### **Camp Dates 2021**

Week 1	June 6 – June 12
Week 2	June 13 – June 19
Week 3	June 20 – June 26
Week 4	June 27 – July 3
Week 5	July 4 – July 10

February 12:

Remit a total of \$75.00 per Scout to the Council office. Update your estimate of the total number of Scouts and leaders that will be attending camp.

March 26:

All requests for Camperships must be submitted to the Council Office.

April 9:

Remit an additional \$75.00 per Scout to the Council office. Update your estimate of the total number of Scouts and leaders that will be attending camp.

May 14:

All merit badge and class requests are completed on-line.

Thirty days prior to camp:

Final payments of all summer camp fees are due at the Council Office in order for units to attain **two leaders at no cost**

## **Camp Fees**

Troops will be allowed two free leaders ONLY if all fees are paid by May 14, 2021. After that date, ALL leaders will be charged \$75 each for the week. Units will be allowed a maximum of two free leaders regardless of the number of Scouts. Registration for Camp Sequoyah should be made by mailing/faxing/emailing your reservation form to the Council Office. Once your troop is registered and assigned a campsite you will be given an access code for the internet registration site. You will then be allowed to make changes and select classes.

Camp Fee in Council:	\$295.00
Camp Fee out of Council:	\$295.00
Reduced Camp Fee*	\$275.00
Leaders Fee:	FREE 2 leaders, additional \$75 each
Mountaineer:	\$20.00
Additional Meals:	\$5.00 per meal or \$10.00 per day

\*per Scout for troops that participate in at least two of the following: Popcorn Sales, Family FOS Presentation, Scout Card Sales

## **Troops from other Councils**

Troops from other councils are welcome at all Greater Alabama Council camps. Fees for out of council troops are listed in the registration section; troops may reserve a campsite in the same way as in-council troops using the camp registration form in this guide.

## **Camperships**

A limited number of Camperships are available each year for youth members registered in the Greater Alabama Council. Camperships may be requested for those youth who desire to attend camp but cannot afford to go. These are for individual youth and not for the troop as a whole. Troops should plan to aid scouts as much as possible prior to asking for assistance. Applications for camperships are available on the council website ([www.1sba.org](http://www.1sba.org)). The deadline for Campership requests is March 31 and the maximum amount is \$135.00 per Scout. Requests received after March 31, 2021 may not be considered.

## Refunds

Scouts or adults unable to attend an event due to an accident or illness in the immediate family or summer school attendance may request a partial refund of the fees paid. All refund requests are to follow the following procedures:

1. All refund requests must be submitted in writing to the Greater Alabama Council, P.O. Box 43307, Birmingham, AL 35243 no later than two weeks after the end of the summer camp week.
2. Include in your refund request: the name of the camp, date of the camp, name of the participant for which a refund is sought, the amount the participant paid to date, receipt number if available, the unit number, and the name and address of the unit leader.
3. The \$100.00 campsite deposit is NOT REFUNDABLE in the event of cancellation. The initial payment of \$75.00 of each Scout's fee is NOT REFUNDABLE but may be transferred from one Scout to another within a troop. All deposits will be credited toward the balance of fees due.
4. Refunds are issued for Scouts who cannot attend camp due to sickness, death in the immediate family, or summer school. No-shows will not receive a refund.
5. All refunds will be sent to the unit leader for appropriate distribution.

## Damage to Equipment

At Camp Sequoyah, we take great pride in our camp, and seek to be good stewards of our resources. While we understand and plan for normal wear and tear of tents, floorboards, and other equipment, damage caused by carelessness or malicious intent is the responsibility of the unit. As part of the check-in procedure, each campsite is inspected by a staff member and the unit leader, and then inspected as part of the check-out procedure at the end of the week. Please take care during check-in to assist staff members in noting any existing damage or maintenance issues. Any damage to camp equipment or the natural environment that is determined to be the fault of the unit will be assessed to the unit and must be settled before leaving camp.

Tent rips and tears per inch	\$ 10.00
Writing on tent canvas, each panel	\$ 17.50
Tent Replacement (Tent beyond economical repair)	\$ 420.00
New board replacement-cost determined per case	Minimum \$7.50
Ridge Poles	\$ 25.00
Uprights	\$ 12.50
Toilet Seats	\$ 40.00

## **General Information**

This Leaders Guide is meant to be used as a reference for Camp Policy, Procedures (preparing for camp, merit badge sign up, etc.), and a guide to programming in camp. This guide was written in the Fall preceding camp and as such, program scheduling is subject to change.

## **Campsite Accommodations**

All campers and leaders are housed in 9'x7' BSA canvas wall tents. The tents are set on temporary platforms with tubular aluminum tent poles. Each tent is equipped with two folding cots with mattresses. In general, tents are arranged for patrol camping with four tents, a tarp, and a table. Campsite assignments are made on the basis of two Scouts per tent. Each campsite is equipped with a latrine with two flush toilets, faucet and washbasin along with two hot-water showers. Campsites do not have electricity.

The camp provides one tent per every two leaders, adjusting for male/female mix. **Leaders should plan to share tents.** Leaders wishing to have their own tent should plan to bring one from home.

## **Campsite Assignments**

Units request a campsite with the initial camp registration. Campsites are assigned based on the availability of the campsite requested for the week registered. The earlier you register for camp the more likely your requested campsite will be available.

Every effort is made to assign troops to campsites in a fair and impartial manner. The size and number of troops attending in any given week will have a significant bearing on campsite assignments.

## **Portable Electrical Supply Units**

Our campsites do not have electrical service. There is limited access to electricity in the Scoutmaster lounge and most other permanent buildings in camp. Camp Sequoyah does not supply extension cords. You will not be permitted to run extension cords to a campsite from any building.

Leaders requesting portable electrical supply units for CPAP or other medical devices must do so in advance (two weeks prior to arriving at camp). These requests will be given consideration; however, the camp has a limited number of supply units and there is no guarantee that they will be available. If an electrical supply unit is made available it will be issued to the individual by the Camp Ranger and he will assist if a "recharge" is required.

**Portable electrical supply units are only to be used for medical equipment.** Supply units should not be used for fans, coffee pots, and other personal convenience items.

It is strongly recommended that anyone needing electric power come prepared with a battery pack and charger for their specific needs. Access to power will be provided for recharging the battery pack each day.

## **In Camp Communications**

Effective and continuous communications between camp and unit leadership is essential. Communications begins with the Scoutmaster/Senior Patrol Leader in the Leader's Hut on Sunday evening and continues throughout the week with the Senior Patrol Meeting after lunch

each day. It is the responsibility of each unit leader to make sure their unit is represented at each of these meetings.

### **Valuables**

Please remember to guard your valuables while at camp. Use these tips to avoid unnecessary losses:

- Advise Scouts to bring as few valuables as possible.
- Before you arrive designate a Leader as responsible for valuables.
- The Leader should be able to lock valuables in a safe place. Bring a lockable foot locker or container for this use.
- Never leave one or more Scouts at the campsite alone.
- Advise your Scouts not to walk through another unit's campsite, the staff campsite/areas or camp buildings that they have not received permission to enter.

### **Provisional Camping**

NO TROOP... NO PROBLEM! There is no reason for you to miss out on all the fun just because your troop isn't going to summer camp, or because other summer plans mean you won't be able to go to camp with your troop. You may even want to do an additional week of camp, just because you had such a great time. Scouts who wish to go to camp can attend as Provisional Camper and contact camp personnel to plan.

### **Leader's Guide Updates**

Registered units will receive occasional email updates and programmatic changes as we make them. You should also check the 1bsa.org website for new or updated forms and notices as well as copies of the "Leader Guide Update". It is important to let us know if your POC (Point of Contact) information changes. We will post new versions of this leader guide and forms to the Council Website ([www.1bsa.org](http://www.1bsa.org)) as significant changes are made.

## **Staff Applicants**

WANTED: Dedicated and Spirited Camp Staff Applicants! If you have Scouts or Scouters interested in becoming a part of the Camp Sequoyah Staff, ask them to apply for a position on this year's camp staff. A staff application is included in this guide.

Scouts and Venturers who are 15 years old and older may work as full-time staff members at Camp Sequoyah. Staff camp dates for 2019 are May 31<sup>st</sup> through July 15<sup>th</sup>. Greater Alabama Council camp staff members receive free room and board, a salary, and a great experience. They gain friendships that last a lifetime, countless stories to tell, and unlimited FUN. Most importantly they have the opportunity to positively influence other people. Scouts are required to be at least First-Class rank before serving on staff. Be sure to have your Scoutmaster sign your completed application.

## **Counselor in Training Program**

The Counselor In Training (CIT) program is designed to train future staff members. An opportunity to complete some Scout advancement requirements will usually be possible. There is no charge or salary for the program, however, Scouts participating as a CIT for two weeks will be allowed to attend camp FREE with their troop. Discounted weeks must be used in the year they are earned or will be forfeited.

### **Requirements for Application**

- Be a registered member of the Boy Scouts of America
- Be at least 14 years of age when in camp as a CIT
- Be recommended by their Scoutmaster
- Have leadership experience in their unit
- Hold the rank of First-Class Scout or higher
- Be in excellent mental and physical health
- Have parental approval for participation in all phases of the program, with the understanding that a CIT may be sent home at parent's expense at any time if he fails to live up to expectations.

An application form is in the back of this guide.

## **Camp Visitors**

Visitors are welcome only on Wednesday evening - Family Night. If a parent or guardian needs to visit at other times during the week, they must park in the parking lot, sign-in at the camp office and speak with the camp leadership. The appropriate Scout leader will then be contacted. Visitors will be issued a visitor pass that must be worn at all times. Visitors are required to leave pets, alcoholic beverages, illegal drugs, fireworks, and firearms at home and must follow all other camp policies.

## **Wednesday Night Visitors**

All visitors must check in when they first arrive. Staff will be in the parking lot to help visitors upon their arrival. Visitors will be issued a visitor pass that must be worn at all times. If visitors are bringing food, they will need to carry food from the parking lot to the campsite. Please have Scouts meet your visitors in the parking lot to escort them to your site. NO VEHICLES WILL BE PERMITTED TO ENTER MAIN CAMP. A camp vehicle will be available to transport handicapped guests into and out of camp. If a troop wishes to reserve a shelter for Wednesday evening, please do so Sunday evening. At 8:30 p.m. the Order of the Arrow Call Out Ceremony is held in the Council Ring and visitors are welcome. All guests should leave camp by 10:00 p.m.

## **Weather Impact on Camp Programming and Activities**

Occasionally, camp program and activities will be impacted by weather events. In particular, the Aquatics and Climbing areas are often the first to be impacted. Thunder & lightning in the vicinity of camp can cause us to delay or cancel these activities. We do not take camper safety lightly. Decisions to close an area are usually determined by the area director, in consultation with camp and program management.

As always, we depend on our unit leaders to be aware of any weather activity that they deem may impact the safety of their Scouts. If you as a leader determine that you need to move your Scouts from an area, or move off an activity field, we encourage you to do that and not wait for a decision from the Staff.

## **Uniforms**

Boy Scouts of America recommends the following camp attire:

- Activity Uniform (Class B) is appropriate during the day and most nights for after dinner activities. The activity uniform consists of scout shorts or slacks and a scout related t-shirt of some type. If the scout does not have enough scout t-shirts, then any appropriate t-shirt is acceptable (nothing suggestive, alcohol-related, etc. would be appropriate.)
- Field Uniform (Class A) is appropriate for traveling to and from camp, evening assembly, dinner, campfires, and chapel. The field uniform consists of Scout shirt, shorts, socks, belt, etc.
- Footwear: Shoes must be worn at all times at camp. Shoes must not be open at the toe or sides. Sandals are allowed only at the showers.
- NOTE: It is the responsibility of the unit leader to enforce uniform guidelines.

## General Policies

These general rules are for the safety of all campers:

- **Troops must have two-deep leadership at all times while at camp. No exceptions!**
- No fireworks of any kind are permitted on camp property.
- No flames, fires, or fuels of any kind are permitted inside tents.
- Throwing rocks is strictly forbidden.
- No running in camp. We ask adult and youth leaders to help keep camp safe.
- Personal firearms and bows are not permitted, leave them at home.
- All vehicles must be parked in the designated camp parking areas. Only authorized camp vehicles are allowed in campsites or on the roads.
- No alcoholic beverages or illegal substances are allowed on camp property.
- Shoes must be worn at all times at camp. Shoes must not be open at the toe or sides. Sandals are allowed only at the showers.
- All visitors (exception of family night) are required to immediately check-in at the Camp Office.
- Refer to the Boy Scouts of America *Guide to Safe Scouting* for additional policies.

## Troop Discipline and Adult Supervision

The Scoutmaster and other adult leaders have the primary responsibility for the care of all of the unit's Scouts and insuring that all Scouts and adults follow the Scout Oath and Law. The discipline and organization of the troop is the Scoutmaster's responsibility.

The role of the camp staff is to provide the summer camp program and all of the other camp infrastructure needed to ensure a safe and enjoyable stay at camp. As with any unit outing, the adult leadership of each unit is responsible for the behavior of their Scouts. Please help the staff focus on program by watching your Scouts and being available to deal with discipline issues should they develop.

Occasionally at camp, issues may arise between units or between Scouts of different units. We ask that the adult leaders of these units involved take an active role in trying to mediate/work out any differences or issues, prior to requesting assistance from the staff. The Camp Sequoyah Administration Staff will always be willing to assist in a resolution to the issues, but only after a reasonable attempt to resolve the issue has been made by the leaders of those units involved.

## Identification Wristbands

Each camper must wear camp issued identification (wristband). Camp visitors will be issued identification bands when they arrive at camp.

## **Underage or Non-registered Youth**

No underage or non-registered youth are not allowed in camp, with the exception of Family Night (Wednesday). Please do not bring younger siblings or unregistered youth to camp. Each youth camper must be properly registered in the Boy Scouts of America.

## **Fireworks**

The Boy Scouts of America prohibits the securing, use, and display of fireworks in conjunction with programs and activities except where the fireworks display is conducted under the auspices of a certified or licensed fireworks control expert. **No unit or individual should bring fireworks to camp.**

### Drug, Alcohol, and Tobacco Use and Abuse

The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.

Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity involving youth participants. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants. This includes the use of electronic cigarettes, personal vaporizers or electronic nicotine delivery systems which simulates tobacco smoking. (See *The Guide to Safe Scouting*.) The designated smoking area at Camp Sequoyah is behind the Dining Hall beside the dumpsters. Tobacco users must be 19 years or older in the State of Alabama.

## **Early Release From Camp**

Early release requests, for any reason, will only be allowed if the following steps are completed.

- 1) The person requesting to pick up the camper reports directly to the camp office and notifies the camp administration of their intentions.
- 2) The camp administration will notify the Scoutmaster or the senior adult leader in the camp and ask him/her to report to the camp office.
- 3) The Leader will verify that the person requesting to remove a Scout from camp has permission to do so. The Leader will sign the early release of camper form.
- 4) The camper will then be contacted and asked to report to the camp office. The adult leader and the person requesting permission for the camper will sign out the camper in the registration log.
- 5) If a Scout leader must transport a Scout home for an emergency reason, the above will still apply. Youth protection policies will be followed.
- 6) It is understood that a Scout will never be released to another youth under 18 years of age without verified permission from the legal parent or guardian.

## **Pets**

No Pets are allowed in camp at any time except those aiding the disabled. No exceptions! Please make a note when registering the individual using a guide animal so that we can plan accordingly.

**NOTE: Please make sure to inform your Wednesday night visitors about this policy!**

As indicated in the Safety Afloat Plan and the Summer Camp Leader's Guide, **all persons participating in off-camp rafting activities are required to be "swimmers".**

## **Youth Protection and Adult Leadership from the *Guide to Safe Scouting***

The following policies have been adopted to provide additional security for youth in the program. In addition, they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse. All adult leaders on any Boy Scout outing must have previously taken a Youth Protection class within the last two years.

### **Adult Leadership**

- Two registered adult leaders 21 years of age or over are required. There must be a registered female adult leader 21 years of age or over in every unit serving females.
- The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

### **One-On-One Contact**

- One-on-one contact between adult leaders and youth members is prohibited both inside and outside of Scouting.
- In situations requiring a personal conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.

### **Discipline must be constructive.**

- Discipline must reflect Scouting's values.
- Corporal punishment is never permitted.
- Disciplinary activities involving isolation, humiliation, or ridicule are also prohibited.

### **Responsibility**

- Leaders must ensure that all participating in Scouting activities abide by the Scout Oath and Scout Law.
- Adult leaders and youth members share the responsibility for the safety of all participants in the program, including adherence to Youth Protection and health and safety policies.
- Adult leaders are responsible for monitoring behavior and intervening when necessary.
- All leaders are required to adhere to the Scouter Code of Conduct.

### **Accommodations**

- Separate tenting arrangements must be provided for male and female adults as well as for male and female youth.
- Youth sharing tents must be no more than two years apart in age.

### **Restrooms**

- Separate shower and latrine facilities should be provided for male and female adults as well as for male and female youth.
- If separate facilities are not available, separate times will be scheduled and posted.

### **Privacy of youth is respected**

- Adults and youth must respect each other's privacy, especially in situations such as changing clothes and taking showers at camp.
- Adult leaders should closely monitor these areas but only enter as needed for youth protection or health and safety reasons.

## **Health and Safety**

### **Health Lodge**

The Health Lodge has a qualified Health Officer and medical equipment to handle all minor injuries, scrapes, bruises, etc. Any person with a serious injury or severe illness will be referred to the emergency room of the local hospital. The camp has made prior arrangements for handling emergencies.

### **Health and Sanitation**

Living in a communal setting such as camp can present certain health issues. For every camper's health we strongly encourage everyone to:

- Wash hands regularly
- Do not share towels
- Cover your mouth and nose when sneezing
- Practice high standards of personal hygiene
- Please insure Scouts and Leaders are healthy prior to departing home for camp.

### **Annual Health and Medical Records - (FORM 680-001)**

Annual Health and Medical Records are required for all campers and leaders and MUST be signed by a licensed physician prior to camp. Certified and Licensed health-care providers recognized by the BSA to perform these exams include physicians (MD, DO), nurse practitioners, and physician's assistants. For summer resident camp (which exceeds 72 hours), parts A, B and C must be completed. Health forms should provide specific instructions regarding emergency contacts that can be reached, where and at what time. This is very important. We will not accept any version of the old Annual Health and Medical Record. Only the newer forms (680-001) will be accepted.

### **Trips to the Hospital or Doctor**

Campers requiring the attention of a doctor or the services of a hospital should know the following information. **It is the responsibility of the unit leadership to provide transportation for the unit member(s) requiring attention from a doctor or a hospital.** One adult leader from the unit, and one additional adult leader, will accompany the unit member(s) requiring services and is asked to carry insurance forms in for completion. He/she must obtain the Scout's health and medical form from the Health Lodge before going to the doctor or hospital. Parents or guardians will be notified by the Camp Director immediately of any serious illness or injury. If parents will not be at home while you are at camp, have them advise you how they can be contacted. The Camp Health Officer must clear all cases requiring outside medical care. This is an agreement with the local health service facilities, insurance company, and claims procedure. **Troops are responsible for providing proof of insurance upon arrival at the Hospital or Doctor's Office.**

**IMPORTANT NOTE: Anyone who does not have a current and properly signed Annual Health and Medical Record will not be permitted to remain at camp.**

## **Prescription Medications**

Under Alabama law, either a parent (or representative) or camp medical staff must dispense medications for youth. All youth medications must be registered with the camp medical staff and then dispensed to the campers by the medical staff or an authorized unit leader. All medications checked in must be in the original containers, marked with the Scout's name, troop number, and original medication information. Do not cover the information and instructions on the medications. Dosages and schedules to be followed in camp must be the same as on the package; changes must be in writing. Medication in pillboxes and non-original containers will not be accepted. Please send only enough medication to be administered during the week at camp.

The camp medical staff will work with the Scoutmaster to ensure that Scouts are taking their medication. It is the primary responsibility of the Scout and their Scoutmaster to know when they should be taking their medication.

**IMPORTANT NOTE: If an Annual Health and Medical Form indicates that an individual must have an inhaler, EpiPen® or similar medical device, the health officer must confirm that the individual has the required item(s) in their possession. If the items are not in possession of the camper or leader, they must either obtain the items indicated on the form or the individual will be required to leave camp.**

## **Emergency Procedures**

In any large-scale operation, there exists the possibility of emergencies. This procedure is to help the staff and leaders perform efficiently in any emergency and keep everyone informed.

- Do not allow rumors to start – they are not helpful.
- Keep Scouts under control
- In the event of a serious situation, the Camp Director or Council Leadership are the ONLY individuals authorized to release information.
- In case of serious injuries, get names of witnesses, get all the facts and put it in writing immediately. Witnesses should NOT talk with anyone other than the proper authorities.

The Camp Director or his designee may sound an emergency drill at any time due to a lost scout, fire in camp, severe weather, or other emergency. If you hear this alert, which is the continuous sound of the siren, you are to report to your campsite as quickly as possible. Scout leaders should take roll to make sure all their Scouts are present. Your host will meet you there, ascertain the presence of all Scouts and leaders, and provide any needed information. All Scouts and leaders should remain there until the all-clear signal is given or further instructions are provided by the camp staff. The all-clear signal will be three distinct blasts of the siren. **An emergency drill is normally held within 24 hours of each arrival group.**

## **Weather related emergencies**

Camp Administration makes every reasonable effort to monitor weather conditions that may pose a threat to the health and safety of the camp. Unit Leaders are ultimately responsible for the safety of their Scouts, and are strongly encouraged to use good judgment when a possible threat exists.

## **Fire**

Campers and staff should be careful with fire. Units should familiarize themselves with the *Unit Fire Guard Plan* which is distributed on Sunday evening. In the event of a fire, notify the camp personnel immediately. Get help before you try to put out the fire, and do not put yourself in a dangerous situation!

## **Lost or Missing Scout**

If a Scout is believed to be missing, unit leaders should first confirm that the Scout is not in the campsite, program or activity areas, or other common gathering places about camp. The unit should utilize the following steps: Assemble Your Troop, Check Each Tent, Check Areas, then if not found, notify the Camp Staff Leadership.

## **Buddy System**

The buddy system should be followed by all Campers, Staff, and Leaders while at Camp Sequoyah.

- Everyone has a buddy.
- Your buddy goes everywhere with you and you go everywhere with them.
- Know where your buddy is at all times.

The buddy system is important. If you get hurt or lost, your buddy will be able to help you. Two people can often solve a problem better than one.

## **Flammability Warning**

No tent material is completely fireproof. Tent material can burn when exposed to continued, intense heat or fire. The most important safeguard is to keep flames away from canvas materials. For this reason, the following safety precautions must be adhered to: Only flashlights and electric lanterns are permitted in tents. NO FLAMES IN TENTS IS A RULE THAT MUST BE ENFORCED.

## **Campfires**

Open fires in campsites may or may not be allowed depending on the fire conditions at camp. All fires must be in an established fire ring. Liquid fuels or starters shall not be used for starting any type of fire, including damp wood, charcoal and ceremonial fires.

## **Insect Bites**

Ticks spread many diseases in North America. If you find an imbedded tick, report to the Medical Facility so it can be properly removed. If you are severely allergic to insect stings, carry the appropriate treatment with you at all times.

## **Wildlife**

As Scouts, we must remember to live by the Outdoor Code and be "considerate in the outdoors." Harassing or attempting to catch animals such as rabbits, snakes, armadillos, skunks, etc., is not only dangerous to the animal but to campers as well. Please report any issues with snakes or other animals to the camp staff immediately. Do not feed, handle or kill wildlife while at camp.

## **Getting Ready for Camp**

### **Unit Reservations for Camp**

Use the Summer Camp Reservation form to reserve a place for your troop as soon as possible. Along with your deposit, this guarantees your troop's reservation at Camp Sequoyah. You will have the opportunity at the end of the week checkout to reserve a slot for next year.

### **Online Merit Badge Registration**

Our Online merit badge registration will be activated in March. Go to [www.1bsa.org](http://www.1bsa.org) and click on the summer camp page to access summer camp information. When you have registered your troop and have been given an authorization code, you will be able to make changes to your troop's registration on line. Once you have reviewed the advancement opportunities, help your Scouts choose the merit badges they wish to attend. Then, list their choices in order of preference on the class schedule found in the appendix. For instance, a Scout may want to work on swimming merit badge, forestry merit badge, cooking merit badge and citizenship in the world merit badge. Eagle Bound, BSA Lifeguard, and Mountaineer are all morning programs. Once your class schedules are finalized, they should be recorded on-line no later than May 15, 2019.

### **Travelling to Camp**

From Interstate 20, take exit 191 (431 South) and travel south for 6.6 miles. Turn Right onto County Road 11 and travel 1.3 miles to a stop sign at County Road 24. Go straight across Highway 24 and travel 1/2 mile to the main gate will be on the left.

Traveling North on 431: Approximately 1.5 miles north of Hollis Crossroads/Highway 9 on 431, you will turn left onto County Road 11 and follow the directions as above.

Camp Sequoyah is located approximately 15 minutes from Oxford and Heflin. Hollis Crossroads, which is just a couple of miles from camp, is a convenient location for gas and other basic amenities. Heflin and Oxford are the nearest cities other than Hollis Crossroads.

A map is included in this guide.

## **Arriving at Camp and Check-In**

**Check in begins at 1:30 PM on Sunday.** Units arriving on Sunday before 1:30 p.m. are to **wait in the camp parking area** until check-in is open. Units are not to proceed to their campsite until cleared for move-in by the camp staff. Leaders should be prepared with activities to occupy their units prior to check-in. Units are responsible for their own meals through Sunday lunch. The first camp provided meal will be Sunday evening at 5:30 p.m.

**First Aid and Medical Emergencies:** The health lodge is closed from 10:00 a.m. Saturday until 1:00 p.m. Sunday. There is no Medical Officer on duty during that time. Unit leaders must be prepared to render first aid and deal with medical emergencies as they would on any other troop outing up to and including calling 911 for emergency response.

### **Items Required at Check-In**

#### **1. Unit Rosters - REQUIRED**

All units are required to turn in a complete roster of all their summer camp participants (youth and adult) at check-in on Sunday. Please make sure this accurately reflects only those at camp with your unit. Rosters should contain the following info: Scout and Adult names, adult phone/email address, parents phone/email address if possible.

#### **2. Proof of Insurance - REQUIRED**

Each "out of council" unit is required to provide proof of unit accident insurance at check-in. Please bring an extra copy of these documents to turn-in at check-in. All Greater Alabama Council units are covered by a council policy, so they are not required to provide this information.

#### **3. Annual Health and Medical Records - REQUIRED (FORM 680-001)**

Annual Health and Medical Records are required for all campers and leaders and MUST be signed by a licensed physician prior to camp. Certified and Licensed health-care providers recognized by the BSA to perform these exams include physicians (MD, DO), nurse practitioners, and physician's assistants. For summer resident camp (which exceeds 72 hours), parts A, B and C must be completed. Health forms should provide specific instructions regarding emergency contacts that can be reached, where and at what time. This is very important.

**IMPORTANT NOTE: Anyone who does not have a current and properly signed Annual Health and Medical Record will not be permitted to remain at camp.**

Additionally, all prescription medicine forms need to be turned in at this point.

#### **4. Youth Protection Training and BSA Membership for Adult Leaders - REQUIRED**

All adult arriving at camp should be prepared to show evidence of current Youth Protection training. Youth Protection Certification is valid for two years and must be current through the adult leader's entire stay at camp. This requirement should be verified by the Scoutmaster before camp.

## 6. Pre-Camp Swim Checks - OPTIONAL

All Scouts and leaders who wish to use Lake Cross or the Tallapoosa River are required to pass a swim test. There are no exceptions. Swim tests records are also required for all unit aquatic activities. Swim tests are valid for one year and must be repeated, preferably at the beginning of each summer season.

The aquatics staff will conduct a swim test when you arrive as a part of the check-in process, but you can save a great amount of time if you do a unit swim test before coming to camp. When doing the swim test, be sure to have a qualified lifeguard present. Please use the form provided in this guide. Be sure to make two copies of your swim test classification form – one for the Waterfront staff and one for your troop records. We cannot return the lists at the end of the week. The form will be collected during the check-in process.

## **Sunday Schedule and Check-In Procedure**

1. Arrive at Camp Sequoyah between 1:30 and 4:00 PM. Travel through the camp gateway and follow the road to the right to the parking area. Registration begins at the picnic table under the Magnolia Tree in the parking area.
2. Park in the designated camp parking area (Watch for a staff member to help direct you.) All vehicles must be in designated parking areas by 7:00 PM.
3. Your Camp Host for the week will meet you at the Magnolia Tree and will stay with you throughout the check-in process.
4. Assistant Scoutmasters move troop and equipment vehicle to your campsite. UNLOAD & STOW GEAR ONLY! You will have several hours later to actually setup camp. (First, we need to get you to swim checks).
5. Change into swim trunks. (SHOES REQUIRED, NO SANDALS OR OPEN TOE SHOES)
6. Scoutmaster checks in at the Camp Office to handle paperwork/fees. Don't forget a unit roster, and your checkbook.
7. The Assistant Scoutmaster will cover health checks at the Health Lodge.
8. Orientation on dining hall procedures and table assignments are conducted at the Dining Hall.
9. Swim checks and Waterfront Orientation are conducted at the waterfront.
10. Perform site equipment check with Camp Host (Damage to or shortage of tents, cots, tarps, tables – Commissioners will deliver any needed items)
11. Move Equipment vehicle to main parking lot after dinner. Vehicles must be parked here for the duration of camp. (BSA Policy)
12. Continue to setup camp

5:20 PM Assembly at Parade Field & Waiter's Call

5:30 PM Dinner

6:30 PM Senior Patrol Leader/Scoutmaster Meeting (Leader's Hut)

7:00 PM Merit Badge and Afternoon Activity Sign-up (Dining Hall)

8:30 PM Campfire (Council Ring)

## **Saturday Check-In**

Any unit that must travel more than ten hours may need to arrive early to camp. Units planning to arrive early should give the Camp Director advanced notice at least **two weeks** before the planned arrival date. Camp is closed from 10:00 a.m. Saturday through 1:30 p.m. Sunday. Saturday arrivals are encouraged to arrive between 4:00 p.m. and 8:00 p.m. Saturday.

Call the camp office when you are approximately 1 hour from camp, or if you anticipate a significant delay from your scheduled time. Office: (256) 253-2275 (leave a message if necessary, with unit # & call back #)

**Do not travel to your campsite prior to check-in without camp personnel.**

- Units arriving at camp must contact camp personnel as soon as they arrive.
- Units must be escorted by camp personnel to their assigned campsite where they will be assigned specific tents/platforms.

Camp personnel will meet you in the parking area with information regarding your pre-camp stay. At that time the unit leader must provide the camp personnel with a complete roster of youth and adults that will be in camp until check-in.

**Units arriving on Saturday must still check-in beginning at 1:30 p.m. on Sunday.**

Units are welcome to familiarize themselves with camp provided they do not attempt to enter or use any of the program areas. This restriction includes but is not limited to the lake and waterfront – no exceptions. Adult leaders are expected to properly supervise their youth. It is suggested that you keep your unit members close to your campsite during the check in process.

## **Vehicles**

Private vehicles are permitted in camp solely for unloading during check-in on Sunday and loading during check-out on Saturday. The camp wide maximum speed limit is 5 mph and pedestrians have the right of way at all times. Drive on designated roads and do not attempt to move rocks, logs, or other barriers in order to get a vehicle into a campsite or any other area. No riding is permitted in the backs of trucks, trailers, or cargo areas of cars (BSA Policy). Passengers may ride in designated seats with seat belts only.

## **During the Week**

Vehicles are to be parked in designated parking areas only. Adult leaders arriving at camp during the week may not drive into campsites to unload.

## **Vehicle Permits**

Only the Camp Director can issue a camp vehicle permit.

## **ATVs, UTVs, and Golf Carts**

Private Golf Carts, ATVs, and any other motorized vehicles are expressly prohibited. The camp will consider allowing disabled or other individuals with unique challenges, the opportunity to bring a golf cart. This requires advance permission of the Camp Director and the owner and operator must sign a waiver and agree to operate under camp rules.

## **Troop Trailers**

A unit trailer may be parked in campsites or in other areas designated by the Ranger. Trailers must be disconnected from the tow vehicle and the tow vehicle parked in a designated parking space. Trailer wheels must be chocked and the tongue must be secured on a block or stand such that the trailer is safe, secure and does not block roads or trails.

## **Food Services**

### **Dining Hall**

The Dining Hall features family-style dining and each troop is assigned seating during the dining hall orientation on Sunday. Troops are asked to provide scouts to serve as waiters who will arrive early and set the tables for their unit as well as scouts assigned to KP, responsible for cleaning up after each meal. Coffee is available for leaders in the dining hall during breakfast and all hours in the Leaders Hut.

### **Menu**

Camp food is by necessity a high-carbohydrate, high-calorie diet. Cold cereal is available in addition to the hot breakfast that is served each morning. A salad bar is always available at lunch and supper. Fresh fruits, and peanut butter and jelly sandwiches are available to supplement all meals. Camp Sequoyah is willing to accommodate special diets for campers. **Please contact camp personnel by email a minimum of 3 weeks in advance to request special dietary needs. Gluten Free and Vegetarian needs can generally be met.**

### **Commissary Service**

On the south side of the Dining Hall, the commissary is open for 15 minutes after each meal. Through the commissary window, your troop can receive bags of ice, garbage bags, toilet paper, and other necessities. Ice cream freezers and Dutch ovens are available to check out, so your unit can make ice cream and cobbler in the campsite.

### **Unit In-Site Cooking**

Some troops prefer to cook most of their meals in their campsite. If your unit would like to cook meals in the campsite, please notify the Camp Director 2 weeks before arrival so that necessary arrangements can be made.

### **Leaders' Dinner**

The Leaders' Dinner will be held on Thursday evening at 6:30 p.m. This is a great opportunity for the staff to honor our unit leaders for their support of camp. It is also a time to receive important information concerning upcoming events as well as give us feedback about your experience at camp. All adults that are registered at camp are welcome.

### **Visitor Meals**

Meals for visitors in camp are available. The cost is \$5.00 per meal or \$10.00 a day. Please notify the Business Manager in advance (early during your camp week) so that enough food can be prepared.

## **Program**

Programming at Camp is divided into three broad categories: Morning Classes (divided into 4 periods), Afternoon Troop Activities, and Evening Programming. Our goal for programming at Camp Sequoyah is to provide advancement opportunities for the Scout, encourage activities that build Troop comradery, and create space for inter-unit interaction and competition. This guide is organized to reflect these three categories.

## **Morning Classes**

### **Eagle Bound – The First Year Camper Program**

The Eagle Bound Program is designed for Scouts who have either just crossed over from Webelos or have limited camping experience. As new rank requirements are adopted, the Eagle Bound Program is under constant review and revision to meet those requirements. In addition, feedback from Scoutmasters and other Scout leaders is used to retain portions of the program that have proven to be effective and modify areas in need of improvement. Basic Scout skills for the inexperienced Scout form the basis of the program.

## **Program**

The Eagle Bound Program covers four periods every morning all week. It uses the patrol method and various team-building exercises to give first year scouts the tools they need to be successful scouts in their troop. In the afternoon, scouts can participate in troop activity periods.

Scouts are instructed in the following skill areas: woods tools, meal preparation and cooking, pioneering, knots, orienteering, nature, first aid, and outdoor citizenship. Scouts will cover many of the requirements for Tenderfoot, Second Class, and First Class ranks. In addition, scouts can participate in a five-mile hike. The Eagle Bound Program also has a potential for two merit badges to be earned that are incorporated into the curriculum: First Aid and Swimming. If your scouts attend all the sessions, they have the potential to earn each of these merit badges. First Aid will require the Scout to complete an additional requirement that is creating a first aid kit.

### **Adult Scout Leader Participation**

Since the Scouts participating in the Eagle Bound Program are new and inexperienced, it is mandatory that each unit assign one or more adults (depending on the size of your group) to actively work with their Scouts in this program. This includes observation, assistance with safety, discipline and active participation in the five-mile hike and orienteering course. This is an excellent opportunity for adult leaders to become acquainted with their new Scouts and forge a bond with them that will last throughout the Scouts' career and life. iOLS training is available to leader's who participate throughout the entire week.

## **Orientation Meeting**

An Eagle Bound orientation meeting for scoutmasters will be held on Sunday evening.

## **Eagle Bound Patch**

All participants in the Eagle Bound Program will receive a special patch to commemorate their week at camp.

## **Merit Badges**

### **Overview**

At camp, the staff is committed to delivering quality merit badge sessions where Scouts complete requirements. Our goal is that Scouts have fun and learn at the same time. We offer numerous merit badge and certification programs. This guide should help you plan your Scout's advancement schedule for camp. It also includes information about additional equipment and supplies a Scout may need, any additional costs involved, and any requirements that cannot be completed while at camp.

### **Scout Preparation for Merit Badge Classes**

The probability of successfully completing a Merit Badge is significantly improved if Scouts prepare the following prior to camp:

- 1) Obtain the Merit Badge Pamphlet and bring it with you to camp. We do maintain a limited library of MB Pamphlets in program areas that you can borrow from.
- 2) Scan the pamphlet to become familiar with key concepts
- 3) Read in detail, taking notes on the things to be remembered. At camp, the material will be discussed, questions answered, and skills practiced.

### **Merit Badge Sessions**

Sessions are primarily held during four morning periods at 8:00, 9:00, 10:00 & 11:00. Some sessions require 2 back-to-back periods (typically 1 & 2 or 3 & 4). Session sizes vary based on safety requirements and the effective size for the skills to be learned. Attendance will be recorded to ensure completion of requirements. Additionally, drop-in merit badges are offered in the afternoon. This allows Scouts to take another merit badge class while still participating in other afternoon activities. See Leader Guide Updates for afternoon block merit badge offerings.

### **Registration**

The online camp registration system is used for class signups and rosters. This is the best way to get your Scouts signed up for the merit badges that they want to take. Camp management will be using this system, and making schedule adjustments where necessary.

### **Merit Badge Completion Reports**

At the end of your camp week, Camp Sequoyah will provide your unit with a printed, individual summary report of all merit badge classes attended and the status of completion. We do not issue "MB-Blue Cards". Participants in Eagle Bound will receive a checklist of items accomplished during the week. Each troop should review all advancement reports prior to departure. Discrepancies can and will be corrected.

### **Merit Badge Offerings**

The chart following this section shows the merit badge offerings at Camp Sequoyah for the 2021 Camping Season. You should sign up for merit badges as soon as possible as the class size is limited and are filled on a first come first served basis.

Session 1	Session 2	Session 3	Session 4
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Cycling* (Two Sessions)			
Environmental Science*, <sup>1,2</sup>	Environmental Science*, <sup>1,2</sup>	Environmental Science*, <sup>1,2</sup>	
Soil & Water Cons. <sup>1,2</sup>			
Fishing <sup>1</sup>			
			Fish & Wildlife <sup>1,2</sup>
			Mammal Study <sup>1</sup>
	Fly Fishing <sup>1</sup>		
	Plant Science <sup>1</sup> /Forestry <sup>1</sup>	Plant Science <sup>1</sup> /Forestry <sup>1</sup>	
		Weather <sup>1</sup> /Astronomy	
			Reptile and Amphibian Study <sup>1</sup>
		Wood Carving	Wood Carving
	Metalwork		
Basketry/Leatherwork			Basketry/Leatherwork
Pottery/Sculpture	Pottery/Sculpture		
		Art/Painting	
Cit. in the World*, <sup>2</sup>	Cit. in the World*, <sup>2</sup>		
Communications*/ Public Speaking		Communications*/ Public Speaking	
Cit. in the Nation*	Cit. in the Nation*		
	Chess		
			Entrepreneurship
		Inventing/Composite Materials	
		Fingerprinting	
			Archaeology
			Theater
	Emergency Prep*/ Search and Rescue	Emergency Prep*/ Search and Rescue	Emergency Prep*/ Search and Rescue
			Personal Fitness*
		First Aid*	First Aid*
	Medicine/Dentistry		
	Camping*/Backpacking		
Cooking*		Cooking*	Cooking*
Wilderness Survival			Wilderness Survival
	Pioneering	Pioneering	
Orienteering			Orienteering
	Signs, Signals, and Codes	Signs, Signals, and Codes	

<b>Session 1</b>	<b>Session 2</b>	<b>Session 3</b>	<b>Session 4</b>
Rifle	Rifle	Rifle	Rifle
Shotgun	Shotgun	Shotgun	Shotgun
Archery	Archery	Archery	Archery
Climbing (2 Sessions)		Climbing (2 sessions)	
		Whitewater/Kayaking	Whitewater/Kayaking
		Swimming*	Swimming*
		Small Boat Sailing	Small Boat Sailing
Lifesaving*	Lifesaving*		
Canoeing	Canoeing		
Rowing	Rowing		

\* Denotes Eagle Required Merit Badges. See Scout Handbook for Details

<sup>1</sup> Denotes Hornaday Badge Required or Elective Merit Badge

<sup>2</sup> Denotes World Conservation Required or Elective Merit Badge

/ Denotes Two Merit Badges will be Earned in that Class.

## Requirements

Requirements that are not completed at Camp Sequoyah can be finished at home with unit leaders or merit badge counselors. It is the responsibility of the unit or Scout to arrange for completion of these requirements.

Merit Badge	Session	Seat No.	Reqs Offered at Camp	Reqs to do at home	Prerequisites
Archery MB	1,2,3,4	14	All	None	None
Archaeology	4	15	All	None	None
Art/Painting MB	3	15	All	None	None
Astronomy/Weather MB	3	15	All	None	None
Basketry/Leatherwork MB	1, 4	15	All	None	None
BSA Lifeguard	All Day	6	All but CPR	CPR Certification	Age 15, Blue Swimmers Tag, swim 500 yds
Camping/Backpacking MB	2	15	1, 2, 3, 5a, 5b, 5c, 5d, 6, 8a, 8b	4, 5e, 7, 8c, 8d, 9, 10	None
			1, 2, 3, 4, 5, 6, 7, 8a, 8b, 9a, 9c, 9d, 9e	8c, 8d, 9b, 10, 11	
Canoeing MB	1, 2	18	All	None	Blue Swimmers Tag
Chess MB	2	12	All	None	None
Citizenship in the Nation MB	1,2	17	1, 2d, 4, 5, 6, 7, 8	2a, 2b, 2c, 3	None
Citizenship in the World MB	1,2	17	1,2,3,4,5,6,7a,7b	7c,7d,7e	None
Climbing MB	1-2, 3-4	12	All	None	Age 14 and older
Communications/Public Speaking MB	1, 3	10	1-4, 6, 7, 9	5, 7	None
			1, 2, 3, 4, 5, 6, 8	7	
Cooking	3,4	12	1,2,3,5	4,6	None
Emergency Preparedness/ Search and Rescue MB	2, 3, 4	20	2-5, 6a,6b, 7, 8a, 9b, 9c	6c, 8b	First Aid Merit Badge
			All	None	Complete ICS-100 & print the certificate.
Entrepreneurship	4	15	All	None	None
Environmental Science MB	1, 2, 3	15	All	None	None
Fingerprinting MB	3	20	All	None	None
First Aid MB	3, 4	20	1-4, 6-14	5	None
Fishing MB	1	15	All	None	None
Fish & Wildlife Management MB	4	15	All	None	None
Fly Fishing MB	2	8	9-Jan	10	None
Forestry/Plant Science MB	2, 3	15	1-4, 6	5, 7	None
Inventing/ Composite Materials MB	3	15	1, 2b, 3, 4, 5, 6, 7, 9	8	None
			All	None	
Kayaking/Whitewater MB	3,4	12	All	None	Blue Swimmers Tag
Lifesaving MB	1,2	15	1b - 12	13	Swimming MB
Mammal Study MB	4	15	All	None	None
Medicine/Dentistry MB	2	15	1-7, 9	8	None
			1-2, 4-7	3	
Metalwork MB	2	12	All	None	None
Orienteering MB	1, 4	15	7-Feb	1, 8-10	None
Merit Badge	Session	Seat No.	Reqs Offered at Camp	Reqs to do at home	Prerequisites
Personal Fitness	4	15	1-7, 9	8	None

Pioneering MB	2,3	15	All	None	None
Pottery/ Sculpture MB	1, 2	15	All	None	None
Reptile & Amphibian Study MB	4	15	1-7, 9-10	8	None
Rifle Shooting MB	1,2,3,4	16	All	None	None
Rowing MB	1,2	20	All	None	Blue Swimmers Tag
Shotgun MB	1,2,3,4	7	All	None	14 years old
Signs, Signals, and Codes MB	2,3	20	All	None	None
Small Boat Sailing MB	3,4	12	9-Mar	1, 2	Blue Swimmers Tag
Soil & Water Conservation MB	1	15	All	None	None
Swimming MB	3,4	25	All		Blue Swimmers Tag
Wilderness Survival MB	1, 4	15	1-4, 6-12	5	None
Wood Carving MB	3,4	12	All	None	None

### **Whitewater/Kayaking**

Off camp, the Scouts have the opportunity to canoe the Tallapoosa River. There is a fee of \$20 to canoe the Tallapoosa River and a waiver that must be signed by a parent or guardian. See waiver in this guide.

### **Drop In Merit Badges**

Drop In Merit Badges will be offered Monday through Thursday Afternoons at 2:00, 3:00, or 4:00 PM. These do not require prior registration but are offered on a first-come first-served basis. We anticipate Geology, Basketry, Leatherwork, Sculpture, Art, Indian Lore, Chess, and Fingerprinting to be offered but, the schedule for these will be announced at the Sunday Leader's Meeting.

Requirements that are not completed at Camp Sequoyah can be finished at home with unit leaders or merit badge counselors. It is the responsibility of the unit or Scout to arrange for completion of these requirements.

## **Mountaineer Program**

The Mountaineer Program is available to Scouts who are 14 years or older by the time they arrive to camp. It is a flexible program allowing Scouts to participate in activities with their troop when they desire. Scouts will participate in activities such as initiative games, climbing, rappelling, kayaking, and mountain biking. Off camp, the Scouts have the opportunity to canoe the Tallapoosa River. There is a fee of \$20 to canoe the Tallapoosa River and a waiver that must be signed by a parent or guardian. See waiver in this guide.

## **BSA Lifeguard**

Earned by any youth age 15 and older or adults. You must be a swimmer. BSA Lifeguard provides professional-level training for lifeguards. This training encompasses all four sessions morning sessions as well as some afternoon sessions.

## **Fish Camp**

NEW for 2021, The Fish Camp program offers an alternative to the traditional morning merit badges. If you have scouts that are always asking "when can we go fishing?" then this is the program for them. Scouts will spend four hours each morning fishing for small mouth bass, black crappie, and sunfish on beautiful Lake Cross. Scouts will take boats to the farthest corners of the lake in search of "the big one." The program will culminate in a fish fry at the end of the week. Scouts are encouraged to bring their own tackle but all skill and experience levels are welcome to sign up. There is potential to earn angling related merit badges and awards.

## **Scoutmaster Merit Badge**

Why let your Scouts have all of the fun and recognition? All adult volunteers are encouraged to get involved in the activities at Camp Sequoyah and earn the Scoutmaster Merit Badge. See form at the end of this guide.

## **General Information**

### **Camp Advancement**

Sequoyah camp staff members are responsible for skill instruction as well as verification that a scout has demonstrated a skill, completed a merit badge or fulfilled an advancement requirement. Camp staff do not sign off on any advancement or merit badge requirements, rather they report the achievement to the unit leader via the end of camp advancement reports. It is the responsibility of the unit leader to actually award credit for completing advancement or merit badge requirements.

### **Scouts with Special Needs**

Programs for Scouts with special needs can be developed. Please contact the Program Director at least three weeks prior to arrival in camp to discuss any special needs.

## **Afternoon Troop Activities**

Afternoon activities will be scheduled at the Sunday Leader's Meeting. They are available Monday through Thursday at 2:00, 3:00, and 4:00 except where otherwise noted.

### **Troop Shoots**

Improve your skills by signing up for rifle (0.22 only), shotgun (12 or 20 gauge), or archery. Shooting sports activities will end at 4:30 daily to allow time for clean-up. Troop competition will be held Wednesday afternoon and no shooting sports activities can be scheduled during that time.

### **Nature Trail Hike**

At Camp Sequoyah you will find some beautiful old growth forest, and several plant species native to the south east like trillium, oak leaf hydrangea and buckeye. This event, sponsored by the ecology department, is an opportunity to explore the ecology of camp. Meet at the Harbert Ecology Lodge.

### **Troop Conservation Project**

Troops can contribute to conservation of the Frank Spain Scout Reservation, earn conservation service hours, and ensuring the sustainability of camp by participating in a conservation project. This also is needed for the Camp Spirit Award. Meet at the Harbert Ecology Lodge.

### **Recreational Swim**

Scouts will have an opportunity to swim with their troop at the waterfront in Lake Cross. (3:00 and 4:00)

### **Recreational Climbing**

Scouts 14 years old and older will have an opportunity to climb and/or rappel at the Tower.

### **Sequoyah Sidewinder**

Take a ride on the twist and turns of the Sequoyah Sidewinder Waterslide located beside the waterfront. NOTE: If your swimming suit contains metal rivets they will have to be removed before going down the slide.

### **Troop Boating and Canoeing**

Spend a little time in a rowboat or canoe and paddle around Lake Cross.

### **Boat Fishing**

Spend time fishing from row boats outside of typical boating areas in an attempt to land the big one.

### **Logging Camp Outpost**

Learn how to saw logs the old-fashioned way – with a cross-cut saw. Experience log rolling using authentic woodsman's tools.

## **Lake Cross Trail**

Hike the 3-mile trail around Lake Cross.

## **Mile Swim**

Test your endurance and earn the mile swim award on. Must Be a Swimmer. Mile Swim Practice is Tuesday and Wednesday at 2:15 and are mandatory. The Mile Swim is on Thursday at 2 PM.

## **Gaga Ball**

Gaga Ball is a fun and lively dodge ball game played in a pit. Our Gaga Ball Pit is located next to the Handicraft Lodge and is available for campers during their free time. The Gaga Ball Pit is closed during merit badge sessions. If there is no ball at the pit, check the Camp Office for available Gaga Balls.

### ***Rules of Gaga Ball***

It's super simple. Basically, you throw a bunch of players and a ball in a pit. Everyone is for him/herself; if the ball touches you below the knee, you're out. The last one in the pit wins. Then, everyone hops back in for the next round. Games last no more than five minutes. It's fast, it's sweaty and it's really addictive.

- All players start with one hand touching a wall of the pit.
- The game begins with a referee throwing the ball into the center of the pit.
- When the ball enters the pit, the players scream 'GA' for the first two bounces, and 'GO' on the third bounce, after which the ball is in action.
- Once the ball is in play, any player can hit the ball with an open or closed hand.
- If a ball touches a player below the knee (even if the player hits himself or herself) he or she is out and leaves the pit. If a player is hit above the knees, the play continues.
- If a ball is caught on a fly, the player who hit the ball is out.
- Using the walls of the octagon to aid in jumping is legal as long as the player does not permanently sit on the ledge of the octagon.
- Players cannot hold the ball.
- If needed, a second ball can be thrown in the pit to expedite the end of the game. The last player standing is the winner of that round.

## **Disc Golf**

Disc golf is played much like golf. Instead of a ball and clubs, though, players use a Frisbee. The sport was formalized in the 1970s and shares with golf the object of completing each hole in the fewest strokes (or, in the case of disc golf, fewest throws).

A golf disc is thrown from a tee area to a target, which is the "hole." The hole can be one of a number of disc golf targets, an elevated metal basket. As a player progresses down the fairway, he or she must make each consecutive throw from the spot where the previous throw landed.

Disc golf shares the same joys and frustrations of golf, whether it's sinking a long putt or hitting a tree halfway down the fairway.

Discs are available to borrow in the Camp Office and the course runs through main camp

## **Water Carnival**

Friday afternoon, all troops participate in friendly competition down at the waterfront. Water Carnival events include Water Spaniel Special, Swim by Weight, In and Out Canoe Race, Life

Jacket Relay, Pool Noodle Race, Canoe Tug of War, and Scoutmaster Belly-Flop. Details for each event are included in a form in the back of this guide.

## **Evening Activities**

Evening Activities are typically camp-wide activities or Morning Program Specific. We encourage you to participate in all of these as it builds on the experience of Summer Camp.

### **Sunday – Opening Campfire**

### **Monday – Adventure Valley**

IT IS BACK FOR 2021! Adventure Valley is held Monday evening. Adventure Valley is an exciting challenge course for all Scouts and Scouters. This event is full of mud, water, and physical challenges. You will get muddy, wet, and have big fun!! Be sure to wear clothes you never want to wear again and close toed shoes.

### **Tuesday - Campers vs Staff Ultimate Frisbee**

Challenge the staff in a game of ultimate Frisbee on Tuesday evening at the parade field.

### **Tuesday - Vespers**

The 12<sup>th</sup> point of the Scout Law is “A Scout is Reverent”. At Camp Sequoyah we offer several opportunities for Scouts and leaders to participate in interfaith devotional experiences. We will conclude our Opening Campfire on Sunday and out Closing Campfire on Friday with a vespers service, and there will be a camp-wide vesper service in the Camp Chapel at 8:30 pm on Tuesday.

### **Wednesday - Sequoyah 5K**

One of the only times it is okay to run in camp. Participate in a challenging 3.1 mile run around camp on Wednesday morning bright and early at 6AM meet at the flag poles. Top place finishers receive a medal.

### **Wednesday – Campfire - Order of the Arrow Call Out Ceremony**

### **Thursday – Night Canoe Trip**

Tuesday night after Chapel, Scouts who are 14 years or older and a Swimmer can canoe on Lake Cross under the star-lit sky. On a moonless night you can see the Milky Way.

### **Thursday - Sequoyah Triathlon**

This Thursday evening competition includes a quarter mile swim, 2.2-mile run, and half mile canoeing. Individuals or relay teams can compete.

### **Thursday - Wilderness Survival Campout**

### **Friday – Closing Campfire**

Individual and Troop Awards earned during the week will be presented. Troops are encouraged to prepare skits.

## **Weekly Schedule**

See next page

Weekly Schedule							
	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:30 AM	Reveille	Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
6:35 AM	Personnel Hygiene	Personnel Hygiene	Personnel Hygiene	Personnel Hygiene	Personnel Hygiene	Personnel Hygiene	Personnel Hygiene
7:00 AM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony
7:10 AM	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:00 AM	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	Check-out
9:00 AM	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	
10:00 AM	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	
11:00 AM	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	
12:10 PM	Assembly	Assembly	Assembly	Assembly	Assembly	Assembly	
12:20 PM	Lunch	Lunch	Lunch	Lunch	Lunch	Lunch	
12:45 PM	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	
1:00 PM	Rest Period	Rest Period	Rest Period	Rest Period	Rest Period	Rest Period	
2:00 PM	Troop Activities	Troop Activities	Troop Activities	Troop Activities & Mile Swim	Troop Activities & Mile Swim	Troop Activities & Mile Swim	
3:00 PM	Check-in	Troop Activities	Troop Activities	Troop Activities	Troop Activities	Troop Activities	
4:00 PM	Troop Activities	Troop Activities	Troop Activities	Troop Activities	Troop Activities	Troop Activities	
5:20 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	
5:30 PM	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
6:30 PM	SPL/Leaders Meeting	Free Time	Campers vs. Staff	Free Time	Free Time	Free Time	
7:00 PM	Merit Badge Sign-up*	Ultimate Frisbee	Adult Leader Training	Triathlon	Leader's Golf		
7:30 PM	Free Time	Adventure Valley	Intertroop Activities	Intertroop Activities	Tournament*		
8:00 PM	Free Time	Adventure Valley	Order of the Arrow	Wilderness Survival	Closing Campfire*		
8:30 PM	Opening Campfire*		Campfire*	Campout*	Night Canoe trip*		
9:00 PM							
9:30 PM		A Scout is Clean --- Take a shower					
10:00 PM		Taps					

## **Leader Specific Training and Activities**

### **Leader Training**

Safe Swim Defense, Leave No Trace, Climb on Safely, and Trek Safely trainings for adults will all be offered. The times and days will be announced at the Sunday Leader's Meeting

### **Leaders Golf Tournament**

Cheer on your leaders on Friday evening as they compete in a round of "golf" using clubs and balls they have constructed from natural materials while at camp.

## **Camp Awards**

### **Individual Awards**

#### **Chaplain's Award**

Scouts can earn the Chaplain's Award by leading a mealtime prayer, assisting with a Vesper's Service, and leading a devotional in their campsite.

#### **Physical Fitness Award**

While at camp the following requirements can be completed to earn the Physical Fitness Award:

- Complete a 3-mile hike, including the Lake Cross Trail
- Participate in the triathlon (Thursday evening),
- Participate in the mile swim (Thursday afternoon) or Sequoyah 5K Run (Wednesday Morning)

## **Troop Awards**

### **Amazing Gateway Award**

Build a gateway to your camp site to participate in this competition. The camp commissioner will judge your gateway based on originality and use of Scout skills. Gateways will be scored in the following categories:

- Creativity – 15 points
- Difficulty – 10 points
- Accuracy – 10 points
- Flag Placement – 15 points
- Moving parts, Contraptions, etc. – 25 points
- Troop Spirit – 15 points
- Camp Spirit – 20 points

### **Campsite Award**

The Camp Sequoyah Campsite Award is given to troops with the top three highest scores on the Campsite Award Inspection Form found in this guide. Each day a camp commissioner will inspect your campsite according to the areas included on Campsite Award Inspection Sheet which includes: cleanliness, display of flags, camp gadgets, gateways, and more.

### **Commissioner's Camp Spirit Award**

The Commissioner's Camp Spirit Award is awarded to troops who show scout spirit throughout the week by participating in the various opportunities at camp (i.e. conducting a flag ceremony at assembly, leading in a song, hosting an inter-troop activity). The score sheet for the Commissioner's Camp Spirit Award is at the back of this guide. Troops pursuing the spirit award fill out the score sheet at the end of the week and place it in the camp commissioner's box in the camp office.

### **Lake Cross Trail Award**

Any troop that wishes to complete the Lake Cross Trail Award must fulfill both requirements:

- Fifty Percent of the troop must hike the Lake Cross Trail
- Participate in a camp conservation project

For those who complete these requirements, Lake Cross Trail patches can be picked up with the merit badge advancement reports at the end of the week.

# A Parent's Guide to Summer Camp

## **The Value of Summer Camp**

Research has concluded that within the typical six days of Scout BSA summer camp, youth are in an environment that comprehensively provides them with critical elements of healthy youth development. Camps are removed from the hustle and bustle world of mass information, media, and technology. This type of “protected environment” provides a significant opportunity for growth among young people. Time seems to take on a different meaning when the day is not filled with television, radio, video games, the internet, etc.

Spending a week at summer camp with friends from the Troop is one of the greatest highlights of a Scout's year, making memories that will last a lifetime. Camp programs offer fantastic opportunities for youth to bond with the other members of their Troop, building lifelong friendships while also meeting new people and making new friends. Scouts will be able to work on developing new skills while working on rank advancements such as Tenderfoot, Second Class, and First Class, as well as numerous merit badges such as Swimming, First Aid, Camping, Leatherwork, Rifle Shooting, Citizenship in the World, Nature and many more.

Scouts learn leadership skills, build trust, and develop self-esteem as well as self confidence in ways unimaginable. Studies have shown that Scouts who attend camp advance more quickly and stay in the program much longer than those who don't attend camp. Parents of Scouts who attend camp state that the camp experience resulted in a positive change in their child and that 96% surveyed would recommend camp to others. A youth quickly realizes that they can do things on their own, make their own decisions and become a stronger person.

**Most of all, summer camp is as action packed or as relaxed as a Scout might want it to be but more important than anything, it's FUN!**

## **Important Information about Camp and FAQs**

The decision to send your Scout to camp is an important one, and is an investment in their future development as a young person. When attending camp for the first time there are many simple questions parents have that get overlooked. Hopefully the following FAQs will answer these questions and help families make an educated decision about attending summer camp.

### **How does my Scout select the programs he will take at camp?**

The Troop will be able to sign up Scouts for programs once the deposits have been made. The Troop will then enter the requests in the online Tentaroo registration system through their specific unit account. Scouts do not enter their selections individually.

**What will my Scout do at camp?**

Scouts will be able to work on rank requirements or merit badges depending on their needs and interests. Troop leaders can help them determine the best path to meet these requirements. Monday through Friday the program is broken down into 4 program sessions per morning and a Scout can choose a program for each session if they want. It is recommended that they include some “free” time in their schedule to just have fun and hang out with their friends. There are also afternoon troop activities such as troop shoot, swimming, boating, and conservation projects.

**What is the first-year camper program, Eaglebound, about?**

The first-year camper program is designed to help that young Scout who is attending camp for the very first time to feel more comfortable and to gain some basic Scout skills. This program will last a half day, Monday through Friday, and will concentrate on some of the requirements for the ranks of Tenderfoot, Second Class and First Class. Younger Scouts are grouped in patrols with other first year campers and learn to work together as a team. Activities will include knot tying, first aid, fire building, knife and axe training, and citizenship development among other things.

**Where will my Scout stay while at camp?**

Scouts stay in 2-person tents built atop special platforms, each including folding cots and mattresses.

**What will my Scout eat at camp?**

All meals are provided in the dining hall at camp. The menu is designed to meet the nutritional needs of active Scouts during hot summer months, while trying to include popular items. Every lunch and dinner includes a salad bar.

**What is the BSA Health Form, A, B, & C? Is there a camp nurse? What about insurance?**

The official Boy Scouts of America health form is a three-part form, A, B, and C that requires background information about the participant and a doctor’s signature stating that a physical has been conducted. This form must be completed annually by all youth and adults participating. The form can be found on the website under forms, or on the specific camp pages. The camp has a health officer who helps manage the first aid and medical needs of the campers.

**What will my Scout need to bring to camp?**

A week’s worth of clothes and toiletries will be needed but keep in mind that space is limited. Everything should fit in a backpack or footlocker. Sleeping bag or blankets as well as towels will also be needed. A detailed list of suggested items can be found later in this guide including items that should not be brought to camp.

**Why does my Scout need money?**

All of the food and program materials a Scout will need are included in the camp fee. However, there is a camp store, commonly known as the Trading Post, which has snacks, drinks, ice cream, camp gear, and souvenirs that your Scout will want to purchase.

**Can we visit our Scout at camp?**

Wednesday night is Family Night, and everyone is invited to come to camp, visit with the Scouts, enjoy dinner (either brought in or purchased at camp) and stay for the Order of the Arrow campfire.

### **What happens when camp is over?**

The Troop will enter the online Tentaroo merit badge system to determine what requirements the Scouts completed at camp and what things they may still need to finish. These are filled out by the individual camp instructors, based on what each Scout accomplished that week, and may not be identical for each Scout.

### **Can we send mail or care packages to camp?**

Scouts can receive mail and packages during camp but they should be sent the Friday before the Scout leaves for camp to insure they arrive during the actual camp week. Priority mail or next day shipping are suggested for packages that could be shipped during the week.

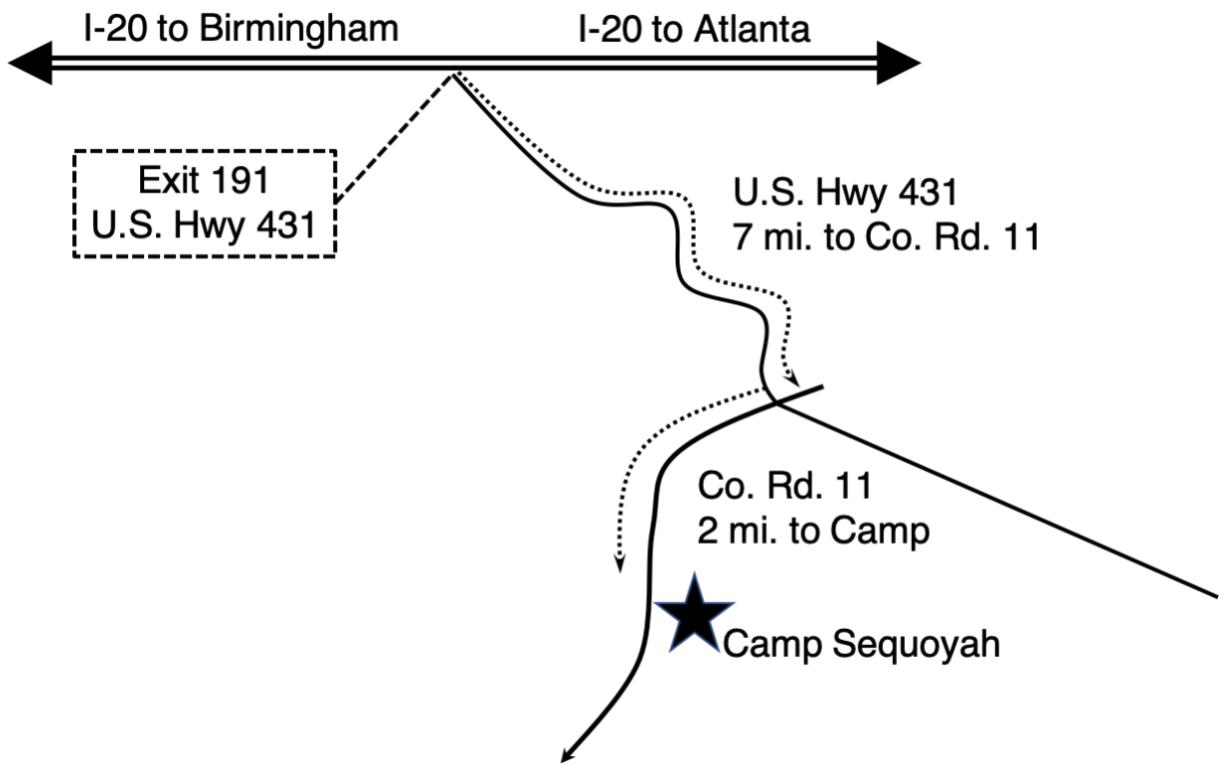
Camp Sequoyah  
Scout's Name  
Troop # \_\_\_\_ Week # \_\_\_\_  
4907 County Rd 11  
Delta, AL 36258

### **Suggested Packing List**

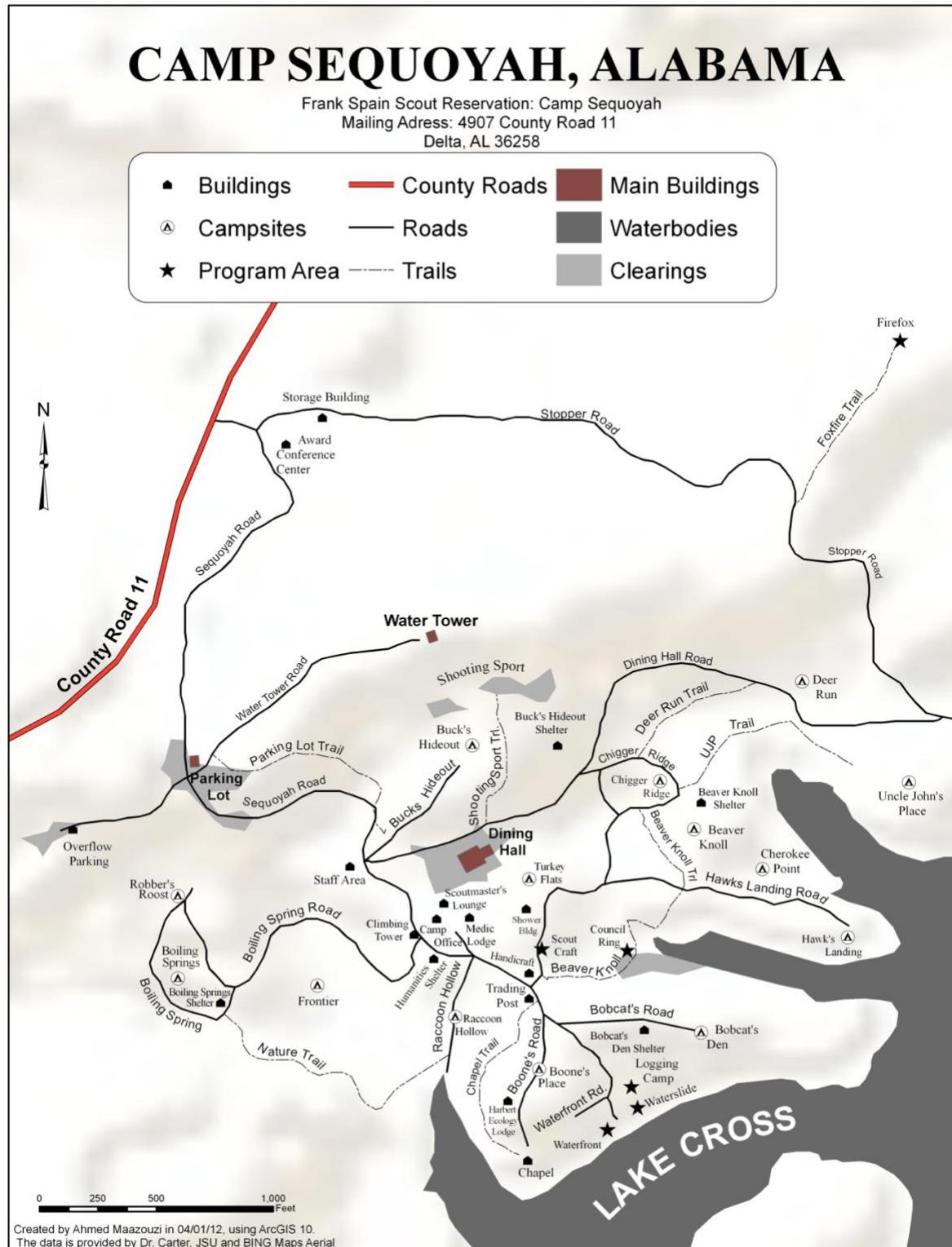
Scout Uniform	Pocket Knife/Totin' Chip
Shoes/ Boots	Towels
Socks, Shorts, Underwear, T-shirts	Swim Trunks
Raingear/Jacket	Washcloth
Cap/Hat	Boy Scout Handbook
Sunscreen	Soap/Shampoo
Long Sleeve Shirt and Long Pants	Religious materials
Insect Repellent	Toothpaste/Toothbrush
Sleeping Bag or Bed Roll	Work Gloves
Pajamas	Flashlight
Pillow	Notebook/ pens/ pencils

## Map to Camp Sequoyah

4907 County Road 11  
Delta, Alabama 36258  
256-253-2275  
N33 deg. 31' 44" W85 deg. 40' 21"



## Camp Map



## **Additional Forms**

**Campsite Award**

Week: \_\_\_\_\_ Campsite: \_\_\_\_\_ Unit: \_\_\_\_\_

Campsite Inspection Item	Points	Mon	Tue	Wed	Thu	Fri	Score
1. Duty roster posted and filled out completely	5/day						
2. Floors clean and swept	10/day						
3. Personal gear stowed neatly. No hangers over ridge pole	10/day						
4. Dining fly area clean	10/day						
5. Latrine / shower floors swept and clean	5/day						
6. Toilets, urinals, showers, sinks and drains clean	5/day						
7. Dry toilet paper in each stall	5/day						
8. Fireguard plan posted and <b>filled out</b>	5/day						
9. Campsite area and trail clear of litter and trash	5/day						
10. Garbage removed each morning	5/day						
11. American flag displayed	10/day						
12. Patrol and Troop flag displayed	5/day						
13. Campsite and incoming trails free of hazards	5/day						
14. Troop or patrol gateway	10/day						
15. Camp gadget	5/day						
16. Campsite free of vehicles	10/day						
<b>Total Points</b>	110/day						

## Commissioner's Camp Spirit Award

Week: \_\_\_\_\_ Campsite: \_\_\_\_\_ Unit: \_\_\_\_\_

Description	Points	S	M	T	W	T	F	Score
1. Scout spirit displayed	10/day							
2. Troop properly uniformed at dinner	5/day							
3. Troop attended morning flag ceremony	5/day							
4. Troop attended evening flag ceremony	5/day							
5. Troop provided one youth member, per meal to help with dining hall clean-up	5/day							
6. SPL attended SPL meeting	10/day							
7. At least 50% of troop attended vesper service	20							
8. Troop helped conduct a camp flag ceremony	20							
9. Troop provided a song or cheer prior to meal on the parade ground	15							
10. Troop participated in camp wide games	20							
11. Troop represented in Mile Swim	15							
12. At least 50% of Scouts in troop earned at least one merit badge	20							
13. Troop provided skit or song for campfire program	20							
14. Troop conducted its own evening program (such as ice cream social or campfire) once during the week	20							
15. Troop participated in inter-troop activity not organized by camp	20							
16. Troop performed approved Conservation Project	30							
17. Troop invites a camp staff member to share a meal with them during the week	30							
Total Points	435							

## Off-Site Canoe Trip Waiver

## STATE OF ALABAMA - CLEBURNE COUNTY - AGREEMENT / RELEASE

### Important - Read Carefully

This Agreement, made and entered into on this \_\_\_\_\_ day of \_\_\_\_\_ 2017, by and between **Tallapoosa River Outfitters, LLC** ("TRO" herein) and \_\_\_\_\_ ("Guest" herein);

**WITNESSETH:** \_\_\_\_\_

**WHEREAS**, TRO owns the possessory rights to a tract of land adjoining the Tallapoosa River; and

**WHEREAS**, TRO owns canoes, kayaks and other types of boats and floatation devices and makes same available for rent under the terms and conditions specified herein; and

**WHEREAS**, a portion of TRO's land may be available for camping purposes under the terms and conditions set forth herein; and

**WHEREAS**, the undersigned Guest desires to rent and use the facilities hereinafter identified;

**Now Therefore**, for and in consideration of the mutual promises set forth herein, the parties hereto agree as follows:

1. **CONSIDERATION**: For the sum of \$\_\_\_\_\_ TRO shall rent unto Guest for a period of approximately \_\_\_\_\_ days, and for the purposes set forth herein, the following:

\_\_\_\_\_ Canoe # \_\_\_\_\_

\_\_\_\_\_ Kayak # \_\_\_\_\_

\_\_\_\_\_ Other # \_\_\_\_\_

The sole purpose is to float down the Tallapoosa River from the designated embarkation point to the designated debarkation point.

2. **TRANSPORTATION**: Guest vehicles will be parked at a designated place which will be the debarkation point. TRO will provide transportation upstream to the point of embarkation.

3. **CAMPING**: For the additional sum of \$\_\_\_\_\_ per night, Guest shall be permitted to use such portion of TRO's grounds as shall be designated for overnight camping.

4. **RULES**: Guest shall obey all posted safety and courtesy rules including, without limitation, the following:

- (a) Only one person may occupy a solo canoe or solo kayak.
- (b) Only two persons may occupy a tandem canoe or tandem kayak.
- (c) Life Jackets will be worn by all canoe/kayak occupants.
- (d) No one may operate a canoe or kayak while under the influence of alcohol or other illegal substances.
- (e) There will be no littering.
- (f) Vulgar and obscene language and activity is strictly prohibited. The determination of

unacceptable speech or conduct shall be solely at TRO's discretion.

(g) No firearms are allowed.

(h) Campfires shall be kept at a modest size and shall be monitored at all times. Upon vacating a campsite, all campfires shall be fully extinguished and wet down.

5. **RELEASE**: For the privilege of using the facilities set forth above, and for the same consideration as set forth above, I do hereby for myself, and for my heirs, executors, and administrators, release and forever discharge the said TRO (and each of its agents, officers and representatives) and the owner or owners of the property utilized, of and from all debts, claims, demands, actions, causes of action, suits and liabilities of any nature arising from injury, death or damage suffered or received by the undersigned Guest while boarding, riding in, or alighting from any water craft rented from TRO, or from using TRO's land and facilities (including vehicle transportation) for any other purpose. The undersigned Guest hereby agrees to indemnify and hold harmless the said TRO (and each of its agents, officers and representatives) and the owner(s) of the land and other facilities, against all debts, claims, demands, actions, causes of action, suits and liabilities of any nature arising from injury, death or damage suffered or received by the undersigned Guest while using TRO's lands and facilities as aforesaid.

6. **DANGER**: Guest acknowledges there are risks in the activities contemplated by this agreement. These risks include, without limitation, drowning, falling from a water craft, snake bite, burns from a campfire, tick bites, etc. Guest agrees to bear these risks and will not look to TRO for any remedy unless an agent of TRO is directly guilty of intentional infliction of injury or gross negligence.

7. **INSURANCE**: Guest represents to TRO that Guest has sufficient health, accident and liability insurance to cover any bodily injury or property damage that might be sustained in the described activities (whether to Guest or to a third party); or Guest represents that he/she is capable of personally paying for any and all such expenses or liability.

8. **THEFT**: TRO shall not be responsible for loss or damage to personal property left in vehicles, or in a campsite or any other place.

9. **LOSS/DAMAGE TO TRO PROPERTY**: Guest shall be liable for loss of, or damage to, TRO property. If TRO property is damaged while in the care and custody of guest, guest shall pay the reasonable cost of repairs. If TRO property is lost, stolen or destroyed while in the care and custody of guest, guest shall be liable for the reasonable replacement cost of same. Guest shall make prompt payment for such losses or damages within 15 days following written demand therefore.

10. **LAWS**: Guest will comply with all applicable laws.

11. **OBSERVING MISCONDUCT**: Guest will promptly report to TRO any dangerous, illegal, vulgar or obscene conduct that is observed in or about the TRO grounds or among TRO Guests.

12. **MINORS:** It is the policy of TRO to not knowingly permit anyone \_\_\_\_ years of age or younger to board any water craft. It is further the policy of TRO to allow children under the age of 19 to rent and board water craft only when under the supervision of a parent or guardian. In the event a minor is allowed to board a water craft, the parent or guardian must sign this Agreement/Release for the minor.

I have read this agreement/release and understand its terms. I understand that I have given up substantial rights by signing it, and I sign it freely and voluntarily and without any inducement. I represent that I possess full legal capacity to sign it.

---

Guest Signature

---

Age

---

Date

#### **FOR PARENTS/GUARDIANS OF MINOR GUESTS**

This is to certify that I, as parent/guardian of \_\_\_\_\_ ("Minor Guest") with full legal responsibility for said Minor Guest, do consent and agree to his/her release as provided above and, for myself, my child (or children) and our respective heirs, assigns, personal representatives, and next of kin, I release and agree to indemnify and hold harmless the said TRO (and each of its agents, officers and representatives) and the owner(s) of the lands and facilities used, from all liabilities, claims, suits and damages of any nature incident to my Minor Child's participation in the events described above.

---

Parent/Guardian's Signature

---

Date

## Prescription Medication Information Form

Unit#: \_\_\_\_\_ Council: \_\_\_\_\_ Date Attending Camp: \_\_\_\_\_

Camper's Name: \_\_\_\_\_

Name of Parent or Guardian: \_\_\_\_\_

Medication: \_\_\_\_\_

Dosage (number times per day and mg or pill/half pill) \_\_\_\_\_

Special storage instructions: \_\_\_\_\_

Medication: \_\_\_\_\_

Dosage (number times per day and mg or pill/half pill) \_\_\_\_\_

Special storage instructions: \_\_\_\_\_

Medication: \_\_\_\_\_

Dosage (number times per day and mg or pill/half pill) \_\_\_\_\_

Special storage instructions: \_\_\_\_\_

Medication: \_\_\_\_\_

Dosage (number times per day and mg or pill/half pill) \_\_\_\_\_

Special storage instructions: \_\_\_\_\_

Medication: \_\_\_\_\_

Dosage (number times per day and mg or pill/half pill) \_\_\_\_\_

Special storage instructions: \_\_\_\_\_

## **Scoutmaster's Merit Badge**

All adult volunteers are encouraged to get involved and earn the Camp Sequoyah Scout Leader's Merit Badge. This form must be turned into the Camp Office no later than lunch on Friday.

Adult Leader Name \_\_\_\_\_

Troop \_\_\_\_\_ Council \_\_\_\_\_

Complete 18 of the following requirements:

1. Accompany your first-year scouts to Eagle Bound one day and assist as needed.
2. Visit all the program areas at least once throughout the week.
3. Find a typo in the Leader's Guide.
4. Go all week without discussing politics.
5. Participate in a camp service project with your troop.
6. Compete in the Scoutmaster's Belly Flop at the Water Carnival.
7. Hike the Lake Cross Trail.
8. Complete and turn in a Camp Evaluation Form.
9. Attend the Scoutmaster's Dinner on Thursday.
10. Take a nap.
11. Shoot a shotgun at the Shotgun Range.
12. Attend a chapel service.
13. Go all week without accessing the Internet.
14. Give a patrol leader a leadership tip.
15. Chase a scout out of your camp chair.
16. Teach a scout a silly song.
17. Complement two meals cooked in the Dining Hall.
18. Drink 4 liters of water a day.
19. Compete in the Leader's Golf Tournament.
20. Be an instructor, or assist in a program area.
21. Enjoy a delicious treat from the Trading Post.
22. Participate in Adventure Valley on Monday evening.
23. Sit on a log and ponder life for a while.
24. Visit the Camp Office and pick up your unit's mail.
25. Invite someone that is not a staff member to visit your campsite.

On my honor, I certify that I have satisfied the requirements for the Scout Leader's Merit Badge.

---

*Signature of Adult Leader*

## Pre-Camp Swim Classification Record

This form indicates the individual's swim classification as of the date listed below. The date the swim test was conducted must be within 12 months of the starting date of your unit's week at summer camp.

**Please use additional forms, as needed. Do not continue on additional paper.**

Troop Number: \_\_\_\_\_ Week Attending Camp: \_\_\_\_\_ Date of Swim Test: \_\_\_\_\_

The following troop members (including adults) have all passed the test indicated on the next page and are classified as either: a "Swimmer", "Beginner" or "Learner". (See definitions on the next page.)

Full Name (print)	Youth or Adult	Classification
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		

Name of Person Conducting Test (Print) \_\_\_\_\_

Signature of Person Conducting Test \_\_\_\_\_

Qualification of Person Conducting Test: (Attach a copy of the certification)

Aquatics Instructor, BSA       Cub Scout Aquatics Supervisor  
 BSA Lifeguard       Certified Lifeguard  
 Swimming Instructor       Swim Coach

Unit Leader Name (Print) \_\_\_\_\_

Unit Leader Signature \_\_\_\_\_

**This record is to be presented at check-in at the camp.**

**It must be filled out and signed at the time of the swim classification testing.  
Swim Classification Procedures**

The swim classification of individuals participating in a Boy Scouts of America aquatic activity is a key element in both Safe Swim Defense and Safety Afloat plans. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, swim classification tests have only been conducted upon arrival at a summer camp. However, the pre-camp swim test can be conducted in a recreational swimming pool or a lake with a dock. All Safe Swim Defense rules should be followed.

All persons participating in BSA aquatics are classified according to swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmers Test demonstrates the minimum level of swimming ability for recreational and instructional activity. Each step of the test is important and should be followed as listed.

As indicated in the Safety Afloat Plan and the Summer Camp Leader's Guide, **all persons participating in off-camp rafting activities are required to be "swimmers".**

This swim classification test can be done at the unit level by one of the following resource people: Aquatics Instructor, BSA; Cub Scout Aquatics Supervisor; BSA Lifeguard; certified (Red Cross, YMCA or other similar certification) lifeguard; swimming instructor; or swim coach.

**NOTE: You MUST attach a copy of the certifier's certification (i.e., Aquatics Instructor card, BSA Lifeguard card, etc.) to this form in order for the pre-camp swim test to be accepted. The Aquatics Director at camp may review or re-test any Scout or adult whose skills appear to be inconsistent with their classification.**

**ALL units must be prepared to take a swimming test when they arrive at the waterfront, whether they have gone through a pre-camp check or not. Safety is the number one priority in the aquatics program.**

**SWIMMER CLASSIFICATION**

- Jump feet first into water over the head in depth, level off, and begin swimming.
- Swim 75 yards in a strong manner using one or more of the following strokes: Sidestroke, breaststroke, trudgen, or crawl.
- Swim 25 yards using an easy, resting backstroke.
  - The 100 yards must be completed in one swim without stops and must include at least one sharp turn.
- After completing the swim, rest by floating.

**BEGINNER CLASSIFICATION**

- Jump feet first into water over the head in depth, level off
- Swim 25 feet on the surface, stop, turn sharply, resume swimming as before
- Return to starting place.

**LEARNER CLASSIFICATION**

- No test is required, but all are encouraged to get in the water.

## Water Carnival

- 1) **Water Spaniel Special** (1<sup>st</sup> place = 6 points, 2<sup>nd</sup> place = 4 points, 3<sup>rd</sup> place = 2 points)
  - 5 scouts participate (At least one scout must be a Swimmer, up to 4 Beginners ok)
  - 4 scouts paddle rowboat with hands
  - 1 scout steers with paddle (no paddling with paddle – if steering scout paddles, boat is disqualified)
  - Find buoy with your boat number and return to shore
  - No throwing buoys that belong to other boats (if scout throws others' buoys, boat is disqualified)
- 2) **Swim by Weight** (Points per weight class: 1<sup>st</sup> place = 3 points, 2<sup>nd</sup> place = 2 points, 3<sup>rd</sup> place = 1 point)
  - No limit to number of scouts from a troop participating but all participants must be Swimmers
  - A scout can only participate in one weight class
  - Race from pier to diving platform
  - Weight classes:
    - 90 lbs. or less
    - 91-120 lbs.
    - 121-150 lbs.
    - 151-175 lbs.
    - Over 175 lbs.
- 3) **In and Out Canoe Race** (1<sup>st</sup> place = 6 points, 2<sup>nd</sup> place = 4 points, 3<sup>rd</sup> place = 2 points)
  - 2 scouts participate (both must be Swimmers)
  - Navigate course in fastest time
  - One whistle burst: scouts change position in canoe
  - Two whistle bursts: scouts jump into water and climb back into canoe
  - Failure to change or jump in and out on appropriate whistle burst results in disqualification
  - Performing incorrect action on whistle burst results in disqualification
- 4) **Life Jacket Relay** (1<sup>st</sup> place = 6 points, 2<sup>nd</sup> place = 4 points, 3<sup>rd</sup> place = 2 points)
  - 4 scouts participate (at least 2 must be Swimmers / 2 Beginners ok)
  - 1<sup>st</sup> scout-beach to pier, 2<sup>nd</sup> scout-pier to diving platform, 3<sup>rd</sup> scout-diving platform to pier, 4<sup>th</sup> scout-pier to beach
  - Each scout must correctly wear life jacket on each leg handing off life jacket to next scout at each leg
- 5) **Fun Noodle Race** (1<sup>st</sup> place = 3 points, 2<sup>nd</sup> place = 2 points, 3<sup>rd</sup> place = 1 point)
  - Maximum of 1 scout per troop participates (a Beginner or Non-swimmer)
  - Each participant is provided a floating noodle, Race across beginner's area

**6) Canoe Tug of War** (1<sup>st</sup> place = 6 points, 2<sup>nd</sup> place = 4 points, 3<sup>rd</sup> place = 2 points)

- 5 scouts participate (may be Swimmers or Beginners)
- Random Bracket with single elimination, First to pull the other canoe completely across midline
- If canoe swamps as scouts are getting in OR getting out, the canoe is disqualified.
- If a canoe loses the “tug” portion of the race but the other canoe swamps, the canoe that lost the tug will be declared the winner of the heat

**7) Scoutmaster Belly Flop** (1<sup>st</sup> place = 3 points, 2<sup>nd</sup> place = 2 points, 3<sup>rd</sup> place = 1 point)

- No limit to number of SMs & ASMs participating from each troop
- Must be a Swimmer
- Judged on basis of: a) redness of belly, b) volume of splash, c) loudness of splash, & d) overall form

**Summer Camp Staff Application**  
Greater Alabama Council, Boy Scouts of America



Mail or fax completed application to:  
PO Box 43307, Birmingham, AL 35243  
Fax 205-970-0349

Name: \_\_\_\_\_ Date: \_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Home Phone \_\_\_\_\_

Email Address \_\_\_\_\_

Shirt Size \_\_\_\_\_

Camp Comer: \_\_\_\_\_ Camp Sequoyah: \_\_\_\_\_

Current BSA  
Registration:

Yes  No

Unit \_\_\_\_\_

Position \_\_\_\_\_

Please check: I will be at least \_\_\_\_\_ years of age by June 1, 2021

Please list any first aid training certificates (include expiration date)

Please list any other training certificates (include expiration date)

Have you served on summer camp staff previously? \_\_\_\_\_ If yes, when/ where?

Please list three references (not a family member) we may call who are familiar with you:

Name	Address	Phone	Relationship

Applying to work in the Summer of \_\_\_\_\_ 2021 or \_\_\_\_\_ 2022

Scoutmaster/Crew Advisor approval (signature) for serving on Camp staff: \_\_\_\_\_

## Camp Staff Positions

Please indicate your top three choices of positions

CIT (Counselor in Training) Minimum Age is 14

Minimum Age 15

- Trading Post Staff
- Ecology Staff
- Handicraft Staff
- Health Science Staff
- Outdoor Skills Staff
- Climbing Staff (Must be 16)
- Eagle Bound Staff
- Aquatics Staff (Must be 16)
- Dining Hall Staff
- Sci-Tech and Humanities
- Cope Staff (Must be 16)
- Shooting Sports (Must be 16)

Minimum Age 18

- Camp Commissioner
- Ecology Director
- Tenn River Trek Staff
- Handicraft Director
- Quartermaster
- Outdoor Skills Director
- Sipsey Wilderness Trek
- Dining Hall Steward
- Asst Ranger
- Eagle Bound Director
- Health Science Director
- Sci-Tech Director

Minimum Age 21

- Climbing Director
- Trading Post Manager
- Tenn River Director
- Program Director
- Cope Director
- Aquatics Director
- Shooting Sports Director
- Chaplain
- High Adventure Director
- Dining Hall Manager

Please Print

Please List Dates Available To Work From \_\_\_\_/\_\_\_\_/2021 to \_\_\_\_/\_\_\_\_/2021

Please list merit badges you feel qualified to teach or help teach. List any other special skills you possess that (song leading, woodcarving, etc.). \_\_\_\_\_

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Why do you want to become a member of the 2021 Summer Camp Staff? \_\_\_\_\_

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