

Camp Sequoyah 2008  
Leader's Guide  
Greater Alabama Council



Land of a Thousand Dreams

## **COUNCIL EXECUTIVE LETTER**

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 2008.

Have a great summer,

Tim Cooper  
Scout Executive  
Greater Alabama Council

Austin Landry  
Vice-President Camping  
Greater Alabama Council

## **CAMP DIRECTOR LETTER**

Your adventure awaits you at Camp Sequoyah – Land of a Thousand Dreams. Located in the shadows of Mt. Cheaha (Alabama's highest peak), Camp Sequoyah consists of 1,447 acres of forest around the 80-acre Lake Cross. Lake Cross is known for its great fishing opportunities and has been featured in Alabama Outdoors. The Camp Sequoyah staff is preparing to translate the dreams of your Scouts into the real life action of Scouting advancement and adventure. Our goal is to fulfill every expectation you might have of a fun-filled and educational camp. Most merit badge instruction occurs before noon, leaving the remainder of the day for troops to participate in a variety of fun activities that strengthen troops and patrols. New merit badges for 2008 include Space Exploration and Law. Come join in the fun.

In Scouting,

Robert Carter  
Camp Director

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## Camp Sequoyah – Land of a Thousand Dreams

Camp Sequoyah has been in operation since it was dedicated on June 29, 1972 and is a part of the Frank Spain Scout Reservation, which encompasses 1,447 acres. Camp Sequoyah has plenty of opportunities for advancement with four merit badge opportunity periods each day. Most of the afternoon is left free for troops to schedule their own programs or take advantage of the great activities planned by the camp.

### Camp Dates

Week 1.....June 8 – June 14  
Week 2.....June 15 – June 21  
Week 3.....June 22 – June 28  
Week 4.....June 29 – July 5  
Week 5.....July 6 - July 12

### Mail

Camp Sequoyah  
Scout's Name  
Troop Number  
Week of Attendance  
4907 County Rd 11  
Delta, AL 36258

### Camp Phone

(256) 253-2275

### Emergency Phone Information

Camp Office: 256-253-2275

Camp Ranger: 256-253-2680

The Camp Office phone serves as the business phone and emergency phone. The Dining Hall also has a number (256-253-2250) which is used for Dining Hall business. If you cannot reach the Camp Office, please call the Camp Ranger. The Camp has a phone that is available for Scouts with adult supervision ONLY. That phone is generally not answered if it rings, so please use the main camp line to contact us.

### Council Office

Greater Alabama Council Service Center  
PO Box 43307  
Birmingham AL 35243  
Telephone: (205) 970-0251

## CAMP REGISTRATION PROCEDURES

### Fee structure

Troops will be allowed two free leaders ONLY if all fees are paid by May 15, 2008. After that date, ALL leaders will be charged \$70 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 or faxing 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, payments and select classes directly.

### Fees Charged at Camp Sequoyah

Camp fee in council:	\$200.00
Camp Fee out of Council:	\$235.00
Leaders Fee:	First two free, others \$70 each
Mountaineer:	\$40.00
Pioneer	\$10.00
Shotgun Merit Badge:	\$15.00

Whitewater Merit Badge	\$10.00
Leatherwork:	Under \$10.00 (kit)
Basketry:	Under \$10.00 (kit-round, square baskets & seat)
Woodcarving:	Under \$10.00 (kit)
Space Exploration	\$15.00 for rocket kit
Additional Meals:	\$5.00 per meal or \$10.00 per day (paid at check-in)

### **Camp Registration Deadlines**

Select a week and campsite for your troop and return the camp registration form and \$100.00 per unit registration fee to the Council office.

February 14:

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.

April 5:

Plan to attend Beaver Day/Orientation at Camp Sequoyah

April 18:

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 1:

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

May 15

Final payments of all summer camp fees are due into the Council Office for units to get **two free leaders**.

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

### **Troops from Other Councils**

Troops from other councils are welcomed 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 form on page 29.

### **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 specific youth and not for the troop as a whole to reduce the cost of camp. Troops should plan to aid scouts as much as possible prior to asking for assistance and should be selling popcorn to teach scouts how to provide for themselves. Applications for camperships are available on the council website ([www.1sba.org](http://www.1sba.org)). **The deadline for Campership requests is May 1 and the maximum amount is \$95.00 per Scout. Requests received after May 1, 2008 will not be processed.**

### **Required Forms**

Required forms are individual health forms, troop roster, and unit swim classification record. Please see the Miscellaneous Camp Forms section at the end of this guide. Failure to arrive with a completed, signed health form will delay your check-in. No one, adult, youth or staff, may participate in any activity without a completed health form. **Out of Council troops must have sufficient accident insurance and a tour permit.**

Additionally, each unit should complete a Program Registration Form on your troop registration form on the Internet by **May 15** to facilitate merit badge and class registration. This form indicates which classes your boys will be attending.

## 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 not 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 the refund is for; 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 boy 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.

## Preparing for Camp

### Advanced Planning

Going to Scout camp is probably the greatest experience that a unit will have during the year. You'll get tremendous satisfaction out of seeing each Scout have fun in the great outdoors. Each unit leader becomes more responsible. Each patrol functions better as a team. Your unit will be better as a result of Scout camp, and the opportunity to get to know and understand your Scouts can never be better.

### What Do I Do Now?

Well, here you are all pumped up about going to camp, but a little unsure of your next step. That's O.K. because we're not going to let you down now!

1. Contact your District Camp Promotion Chairman and establish a Camp Promotion Night for Scouts and parents. (If you don't know your District Camping Chairman, contact the council service center for assistance.) Inform the Camping Chairman of the date of your parent's night so the necessary materials are available. The purpose of a parent's night program is to inform Scouts, parents and leaders of the activities available at each summer camp. Select a date far enough out from your projected camp dates to allow everyone a chance to prepare properly. (December or January is a good time.) Don't forget to invite Webelos (and their parents) that you expect will cross-over to your troop and attend camp with you in the summer.
2. Contact your Order of the Arrow chapter advisor so you can have a few seasoned campers at your parent's night to answer questions. This is an important step because the summer camp experience is the first time many younger scouts will be camping for such an extended period. Once again, if you don't know someone, contact your District Camping Chairman or Commissioner for assistance. The OA can also do your unit's OA election during your camp promotion meeting.
3. Conduct your unit Camp Promotion Night.
4. Have Scouts select which camp they wish to attend.
5. Send Campsite Reservation Form to any Greater Alabama Council service center, along with a \$100.00 deposit per troop. The reservation form is included in this guide, and is also available on-line at <http://www.lbsa.org>. **You should request a campsite; however, the Camp Director may reassign sites if necessary to accommodate troop size.**

6. Determine “What do we want to accomplish at summer camp?” “How can we ensure a balanced program that will enrich the life of each Scout?” Set some goals for your unit.
7. Determine which Scouts are planning to attend camp and develop your patrol structure. Follow-up with Scouts who don’t plan to attend and encourage them to reconsider.
8. Once you have these few steps in order, you’re ready. Relax; you’ve got everything under control. Even first year Scouts know you have to “Be Prepared”...and you are!
9. Collect and send \$75.00 per Scout to the Liberty Park service center by February 14, 2008, and an additional \$ 75.00 per Scout by April 18, 2008.
10. Conduct a Patrol Leader’s Council Meeting to integrate the unit goals with the youth goals and plan your camp advancement schedule.
11. Complete the Merit Badge and Instruction Selection Form on the internet at least two weeks prior to arrival in camp.
12. Collect and send your final payment not later than 15 May 2008..
13. Secure the needed medical forms from all Scouts and Leaders.
14. Conduct a swim test and complete the units swim classification record.
15. Attend Beaver Day on April 5<sup>th</sup>.

### **Beaver Day/Orientation: Camp Sequoyah-April 5**

Beaver Days are days set aside for volunteers and camp staff to meet one another and work on camp preparation projects. Units scheduled to attend camp should come to camp and invest some “sweat equity” in their camp. Bring your Scouts and Leaders, and help us get camp ready for the summer. Bring your own tools if you can. Beaver Day will begin at 8:00 AM. We will work until noon and then have lunch (**lunch & drinks will be provided**). Following lunch you will the opportunity to ask the camp administration questions. We will finish up by 4:00 PM.

### **Merit Badge Registration**

Our On-Line merit badge registration is now available and will be activated in February. 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 payments and 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. List them in that order on the class schedule and we will make every effort to get him into those classes. **First year campers or those taking BSA Lifeguard should only list those programs since they will take up most or all of the instruction day.** They should list several choices, however. Once your class schedules are finalized, they should be recorded on-line no later than May 15, 2008

## **CAMP SEQUOYAH GENERAL INFORMATION**

### **What to Bring to Camp**

Medical Form (age 11-39 Class II, Age 40+ Class III)  
 Plenty of Socks, Shorts, Underwear, T-shirts  
 Cap/Hat  
 Long Sleeve Shirt and Long Pants  
 Pillow  
 Towels

Scout Uniform  
 Shoes/ Boots  
 Pajamas  
 Sleeping Bag or Bed Roll  
 Raingear/Jacket for cool nights  
 Washcloth

Soap/Shampoo  
Flashlight  
Insect Repellent  
Sunscreen  
Notebook/ pens/ pencils

Toothpaste/Toothbrush  
Pocket Knife/Totin' Chip  
Swim Trunks  
Boy Scout Handbook  
Bible/ prayer book  
Work Gloves

NOTE: The above list is not meant to be all-inclusive, but a minimum suggested list

### **Check-in: Sunday**

Starting at 1:30 P.M.

1. One unit leader should be prepared to begin the registration procedure with the Commissioner staff. Each unit will be asked to review their alphabetical unit roster (Scouts and adults), adult and youth medical forms, tour permit (if out-of-council), and unit swim classification records.
2. Each troop will be permitted to drive one vehicle at a time into camp to drop off gear. 3.. The troop will hike to their campsite and prepare for the camp tour which will include medical check, visiting the dining hall, seeing the business manager, and swim checks at the waterfront. It is important that all troop members go to the waterfront so they can receive the waterfront orientation.
4. Eagle Bound and Mountaineering introductory meetings will be held Sunday evening. 5. A SPL and Scoutmaster meeting will follow supper.

### **Checkout: Saturday**

1. Breakfast
2. A Campsite Host will complete the campsite checkout procedure. Any fees for damages should be paid before departing camp. Check-out before breakfast is available.
3. **Each troop should review all advancement reports prior to departure. Discrepancies can be corrected.**
4. **PICK UP HEALTH FORMS**
5. Pick up lost & found, etc., from Camp Director's office.

### **Uniform at Camp**

Sunday arrival: Field uniform ("Class A")

During The Day: "Class B"

Evening Meal: Field uniform

Closing Flag Ceremony: Field uniform

Chapel Services: Field Uniform

At the Lake: Swim suits

### **Religious Observance**

An interfaith service will be held each week.

### **Controlled Substances**

Drug and alcohol laws will be strictly enforced according to Boy Scouts of America standards and the laws of the State of Alabama. Boy Scouts of America policy is to provide a tobacco-free environment for all Scouting participants. Therefore, tobacco is not allowed in the presence of youth or in buildings. You may use tobacco only in the designated smoking area, by the dumpsters near the dining hall.

### **Property or Equipment Damage:**

A Scout is Thrifty...all campsite and camp owned equipment will be inspected before checking in and out of camp. Any damages that occur will be assessed by the Camp Ranger and must be paid prior to leaving camp. Damages may include lost or damaged equipment, defacing tents or facilities, or damage to the natural environment. Please note and report any damage you detect on your check-in sheet.

TENTS:

Rips and tears per inch.....	\$ 2.00
Writing on canvas, each panel.....	\$ 17.50
Destroying Waterproofing Use of aerosol spray cans in or on a tent can destroy the Waterproofing.....	Cost to be determined on an individual basis by the Camp Ranger.
Tent Replacement (Tent beyond economical repair).....	\$350.00

TENT PLATFORMS AND PICNIC TABLES:

New board replacement-cost determined per case.....	(Minimum \$7.50)
Ridge Poles.....	\$ 25.00
Uprights.....	\$ 12.50

TIE-DOWN RAILS and UPRIGHTS - Cost to be determined on an individual basis by the Camp Ranger.

PERMANENT STRUCTURES - Cost to be determined on an individual basis by the Camp Ranger

Fire Extinguishers.....	\$ 40.00
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ENVIRONMENTAL DAMAGE

Damage to live trees.....	\$ 20.00
Improper disposal of trash and litter.....	\$ 10.00

**Order of the Arrow Callout Ceremonies**

Camp Sequoyah conducts an OA callout ceremony Wednesday evening. Your troop should schedule and hold a unit OA election several weeks prior to camp. Have the election results sent to the council office and **bring a copy with you to camp**. If you are an out-of council troop, your Scouts can be called out also.

**Who Is In Charge?**

**Adult Leadership in Camp**

Under the Boy Scout organizational structure, the Scoutmaster is in charge of the troop at all times. The Scoutmaster and other adult leaders have the primary responsibility for the care of all the unit Scouts while in camp. The discipline and organization of the troop is the Scoutmaster’s responsibility. However, it should be noted that the Scoutmaster should utilize the Senior Patrol Leader’s leadership skills whenever possible.

**Scout Leadership in Camp**

While the ultimate responsibility for the troop rests with the Scoutmaster, each Troop is under the leadership of the Senior Patrol Leader. The Senior Patrol Leader, with the assistance of the Patrol Leaders and adult leaders, will insure that all members of the troop are where they are supposed to be at various times during the day (i.e. breakfast, lunch and dinner formations), and will take charge of the unit at any formations that the troop is responsible for conducting. The Senior Patrol Leader will assign patrols to insure that the campsite is neat and in order at all times, and any campfires are extinguished if no one is in attendance. The Senior Patrol Leader is the first level of troop discipline while in camp. The Senior Patrol Leader will also attend the daily SPL meeting as scheduled by the camp staff.

**Youth Protection Training Required for Adults**

All registered Scouters listed on the Unit Adult Registration form who will be remaining at Camp Sequoyah for more than 24 hours must have a current Youth protection Training Certificate. Certification is valid for three years and must be current through the Scouters entire time at camp. This requirement is to be verified by the Scoutmaster before camp. The certification can be obtained online at <http://olc.scouting.org/>.

## Medical Information Form

All participants (youth and adults) attending Camp Sequoyah must complete Boy Scout medical. This medical form is available at the Council Service Center or on the web site <http://www.1bsa.org>. The medical form can be reproduced, but not altered in any way. Each medical form requires a physician's examination and signature and parents or legal guardian signature indicating that the camper or leader is fit to attend camp. According to BSA policy, all youth not participating in high adventure and adults under 40 require a completed Class 2 medical form. The **health history section**, the front portion, **should be updated annually** for any changes in the participant's medical condition, and to include current physician and parent emergency contact information. Adult leaders 40 years of age or older and youth participating in the Mountaineering programs are required to get a medical exam and complete a new Class 3 Medical Form every year.

## Medications

All prescription medications must be turned into the camp medical staff. All prescription medications will be dispensed by an adult over 21. All medications must be in the original containers, marked with the Scout's name and troop number and original medication information. Do not cover up the information and instructions on the medication. Dosages and schedules to be followed in camp must be the same as on the package; changes must be stated in writing. Medication in pillboxes and non-original containers will not be accepted. Please send only enough medication for the doses that will be administered during the week at camp. The camp medical staff will work with the Scoutmaster to ensure that Scouts are taking their prescription medication. It is the primary responsibility of the Scout and his Scoutmaster to know when they should be taking their medication.

## Emergencies and Medical Care

Camp Sequoyah operates well-equipped medical facilities that are administered by the Camp Sequoyah Medical director. The medical staff is available 24 hours a day, seven days a week. Unit leaders should contact the medical staff or any leadership team member for assistance, even in emergencies. **DO NOT CALL 911**. We have special arrangements for contacting and working with the Cleburne County EMS for Camp Sequoyah. Help will arrive much quicker if camp medical personnel make the call.

If a non-emergency problem arises, such as an illness that is beyond the scope of our medical technicians, we will contact the parents and unit leader. The parents and unit leaders must then arrange for care and transport the Scout to a medical facility. The parents or unit leaders must pay the costs of such care; the parents should file insurance claims.

In the event of an injury or illness requiring immediate medical attention, the care of your Scout will be turned over to the local emergency medical personnel, who may require the use of ground or air ambulance service at their discretion. **All expenses associated with this additional treatment and/or emergency transportation is the responsibility of the Scout's parents or guardians.** The providers will directly bill the patient or other responsible party; we will not make any payments.

We encourage unit leaders to provide first aid for minor cuts, small blisters, etc. using your unit first aid kit. For anything more serious, and any situations requiring medication, please use the Med Hut

## Accident and Sickness Insurance

The Greater Alabama Council has purchased accident and sickness insurance for every Scout and Scouter. This coverage is excess insurance to any health or accident insurance that a family may already have in place. This coverage is primary only if no other insurance is available. This insurance covers all authorized camp program activities while in camp. This insurance does not cover the co-payments for a family's primary insurance. All claims are handled directly with the insurance company. **Units not chartered in the Greater Alabama Council must provide proof of insurance upon arrival at camp.**

## Emergency Procedures:

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 ringing of the bell, you are to report to your campsite as quickly as possible. Your host will meet you there and give you any information

that you may need. All Scouts and leaders should remain there until the all-clear signal is given. The all-clear signal will be three distinct rings of the bell.

### **Special Diets**

Camp Sequoyah is willing to accommodate special diets for campers. If a Scout has dietary restrictions make sure it is indicated on his medical form. Please contact the camp in writing or by email a minimum of 3 weeks in advance to request special dietary needs.

### **Avoiding Accidents**

Most accidents occur late in the day in camp. Many of them involve horseplay. Fatigue and mild dehydration may impair a Scout's performance and judgment. Rock throwing, improper use of equipment, climbing steep or rocky ridges, running through campsites, climbing trees, and carelessness around fire lays frequently cause accidents. To avoid accidents, maintain individual and unit discipline and practice safety in all activities.

### **Safety Around Plants**

Vegetation greatly enriches outdoor experiences. Hazardous plants will seldom cause concern for most activities, though you will want to be able to recognize irritants such as poison ivy, poison oak, poison sumac, and nettles. Do not eat any wild plants, including mushrooms unless you are positive that you know what they are and that they are safe for human consumption. Enjoy wild plants by taking photos of them and leaving them for others to enjoy.

### **Safety Around Animals**

Summer camp is an outdoor experience, and as such, we are visitors to the camp's natural area. As Scouts, we must remember to live up to the Outdoor Code and be "considerate in the outdoors." Throwing rocks at 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 troubles with snakes or other animals to the camp maintenance staff immediately.

### **Insect Bites**

Ticks spread many diseases in North America. If you find an imbedded tick, report to the Med Hut so it can be properly removed.

### **Fire**

If you see or suspect a fire, notify the camp leadership team immediately. Send for, or get help before you try to put out the fire, and do not put yourself in a dangerous situation!

### **Lost Person**

If a member of your troop is missing, first check their tent and surrounding campsite, and any buildings or latrines near the campsite. Then check their last known program area or location, and the trading post. If the person cannot be found promptly, immediately notify the camp Leadership Team while continuing to search.

### **Buddy System**

**The buddy system will apply to all Campers, Staff and Leaders while at Camp Sequoyah.**

### **Swim Checks**

All Scouts and leaders who wish to use the lake and boats at camp are required to have a current swim check. There are no exceptions. Swim check records are also required for all unit aquatic activities. Swim checks are valid for one year, and must be repeated, preferably at the beginning of each summer season.

We will conduct a swim check when you arrive, but you can save a lot of time if you do a unit swim check before coming to camp. When doing the swim check, be sure to have a qualified lifeguard on hand. Non-certified adults may assist in the process as needed. Please make two copies of your swim check – one for the

lake and one for your Troop records. We cannot return the lists at the end of the week. The copies will be collected at the lake during the check-in process.

### **Administration of Swim Classification Test**

A Pre-Camp Swim Test Classification Record is included in the Miscellaneous Forms Section at the end of this guide. This is a record of your Troops pre-summer camp Swim Test as of the date of the test. Any change in this status after this date i.e., Non-Swimmer to beginner or beginner to swimmer, will require a reclassification swim test by the Summer Camp Aquatics Director.

**NOTE:** Although swim tests maybe conducted prior to summer camp, the Aquatics Director is expected to review or retest any Scout or Scout Leader whose skills appear to be inconsistent with his classification. Additionally, the Aquatics Program Director is authorized to retest and Scout or group of Scouts when he is reasonable concerned that the pre-camp swim tests were not properly administered.

#### Swimmer Test

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; then swim 25 yards using an easy, resting backstroke. The 100 yards must include at least one sharp turn. After completing the swim, rest by floating. The duration of the float test is not significant, except that it must be long enough for the test administrator to determine that the swimmer is in fact resting and could likely continue to do so for a prolonged period of time.

#### Beginner Test

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

### **Motor Vehicle Information**

**Drivers should keep their car keys with them at all times** while at camp so that they can assist in emergency evacuations; in the event of an emergency, there may not be time to return to the campsite for keys.

Once the unit is established at its campsite all cars are to be removed to the camp parking lot. A unit trailer may be kept at the unit campsite parking area; **PLEASE INSURE THAT TRAILER IS LOCKED** when entry into it is not required. Campers and motor homes are allowed in the camp parking lot; however, it should be noted that there are no electricity, water or sewage hookups or any dumping stations provided.

If you have a Scout or adult with special mobility needs, a permit can be obtained to drive this individual to various activities. Please identify this need during the unit's check-in process. Do not use this privilege to drive other Scouts attending the same activity.

The maximum speed limit for vehicles on the camp roads is 15 miles per hour.

### **Camp Visitor Policy**

Visitors are welcome only on Wednesday evening - Family Night. 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. Only vehicles that are needed to transport handicapped visitors will be allowed to enter main camp. Please have Scouts meet your visitors in the parking lot to escort them to your site. Troops reserve shelters and craft lodge for gatherings. At 8:30 p.m. there is a campfire program where family members can witness the calling out ceremony of the new Order of the Arrow candidates. All guest should leave camp by 10 PM. Visitors are required to leave pets, alcoholic beverages, fireworks, and firearms at home, and must follow all other camp policies.

## **Camp Security Policy**

All Leaders and Scouts will be issued arm bands. If you are not wearing an arm band, Camp Staff members will escort you to the Camp Office. Anyone arriving in camp, with the exception of Wednesday evening guests (they will be met in the parking lot), must check-in at the Camp Office before going to a campsite. 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 and is permitted to do so.
- 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.

## **Other Safety Guidelines**

-Guns, ammunition and archery equipment should be left at home. The camp will provide rifles, shotguns, ammunition and bows and arrows at shooting sports program areas.

-Alcoholic beverages, illegal drugs and fireworks are not permitted in any Scout Camp. Possession or use of them on Camp property is cause for immediate removal from camp.

In addition, use of illegal drugs will be reported to local law enforcement authorities.

-Self contained stoves and lanterns may be used, but not in tents. Open fires in campsites may or may not be allowed depending on the fire conditions at camp. All fires must be controlled 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.

-No pets are allowed in camp.

-No bicycles are allowed in camp other than the bikes used for program.

## **Volunteering While at Camp**

For those of you who have technical skills, our camps always need help with projects involving carpentry, plumbing, electrical and many other skills. This is beyond normal conservation projects. We would be appreciative if you would arrange for such before you arrive at camp if this is your interest. You may also contact the Ranger when you get to camp. Also, there might be leaders in your unit with experience and expertise in the merit badges we offer at camp. We welcome any help your leaders or older Scouts could offer.

## **2008 SUMMER CAMP STAFF OPPORTUNITIES**

The Greater Alabama Council is already making plans for the best summer programs ever in 2008 and YOU can be a part of them at Camp Sequoyah. Boy Scouts and Venturers who are 15 years old and older may work as full-time staff members at Camp Sequoyah. Staff camp dates for 2008 are May 31 through July 12. Greater Alabama Council camp staff members receive free room and board, a competitive salary and the kind of strong experience sought by employers. They gain friendships that last a lifetime, countless stories to tell and unlimited FUN.

Copy the staff application in the appendix and send it in today. Be sure to have your Scoutmaster to sign your completed form. If you have questions, call 205-970-0251 and ask for the Camping Program Director.

## **2008 COUNSELOR IN TRAINING PROGRAM**

### **Purpose and Goals**

The Counselor In Training (CIT) program is designed to train possible future staff members for camp and at the same time to provide training for junior leaders and instructors in troops. The program is structured to help Scouts learn to work with peers and adults, and to develop leadership skills, teaching ability, and responsibility.

An opportunity to complete some Scout advancement requirements will usually be provided. There is **no charge or salary** for the program, however, Scouts participating as a CIT for **two weeks** will be allowed to attend camp at **HALF PRICE** with their troop. Parents are responsible for transportation to and from camp. Discounted weeks must be used in the year they are earned or will be forfeited.

### **Requirements for Application and Acceptance**

- 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 his Scoutmaster.
- Have leadership experience in his unit
- Hold the rank of Star 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 Form Section of this Guide.

### **Camp Sequoyah Facilities:**

#### **Butler Dining Hall:**

Camp Sequoyah has a centrally located Dining Hall featuring family style dining. Each troop is asked to send waiters to set the tables a few minutes prior to the meal. A salad bar is available during most lunches and dinners. The Dining hall is also equipped to issue ice, garbage bags, toilet paper, and other necessities through its commissary window. It is open for 20 minutes after each meal. Troops are also able to check out ice cream freezers and Dutch ovens to make homemade cobbler or ice cream.

**Cooking In-Site.** Some troops prefer the option of cooking most of their meals in their campsite throughout the week. If you'd like to try the campsite cooking option, please notify the Camp Director by May 15 so that necessary arrangements can be made to have your supplies ready when you arrive at camp.

#### **Camp Office (John Owens Williams Building):**

The camp office houses the administrative offices for the Camp Director, Program Director, and Camp Commissioner. This building is restricted for the use of staff except for when you need to use the telephone. It is adjacent to the leader's gazebo. All mail will be delivered to the camp office as it arrives in camp. Each troop has a mailbox where camp information and mail will be placed. If any questions, concerns or needs arise during the week, please feel free to come by the office for assistance.

#### **Health Facility (Charles Hill/M.C. Baughn/Lloyd Noland Foundation Facility):**

The health facility is located just across from the Camp Office. All medical forms and prescription medications are kept in this building for access and administration by the camp medic. The Medical Officer lives in the facility and is always available. On the back of this building there are two public restrooms that are open for visitors Wednesday evening.

#### **Trading Post:**

Camp Sequoyah has a well-stocked trading post. Camp souvenirs, merit badge books, and general Scouting and craft items may be purchased. Kits for handicraft badges and Space Exploration are also available.

#### **Council Ring:**

The campfires are all held in the council ring overlooking the waters of beautiful Lake Cross.

#### **Chapel:**

Camp Sequoyah has vesper services during the week. Please join us for our vesper services during the week or enjoy this facility on your own.

### **Campsites:**

Camp Sequoyah presently has 13 campsites. Each campsite is equipped with a trash can, faucet, and latrine with washbasin, two flush toilets, and two hot-water showers. On the side of the latrine is a bulletin board. There is a designated leader's area and patrol sites pre-established in groups of four tents each. Each tent, including the leaders, sleeps two people. Many sites will be occupied by more than one troop. Troop trailers must be parked in designated sites. **No hammocks are permitted in campsites due to tree damage. There is no electricity in the campsites.**

\*\*The Turkey Flats Campsite is a **HANDICAPPED ONLY** site, if you do not have a Scout or leader that is handicapped, that site will not be available. This site does not have its own shower building.

Each troop must bring their trash to the dining hall and place it in the dumpsters beside the loading dock. Campsite inspections will be performed every morning after breakfast to check for trash, latrine cleanliness, fireguard chart postings, and general neatness.

### **Harbert Lodge:**

This log cabin has a comprehensive ecology department.

### **Craft Lodge:**

The craft lodge, located near the trading post, is where Leatherworking, Metalworking, Art, Woodcarving, Sculpture, Pottery, Basketry, Plumbing, and Fingerprinting Merit Badges are taught. It also has at its back door a blacksmithing area. **If you cannot take basketry, leatherwork, or fingerprinting at the scheduled times, see the Handicraft Director to schedule a time for your troop.**

### **Rappelling and Climbing Tower:**

The 50 foot structure has 20', 30', 40', and 50' wall climbs; a 50' rappel, and 14', 24', and 34' foot chimney climbs. The tower is available to any Scout who turns 13 by January 1 of the year they are attending camp.

### **Lake Cross Trail:**

Hike the trail around Lake Cross. The approximately 6 mile trail provides great views of Lake Cross. This could be a great afternoon activity for your troop.

### **Camp Sequoyah Programs:**

#### **Eagle Bound Program:**

This program uses the patrol method and various team-building exercises to give first year scouts the tools they need to be leaders in their own troop. Scouts will cover many of the requirements for Tenderfoot, Second Class, and First Class as well as earning the First Aid and Swimming Merit Badges. A five-mile hike is completed on Tuesday evening.

#### **Mountaineer Program:**

The Mountaineer Program is available to Scouts who are 14 years or older by the time they arrive in camp. This is a fun-filled and exciting program that has limitless opportunities. It is flexible, allowing Scouts to participate in activities with their troop when they desire. From the waterfront to the trails on Mt. Cheaha, Scouts will participate in activities such as initiative games, climbing, rappelling, BSA kayaking, and mountain biking. Also, Scouts will visit the Mountain Man outpost where they will learn to throw tomahawks and take a trip to the Indian Village where they will partake in Native American activities. Off camp, the Scouts will canoe the Tallapoosa River, hike the Pinhoti Trail in the Cheaha Wilderness, and climb the rock faces of the Rock Garden at Mt. Cheaha. An overnight backpacking trip is available. For a fee of \$40.00, this will be one program that should not get passed up.

#### **Pioneer Program**

This is a unique program that offers a different experience for older Scouts. In this program older youth find the high adventure that they enjoy. The week-long experience is for Scouts who are at least 1st Class and 14

years of age when they arrive at camp. The Scouts eat breakfast in the dining hall, and then spend the remainder of the day in the Pioneer camp, before returning to the troop campsite at night. Lunches will be prepared at the Pioneer Camp. Activities will focus on life in Appalachia 150 years ago. It includes tracking, fire building with flint and steel, Dutch oven cooking, identification of wild edible plants, tomahawk throwing, and soap making. Portions of the cooking, Indian lore, and wilderness survival merit badges will be completed. This program has an additional fee of \$10 per Scout.

### **Olan Sheets Blacksmith Award**

Earn a special patch by listening to one of Big O's many stories, making a useful tool at the blacksmith shop, and learning about the history of blacksmithing. Available for youth and adults.

### **Amazing Gateway Award**

Build a gateway to your camp site. The camp commissioners will judge them based on originality and use of Scout skills.

### **Adventure Valley**

Adventure Valley is held Monday evening. Adventure Valley is an obstacle course through mud. It is available for Scouts and Leaders. You will get muddy, wet, and have big fun!! Be sure to wear clothes you never want to wear again.

### **Scoutcraft**

Camping, Cooking, Wilderness Survival, Pioneering, Orienteering, Backpacking, and Fire Safety merit badges are taught in this area. Upon request, Totin' Chip, Firem'n Chit, and Paul Bunyan awards can be offered.

**Bring your own backpack and gear for an overnigher if taking Backpacking MB.**

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

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

### **Shooting Sports**

Shooting sports merit badges can be challenging. If Scouts work on the written portion before camp, they can spend less time studying and more time having fun. The worksheets for the written of Archery, Rifle, and Shotgun are available at <http://www.meritbadge.com/>.

### **“Top Gun”**

#### **Background:**

The Council Camping Committee, Greater Alabama Council, recognized the need for a program to emphasize gun safety and provide for proper training in the handling and use of firearms. The Field Sports Area at Camp Sequoyah and Camp Comer provide excellent facilities to develop these goals. It was decided, in early 1991, to expand the Scout's field sports experience with an introduction to shooting sports. The Camping Committee approved a rifle match competition to provide the next step for scouts who showed an aptitude for target shooting.

#### **The Program:**

- 1) Each scout having one of the ten best scores on the rifle range for each week of summer camp will be invited to participate in a match competition.
- 2) The competition will be held at the end of the summer so that each of the six weeks of Camp would have ten possible candidates.
- 3) This competition match is to raise the level of learning by using all four firing positions. The firing positions are only explained in the rifle merit badge book. This new level would introduce the scout to the next step in match competition.
- 4) In keeping with the competition tradition we will award a first, second, and third place. However, all scouts that participate in the match would receive some form of recognition.

This program has been successful in sparking an interest in shooting sports and providing a means to emphasize the safe and proper use of firearms. **Be sure to ask if any of your Scouts qualified for Top Gun.**

### **The Smoke Signal:**

The Smoke Signal is Camp Sequoyah's daily newspaper. Each morning you will find one on your table at breakfast. Check out today's events and photos from yesterday. If you would like to submit an article, see the Program Director.

### **Camp Commissioner Program**

In addition to inspecting campsites, the Commissioner staff will administer the Campsite award and Camp Spirit award. See the requirements below.

#### **To qualify for the "Campsite Award" units will need to:**

- Display a filled out duty roster
- Keep tent floors clean and swept
- Stow personal gear neatly. No hangers over ridge pole
- Keep activity shelter neat and clean
- Keep latrine and shower floors swept and clean
- Keep toilets, showers, sinks and drains clean
- Keep dry toilet paper in stalls
- Post and fill out a fireguard
- Keep campsite area and trail clear of litter and brush
- Display patrol flags
- Display troop flag
- Display American flag
- Keep campsite free of hazards
- Remove garbage each morning

#### **To qualify for the "Camp Spirit Award" a unit will need to:**

- Show Scout Spirit
- Wear field uniform to all evening meals
- Attend all morning flag ceremonies
- Attend evening flag ceremony
- Provide a song, run-on or cheer in the Dining Hall during a meal
- Senior Patrol Leader attends all SPL meetings
- Unit performs a conservation project, which **must be approved by the Camp Ranger or the Ecology Director.**
- 50% of Scouts earn at least one merit badge
- Unit participates in camp-wide games (Adventure Valley or Water Carnival)
- Be represented in Mile Swim or Triathlon
- Provide a song or skit for campfire program
- Help conduct a flag ceremony
- At least 50% of troop attend vesper service
- Provide one youth member, per meal, to help with dining hall clean-up
- Participate in its own evening program (such as ice cream social or campfire) once during the week

### **Afternoon Troop Activities**

Afternoon activities can be scheduled when you arrive in camp. They are available every afternoon except Friday at 2:00, 3:00, and 4:00 except where otherwise noted.

### **Shooting Sports Area**

Shooting sports activities will end at 4:30 daily to allow time for clean-up. Troop competition will be held Wednesday afternoon at 3:30. No shooting sports activities can be scheduled during that time.

#### **Rifle Shooting:**

Each troop is given the opportunity to shoot .22 caliber rifles during this time.

#### **Shotgun:**

Scouts may try skeet shooting with 12 Ga. or 20 Ga. shotguns

### **Nature Trail Hike**

This event, sponsored by the ecology department, is an opportunity to explore the ecology of Camp Sequoyah.

### **Conservation Project**

Contribute to improving camp by participating in a conservation project. This also is needed for the Camp Spirit Award.

### **Recreational Swim and Aquajump:**

Scouts will have an opportunity enjoy recreational swims and jump on the Aquajump. The Aquajump is a trampoline floating on Lake Cross.

### **Troop boating or canoeing**

Spend a little time in a rowboat or canoe and meander around Lake Cross just relaxing.

### **Day hike on Mt. Cheaha**

Visit Alabama's highest point to see mountain vistas. Not available Thursday or Friday.

### **Cherokee Village**

Learn about Native American culture at this outpost camp. Activities will include dancing, story telling, and Native food and games. Scheduled at 2 and 3:30 Monday-Thursday.

### **Mountain Man Outpost**

Experience the life of an 1800's trapper at this outpost camp. You will have the opportunity to play period games and learn about life in the wilderness. Scheduled at 2 and 3:30 Monday-Thursday.

### **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.

### **Leave No Trace Demonstration Area**

Receive hands-on training in Leave No Trace.

### **Lake Cross Trail**

Hike the 6 mile trail around Lake Cross.

### **Sports Opportunities**

Play volleyball or ultimate Frisbee. Pick a troop or patrol to play.

### **Leaders' Golf Tournament**

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

## **Experience tells us.....**

Campers are our customers. Comments made by trained and experienced Scoutmasters over the years were compiled into a collection of helpful hints regarding merit badges and advancement.

- 1) Summer camp is not a merit badge mill, where you pay a fee and get four badges automatically. Instead, camp offers merit badges as one portion of the overall program. The more prepared the Scout is (read merit badge book) the more merit badges they could take.
- 2) Most Scouts should plan on a maximum of four merit badges per week per boy.
- 3) The most difficult badges to earn are those requiring a great deal of physical skill, co-ordination and stamina, i.e. Lifesaving, Archery, Rifle/Shotgun, Climbing, and Mile Swim.
- 4) Complete advance written work at home, camp is not the ideal classroom for written work. The prepared Scout comes to camp with all written work already done.
- 5) Scouts should try doing something new at camp and get a well-rounded experience. Try to get one badge from four or five different areas.
- 6) The troop should come to camp prepared. Please have patrols already organized and elect camp patrol leaders if necessary. Work on ideas as patrols and have the patrol leaders represent the group at camp.
- 7) Your campsite is your home for the week. Please take care of it, take pride in it, and work at making it comfortable by bringing banners and flags to dress it up.
- 8) You should schedule time for rest! That's right. Too often, you do not take time to sit and enjoy the beauty of camp around you. Don't keep such a pace that you miss the trees, the nature, and the clean fresh air. Sequoyah's schedule is diverse and extensive to make sure we can provide a challenge and adventure to today's Scout; not to pressure a Scout into taking ten merit badges.
- 9) Top troops show spirit. The troop that comes to camp with creative ideas and scout spirit challenges the rest of the camp to come alive. Bring your troop cheer to camp and show everyone that you're number one.
- 10) Be flexible. Each week there could be around 400 campers attending camp and while staff is there to meet everyone's needs, a Scout is friendly, cheerful, and courteous. We need to practice the Scout Law in camp when dealing with others.
- 11) In the event a situation requires you or one of your Scouts to go to the hospital, experience tells us that it would be wise to have a photocopy of each troop members' insurance card for more efficient processing and faster service.
- 12) For your benefit, it would be advisable to have no less than 2 copies of each Scout and leader's health forms while at camp, one for your unit's file and one for the Health Lodge file.

## **Merit Badge Offerings**

The chart following this section shows all the merit badge offerings at Camp Sequoyah for the 2008 Camping Season. You should sign up for merit badges as soon as possible, because the class size is limited in some. They are filled on a first come first served basis.

**Class Size:** Capacity is strictly limited in Swimming, Lifesaving, Canoeing, Small Boat Sailing, Sailing, Rifle, Shotgun, and Archery Merit badges. If you unable to get a class your Scouts need, see the Program Director or Camp Director when arriving at camp.

**The requirements offered at camp column** shows those requirements from the 2007 Requirements Book that we will try to complete at camp. Requirements that are not completed at Camp Sequoyah can be finished at home with unit leaders or merit badge counselors.

**Requirements to do at home** column shows those things that the Scout must do either before or after camp. It is the responsibility of the unit or Scout to arrange for completion of these requirements.

**Prerequisites, Other.** This column shows minimum ages or other requirements to meet before taking the course, special forms requiring parent signature, and other remarks. Review this column carefully, as these requirements cannot be waived.

### Camp Sequoyah 2008 Course Requirement Offerings

Program Area/Course	Periods Offered	Class Size	Costs/Fees	Requirements Offered at Camp	Requirements to do at home	Prerequisites /Other
American Heritage MB	2	12	None	1, 2, 3a & b, 4,6	3c, 5	
Animal Science MB	3	12	None	1, 2, 3, 4, 5, 6		
Archaeology MB	4	8	None	All	4, 11	
Archery MB*	1,3,4	14		All	Read MB Book	Able to pull a bow
Art MB	2	7		All	None	
Athletics MB	3	15	None	All	None	Older Scouts
Back Packing MB	2	15	None		10, 11	Older Scouts
Basketry MB	1,2,4 Wed. Only or by Appt.	12	\$10.00	All	None	
Bird Study	1	12	None	1-7	8	Older Scouts
BSA Lifeguard	All day	6	None		CPR Certification	Age 14, Blue Tag, swim 400 yards
Camping MB	1,3	15	None	2, 3, 4, 5, 6, 8a,b,c	1, 7, 8d, 9a,b, 10	
Canoeing MB	2, 3	16	None	3-10	1,2	Strong Swimmer – Blue Tag
Cinematography MB	4	8	None	All	None	
Citizenship in the Nation MB	1, 2, 3	15	None	1-3, 5-8	4	
Citizenship in the World MB	1,2	15	None	1-6	7	
Climbing MB	1&2 or 3&4	12	None	All		
Communications MB	3	8	None	1-4, 6, 9	5, 7, 8	
Cooking MB	4	15	None	1-3, 5, 8	4, 6,7	
Disabilities Awareness MB	2	15	None	1-3, 5-7	4	
Emergency Preparedness MB	2, 3, 4	15	None	All	8, 9	
Environmental Science MB	1, 2,4	20	None	All		
Fingerprinting MB	4	15	None	All		
Fire Safety MB	2	12	None	All	6a, b	
Fish & Wildlife MB	4	15	None	1-4, 6-8	5	

First Aid MB	3,4		None	All	2b	
Fishing MB	1,3	12	None	All		
Fly Fishing MB	2		None	All		
Forestry MB	2	15	None	All		
Geology MB	4	15	None	All		
Indian Lore MB	4	8	Cost of Kits	All		
Law MB	3	15	None	1-3, 5-11	4	Older Scouts
Leatherwork MB	1, 2, 4 Tuesday Only or by Appt.	15	\$10.00	All		
Lifesaving MB	1, 2	12	None	1-12, 14	13ab, 15	Swimming MB – Blue Tag
Mammal Study MB	4	15	None	All		
Medicine MB	2	15	None	1-9	10	Older Scouts
Metal Working MB	1, 2, 4	8	None	All		
Mountaineer Program	1,2,3,4		\$40.00			14 and older
Music MB	1	8	None	1-2, 4	3	
Nature MB	3	8	None	All		
Orienteering MB	1	10	None	2-7	1, 8, 9, 10	
Eagle Bound (Second Class)	1,2,3,4 and after lunch	30	None	1, 2 c-f, 4-7	Balance	
Eagle Bound (1st Class)	1,2,3,4 and after lunch	30	None	1, 2, 6-9	Balance	
Eagle Bound (Tenderfoot)	1,2,3,4 and after lunch	30	None	4-10a, 11-12	Balance	
Pioneering MB	3	15	None	All		
Pottery MB	1	15	None	1-6, 8	7	
Public Speaking MB	3	8	None	All		
Pulp & Paper MB	Tuesday only 2-5 PM	8	None	All		
Reptile & Amphibian MB	2,4	8	None	1-7, 9, 10	8	
Rifle MB*	1,2,3	24	None	All	Read MB Book	
Rowing MB	1,2	12	None	3-10	1, 2	Strong Swimmer – Blue Tag
Sculpture MB	1	10	None	All		
Shotgun MB*	1,2,4	8	\$ 15.00	All	Read MB Book	Big enough to handle a 12 gauge shotgun
Small Boat Sailing MB	3,4	6	None	3-9	1, 2	Strong Swimmer – Blue Tag
Space Exploration MB	4	12	\$15.00 for rocket	1, 3-8	2	Older Scouts
Soil & Water MB	3	12	None	All		
Swimming MB	3,4	24	None	3-10	1, 2ab	Strong Swimmer – Blue Tag
Weather MB	1	12	None	1-7, 9	8	

Whitewater MB	3&4	10	\$ 10.00	2, 4-13	1, 3	Requires a Thursday canoe trip. Fill out release form
Wilderness Survival MB	4	15	None	1-4, 6-13	1, 5	
Wood Carving MB	3,4	7	Cost of Kits	All	None	

## Camp Sequoyah Daily Merit Badge Schedule

<b>Department</b>	<b>Session I 8:00-8:50 AM</b>	<b>Session II 9:00-9:50 AM</b>	<b>Session III 10:00-10:50 AM</b>	<b>Session IV 11:00-11:50 AM</b>
<b>Nature</b>	Fishing Merit Badge	Fly Fishing Merit Badge	Fishing Merit Badge	Geology Merit Badge
	Environmental Science Merit Badge	Forestry Merit Badge	Animal Science Merit Badge	Fish/Wildlife Mammal Study Merit Badge
	Weather Merit Badge	Reptile & Amphibian Study Merit Badge	Soil & Water Conservation Merit Badge	Reptile & Amphibian Study Merit Badge
	Bird Study Merit Badge	Environmental Science Merit Badge	Nature Merit Badge	Environmental Science Merit Badge
<b>Handicraft</b>	Leather Work Merit Badge-Tuesday only	Leather Work Merit Badge-Tuesday only		Leather Work Merit Badge-Tuesday only
	Sculpture Merit Badge	Pulp and Paper MB		
	Basketry Merit Badge-Wednesday only	Basketry Merit Badge-Wednesday only		Basketry Merit Badge-Wednesday only
	Pottery Merit Badge	Art Merit Badge	Wood Carving Merit Badge	Fingerprinting Merit Badge
<b>Waterfront</b>	Rowing Merit Badge	Rowing Merit Badge	Swimming Merit Badge	Swimming Merit Badge
	Lifesaving Merit Badge	Lifesaving Merit Badge	Whitewater Merit Badge- Requires both periods	
	Canoeing Merit Badge	Canoeing Merit Badge	Small Boat Sailing Merit Badge	Small Boat Sailing Merit Badge
	BSA Lifeguard			
<b>Scoutcraft</b>	Camping Merit Badge	Fire Safety Merit Badge	Camping Merit Badge	Cooking Merit Badge
	Orienteering Merit Badge	Backpacking Merit Badge	Pioneering Merit Badge	Wilderness Survival Merit Badge

<b>Department</b>	<b>Session I 8:00-8:50 AM</b>	<b>Session II 9:00-9:50 AM</b>	<b>Session III 10:00-10:50 AM</b>	<b>Session IV 11:00-11:50 AM</b>
<b>Shooting Sports</b>	Rifle Merit Badge	Rifle Merit Badge	Rifle Merit Badge	
	Shotgun Merit Badge	Shotgun Merit Badge		Shotgun Merit Badge
	Archery Merit Badge		Archery Merit Badge	Archery Merit Badge
<b>First Aid</b>		Medicine Merit Badge	First Aid Merit Badge	First Aid Merit Badge
		Emergency Preparedness Merit Badge	Emergency Preparedness Merit Badge	Emergency Preparedness Merit Badge
<b>Mountaineer</b>	All Day			
<b>Humanities</b>	Cinematography Merit Badge	Citizenship in the World Merit Badge	Communications / Public Speaking Merit Badge	Citizenship in the World Merit Badge
	Citizenship in the Nation Merit Badge	Citizenship in the Nation Merit Badge	Citizenship in the Nation Merit Badge	Archaeology Merit Badge
	Music Merit Badge	American Heritage Merit Badge	Athletics Merit Badge	Indian Lore Merit Badge
		Disabilities Awareness Merit Badge	Law Merit Badge	Space Exploration MB
<b>Climbing</b>	Climbing Merit Badge- Requires both sessions		Climbing Merit Badge- Requires both sessions	
<b>Eagle Bound</b>	Scout Skills for ranks Tenderfoot to First Class will be taught by patrols during these sessions and after lunch until 3:00 PM.			

### Camp Sequoyah Daily Schedule

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
6:30 AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille	
6:35 AM		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	
7:10 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	
8:00 AM		MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	Check-Out Departure	
9:00 AM		MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes		
10:00 AM		MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes		
11:00 AM		MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes	MB/ Classes		
12:15 PM		Lunch	Lunch	Lunch	Lunch	Lunch		
12:45 PM		SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting	SPL Meeting		
1:00 PM		Rest Period	Rest Period	Rest Period	Rest Period	Rest Period		
2:00 PM		Arrival Check-In	Troop Activities	Troop Activities	Troop Activities	Troop Activities		Free Time
3:00 PM			Troop Activities	Troop Activities	Troop Activities	Troop Activities		
4:00 PM	Troop Activities		Troop Activities	Troop Activities	Troop Activities			
5:25 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/Lea ders Meeting	Adventure Valley	Eagle Bound Hike , Safe Swim Defense, Leave No Trace, Climb On Safely, Trek Safely	Free Time	Free Time	Free Time		
7:00 PM	Merit Badge Sign-Up					Triathlon	Leader's Golf Tournament	
7:30 PM	Free Time				Order of the Arrow Campfire	Wilderness Survival Campout	Closing Campfire	
8:00 PM	Free Time			Inter-unit campfires				
8:30 PM	Opening Campfire			VESPERS				
9:00 PM				Night Canoe trip				
9:30 PM	A Scout is <b>Clean</b> --- Take a shower							
10:00 PM	Taps							

## **DIRECTIONS 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 the main gate will be on your left ½ mile down.

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 about 15 minutes from Heflin. Hollis Crossroads, which is just a couple of miles from camp, is a convenient location for gas and other basic amenities. There is a country store there as well as a couple of gas stations. Heflin and Oxford are the nearest cities other than Hollis Crossroads.

**NOTE:** See Map at the end of this Leader's Guide.

# 2008 Summer Camp—Greater Alabama Council (In-Council)

## Instructions

Indicate your choice of Camp Comer or Camp Sequoyah

Mark your top three choices of **sites and weeks** with 1, 2 or 3 in the appropriate boxes.

Tell us the number of youth and leaders you expect to attend.

Submit deposit fees and secure your reservation.

<b>Unit Type</b>	_____	<b>Camp Comer (Mentone, AL)</b>	
<b>Number</b>	_____	<b>\$ 200</b>	
<b>District</b>	_____	<b>Camp Sequoyah (Delta, AL)</b>	
		<b>\$ 200</b>	

___ Week 1 June 1-7 (Camp Comer Only)	___ Week 2 June 8-14	___ Week 3 June 15-21
___ Week 4 June 22-28	___ Week 5 June 29-July 5	___ Week 6 July 6-12

<u>Comer Site</u>	<u>Max. Capacity</u>	<u>Sequoyah Site</u>	<u>Max. Capacity</u>
___ Beaver (C1)	34	___ Robbers Roost (S1)	40
___ Black Bear (C2)	42	___ Boiling Springs (S2)	40
___ Bobcat (C3)	48	___ Buck's Hideout (S4)	48
___ Buffalo (C4)	34	___ Raccoon Hollow (S5)	40
___ Fox (C5)	36	___ Boone's Place (S6)	40
___ Grizzly Bear (C6)	74	___ Bobcat's Den (S7)	32
___ Hawk * (C7)	32	___ Turkey Flats * (S8)	18
___ Mountain Lion (C8)	26	___ Chigger Ridge (S9)	40
___ Owl (C9)	32	___ Deer Run (S10)	56
___ Panther (C10)	44	___ Beaver Knoll (S11)	40
___ Raccoon (C11)	28	___ Cherokee Point (S12)	40
___ Wolf (C12)	38	___ Hawk's Landing (S13)	32
___ Wolverine (C13)	32	___ Uncle John's Place (S14)	40

Reserved for units with handicapped Scouts and/or leaders.

\* Reserved for units with handicapped Scouts and/or leaders.

## \$100 Non Refundable Deposit Required

\_\_\_ Number of Scouts      \_\_\_ Number Male adults      \_\_\_ Number Female adults

Payment Method:    \_\_\_ Check    \_\_\_ MC    \_\_\_ Visa    \_\_\_ Discover    \_\_\_ Unit Act  
 Card # \_\_\_\_\_ Exp \_\_\_\_\_  
 Name on Card \_\_\_\_\_  
 Signature (Required) \_\_\_\_\_

Contact Leader \_\_\_\_\_ Address \_\_\_\_\_  
 City/State/Zip \_\_\_\_\_ Phones H: \_\_\_\_\_ B: \_\_\_\_\_  
 E-Mail Address \_\_\_\_\_ Fax \_\_\_\_\_

Mail to: Greater Alabama Council, P O Box 43307 Birmingham, AL 35243-0307  
 Comer 1-2630-416-00      Sequoyah 1-2630-053-00

# 2008 Summer Camp—Greater Alabama Council (Out of Council)

## Instructions

Indicate your choice of Camp Comer or Camp Sequoyah

Mark your top three choices of **sites and weeks** with 1, 2 or 3 in the appropriate boxes.

Tell us the number of youth and leaders you expect to attend.

Submit deposit fees and secure your reservation.

<b>Unit Type</b> _____	<b>Camp Comer (Mentone, AL)</b>	
<b>Number</b> _____		<b>\$ 230</b>
<b>District</b> _____		
<b>Council #</b> _____	<b>Camp Sequoyah (Delta, AL)</b>	
<b>Council HQ City</b> _____		<b>\$ 230</b>

____ Week 1 June 1-7 (Camp Comer Only)	____ Week 2 June 8-14	____ Week 3 June 15-21
____ Week 4 June 22- 28	____ Week 5 June 29-July 5	____ Week 6 July 6-12

<u>Comer Site</u>	<u>Max. Capacity</u>	<u>Sequoyah Site</u>	<u>Max. Capacity</u>
____ Beaver (C1)	34	____ Robbers Roost (S1)	40
____ Black Bear (C2)	42	____ Boiling Springs (S2)	40
____ Bobcat (C3)	48	____ Buck's Hideout (S4)	48
____ Buffalo (C4)	34	____ Raccoon Hollow (S5)	40
____ Fox (C5)	36	____ Boone's Place (S6)	40
____ Grizzly Bear (C6)	74	____ Bobcat's Den (S7)	32
____ Hawk * (C7)	32	____ Turkey Flats * (S8)	18
____ Mountain Lion (C8)	26	____ Chigger Ridge (S9)	40
____ Owl (C9)	32	____ Deer Run (S10)	56
____ Panther (C10)	44	____ Beaver Knoll (S11)	40
____ Raccoon (C11)	28	____ Cherokee Point (S12)	40
____ Wolf (C12)	38	____ Hawk's Landing (S13)	32
____ Wolverine (C13)	32	____ Uncle John's Place (S14)	40

Reserved for units with handicapped Scouts and/or leaders.

\* Reserved for units with handicapped Scouts and/or leaders.

## \$100 Non Refundable Deposit Required

\_\_\_\_ Number of Scouts      \_\_\_\_ Number Male adults      \_\_\_\_ Number Female adults

Payment Method:    \_\_\_\_ Check    \_\_\_\_ MC    \_\_\_\_ Visa    \_\_\_\_ Discover

Card # \_\_\_\_\_ Exp \_\_\_\_\_

Name on Card \_\_\_\_\_

Signature (Required) \_\_\_\_\_

Contact Leader \_\_\_\_\_ Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_ Phones H: \_\_\_\_\_ B: \_\_\_\_\_

E-Mail Address \_\_\_\_\_ Fax \_\_\_\_\_

Mail to: Greater Alabama Council, P O Box 43307 Birmingham, AL 35243-0307  
Comer 1-2630-416-00    Sequoyah 1-2630-053-00



**Unit Pre Camp Swim Test**

<b>Unit Number:</b> _____		<b>Date of Swim Test:</b> _____		
	<b>Full Name: (Please Print)</b>	<b>Swim Classification</b>		
		<b>Non-Swimmer</b>	<b>Beginner</b>	<b>Swimmer</b>
<b>1.</b>				
<b>2.</b>				
<b>3.</b>				
<b>4.</b>				
<b>5.</b>				
<b>6.</b>				
<b>7.</b>				
<b>8.</b>				
<b>9.</b>				
<b>10.</b>				
<b>11.</b>				
<b>12.</b>				
<b>13.</b>				
<b>14.</b>				
<b>15.</b>				
<b>16.</b>				

**Name of Person Conducting Test:**

\_\_\_\_\_  
**Print Name** **Signature**

**Unit Leader:**

\_\_\_\_\_  
**Print Name** **Signature**

## Commissioner's Campsite Award

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

<b>Campsite Inspection Item</b>	<b>Points</b>	<b>Mon</b>	<b>Tue</b>	<b>Wed</b>	<b>Thu</b>	<b>Fri</b>	<b>Score</b>
1. Duty roster posted and filled out completely	5/day						
2. Tent floors clean and swept	10/day						
3. Personal gear stowed neatly. No hangers over ridge pole	10/day						
4. Latrine / showers Floors swept and clean	5/day						
5. Toilets, urinals, showers, sinks and drains clean	5/day						
6. Dry toilet paper in each stall	5/day						
7. Fireguard plan posted and filled out	5/day						
8. Campsite area and trail clear of litter and trash	5/day						
9. Garbage removed each morning	5/day						
10. American flag displayed	5/day						
11. Troop flag displayed	5/day						
12. Campsite is free of hazards	5/day						
<b>Total Points</b>	350						

### 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	<b>X</b>						
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	X						
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 camp improvement (Schedule with Camp Commissioner)	30							
<b>Total Points</b>	<b>405</b>							

**STATE OF ALABAMA CLEBURNE COUNTY**  
**AGREEMENT / RELEASE**  
**IMPORTANT - READ CAREFULLY**

This Agreement, made and entered into on this \_\_\_\_ day of \_\_\_\_\_  
200\_\_\_\_\_, 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 made 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,





**Camp Comer and Sequoyah Staff/CIT 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 \_\_\_\_\_

School Phone \_\_\_\_\_

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

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

Age by June 1, 2008 \_\_\_\_\_

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

Please list any lifeguard or other training certificates (include expiration date) \_\_\_\_\_

<b>Current BSA Registration:</b> Yes _____ No _____  Unit _____  Position _____  Council _____  BSA Rank _____
---

Have you served on Summer Camp Staff before? Yes \_\_\_\_\_ No \_\_\_\_\_

If yes, where and how many years. \_\_\_\_\_

Please indicate which camp you are applying for: Comer \_\_\_\_\_ Sequoyah \_\_\_\_\_

High School Graduate?                    \_\_ Yes \_\_ No                    School \_\_\_\_\_

College Graduate?                    \_\_ Yes \_\_ No                    School \_\_\_\_\_

Please list three non-related references we may call who are familiar with you:

Name	Address	Phone	Relationship

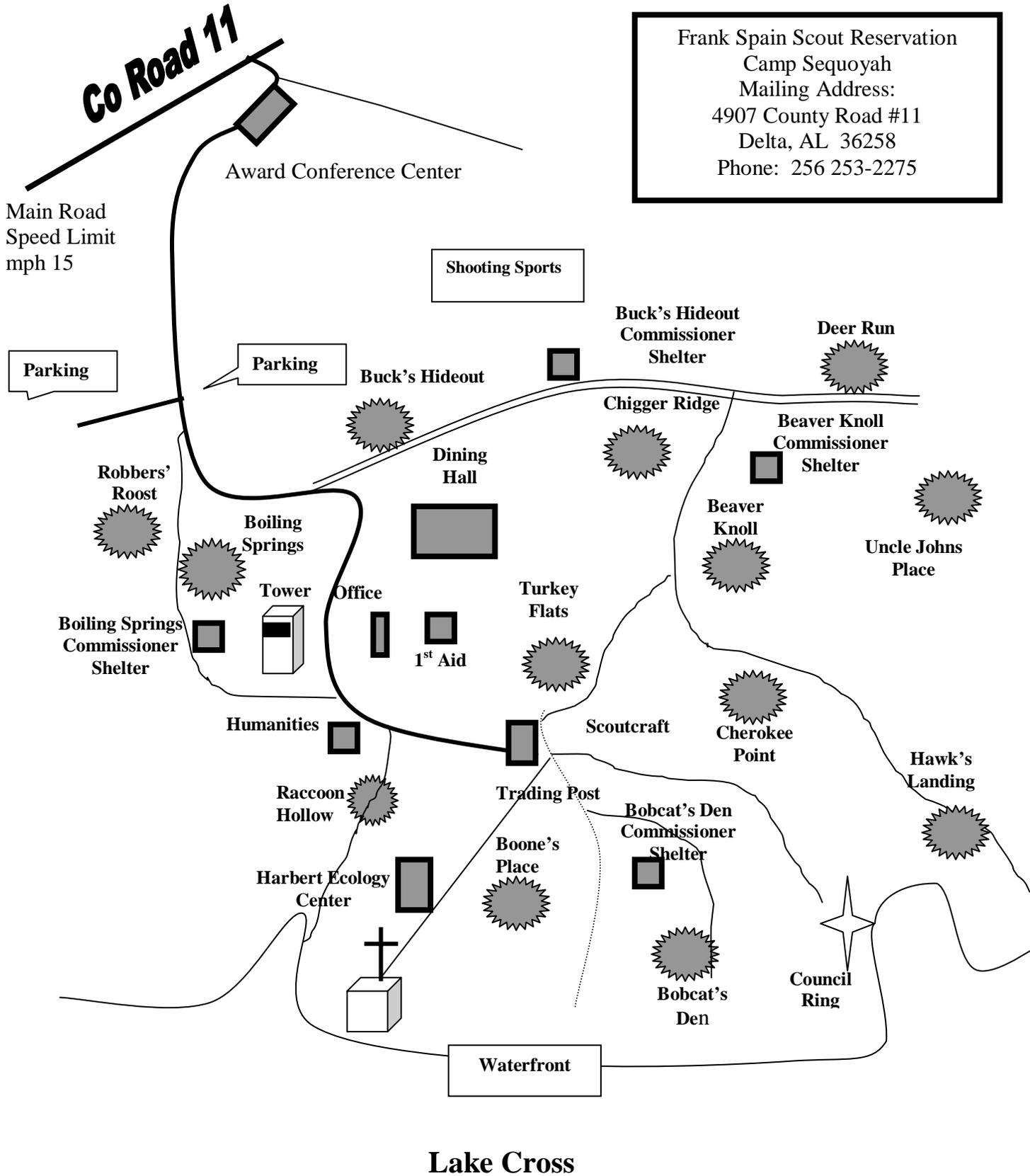
Scoutmaster name \_\_\_\_\_ Phone \_\_\_\_\_

Email \_\_\_\_\_ Signature \_\_\_\_\_



# MAP OF CAMP SEQUOYAH

Frank Spain Scout Reservation  
 Camp Sequoyah  
 Mailing Address:  
 4907 County Road #11  
 Delta, AL 36258  
 Phone: 256 253-2275



**Camp Sequoyah**  
4907 County Road 11  
Delta, Alabama 36258  
256-253-2250  
N33 deg 31' 44" W85 deg 40' 21"

