



The Scouts in your troop are beginning to look forward to going to summer camp. The staff at Camp Davy Crockett is also looking forward to helping your scouts during their week at camp. We want your trip to Davy Crockett to be one of adventure and fun.

Large or small, traveling a great or short distance, every Scout deserves a great week at camp. With that in mind, I ask that you read through this Leader's Guide and become familiar with it. You should find all the information that you need to plan for your troop's week at camp and make it the very best it can be. In addition, our web site will offer you on going support and assistance at www.scsba.org

I look forward to seeing you at Davy Crockett next summer.

Yours in Scouting,

Fred Johnson
Camp Director

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What's New at Camp Davy Crockett



FRONTIER CAMP

NEW MERIT BADGES

Art
Citizenship in the Nation
Home Repair
Personal Fitness

NEW FEE SCHEDULE

In council fee is \$160
Out of Council fee is \$170

LEADER FEES

Every troop will have one free leader and will get one additional leader for every 10 scouts up to 4 free leaders.

If you are 13 years old or older, take advantage of a unique opportunity to learn the skills of those that carved a life out of the frontier wilderness of the 18th century. Learn to make fire with primitive material. Learn to use a tomahawk both as a woodworking tool and a thrown weapon. Learn the use of muzzle loading firearms. Learn the skills to make moccasins, leggings, fishing kits, shelter and clothing. Develop your muscles as you heat and bend iron to your will on the frontier blacksmith's forge. Watch your confidence grow as you come to excel in the skills of your forefathers. \$15 additional fee



CAMP DAVY CROCKETT IS A NATIONALLY ACCREDITED CAMP WITH AN A RATING.

THE PURPOSE

The purpose of Scout camp is to build strength through day-to-day activities of pure Scouting for patrols, troops and, most importantly, for the individual Scouts. It is the policy of the Sequoyah Council Boy Scouts of America, to provide the best possible camping experience to all Scouts, regardless of race, creed, nationality or religious preference.

CODE OF CONDUCT

The Code of Conduct at camp is simply the Scout Oath and Scout Law. If we try to adhere to these guiding principles, everyone will have the maximum amount of fun while at camp.

INFORMATION SUBJECT TO CHANGE

We have made every effort to include the most up to date information in this guide. However, depending on camp enrollment, staffing, changes in the national BSA program, and /or circumstances beyond our control; the information in this guide may need to be changed. These will be made at the discretion of the camp administration. If changes are needed they will be announced at check-in or during a leader's meeting.

CAMP DAVY CROCKETT CAMP SCHEDULE

Staff Week	May 27-June 6
AdVenture Camp (ROTC)	May 31-June 6
Week 1	June 7-13
Week 2	June 14-20
Week 3	June 21-27
Week 4	June 28-July 4
Week 5	July 5-11



Make sure each Health form has all signatures.

Medical Forms

All Scouts and leaders attending camp must have physical examination before coming to camp, and must have the proper medical form completed. Scouts and leaders under the age of 40 must have had a physical within the last 36 months, while adults over 40 must have an annual examination. The examination must be by a physician licensed to practice medicine. **The doctor's examination for youth members is good for three years, each Scout's parent must review the form, and sign and date it each year.**

These forms are available through the Service center or on our website www.scbsa.org Please use the most current version of each form.

Required Medical Forms

All Scouts and leaders are required to have a physical examination before camp and complete the appropriate medical form.

Class 1 and 2 (#34414)

Scouts and leaders under the age of 40

Class 3 (#34412)

Leaders over the age of 40

Each Scout and leader will have a health recheck after his arrival as part of the check-in procedure. In accordance with the new federal HIPPA regulations, medical screenings will be completed discreetly to ensure privacy for Scouts and Leaders. The unit's medical forms will be kept on file for the week with the camp's Health Officer. They will be returned to the unit leader on Saturday.

Please make arrangements for physical examinations before summer camp. Any Scout or leader who does not have a completed health form — including the examination — will be restricted from all camp activities until an examination has been given. There are no provisions for an examination to be given at camp. Also make sure that each health form has been signed by all parties in the appropriate places. **Please keep a copy of each Scouts' physical for your records. If you have an individual treated at a hospital, please secure a copy of the physical form before leaving camp.**

Health and Safety

A health facility is located in camp and staffed by persons trained to handle minor emergencies and illnesses. Camp Davy Crockett has made arrangements with area hospitals to take care of any serious injuries or accidents. If any treatment

is required, the Scout's parents will be notified if at all possible by telephone to determine their wishes for emergency treatment.

Leaders must be familiar with any existing or reoccurring health problems and all medications brought to camp should be stored and issued from the Camp Health Office.

Out of council units **MUST** provide proof of insurance before camp arrival. The Sequoyah Council provides the insurance for all of its units.

NOTE: This is secondary coverage.

Campers requiring a doctor's attention or transportation to a hospital will require at least 1 adult member of the troop to accompany the Scout.

The troop leader should have primary coverage insurance information to present upon arrival at the medical facility.

Health forms are to be picked up at the Health Lodge and taken with the injured Scout.

Payment for services at any medical facility is the responsibility of the camper or his unit.

Emergency and Safety Procedures

In case of an emergency at camp (i.e. fire, lost camper, lost swimmer, etc.) , notify the Camp Director, Program Director, Camp Ranger and/or the Camp Medical Office immediately. Where an emergency involving a camper is concerned, the appropriate Scoutmaster should be contacted. The medical office is located behind the headquarters building.

In case of severe storms, severe lightning, wind or any other weather emergency, everyone will report to the nearest shelter until it is safe to return to your campsite. The alarm will sound if it becomes necessary. The alarm is as follows:

Fast Sound - report to nearest shelter (Weather Emergency or Fire)

Slow Sound - walk to camp site (Lost boy, buddy tag, etc)

1 Long Blast - all clear on air horn



Units from outside Sequoyah Council will need to furnish accident insurance

TROOP PROGRAM PLANNING

There are 5 general types of programs in camp. Each should be looked at when planning your unit's program. They are:

- ◆ Camp-wide activities - planned and run by Senior Patrol Leader (SPL). He should take part in the SPL Council, which meets daily in camp.
- ◆ Troop Activities - planned and run by the Patrol Leaders' (PL) Council. We encourage the Council to meet daily (swims, canoeing).
- ◆ Patrol Activities - planned and run by each patrol in camp (meals, games, yells, etc.).
- ◆ Scout-planned Activities - planned by a few Scouts - usually informal, fun events.
- ◆ Individual Activities - things a Scout may want to do on his own (fishing, free shoots).

The SPL's Council is made up of Senior Patrol Leaders from each troop. They will meet daily and will be responsible for planning camp-wide activities in which the troops can participate. It is also a means of taking information back to the troop from the Camp and Program Director.

It is important that before each Scout comes to camp, he plans and discusses with the troop leadership what he would like to accomplish in camp. The PLC should use that information to help plan the program while at camp and to ensure that each Scout gets the most from the camping experience.

EXPERIENCE TELLS US

- ◆ Summer camp should be enjoyed.
 - ◆ Scouts should plan to earn no more than 3 to 4 merit badges in a week. This leaves time to do other interesting things.
 - ◆ First-year Scouts should enroll in First Year Camper program and no more than 1 to 2 merit badges.
 - ◆ **Prerequisites for merit badges should be completed at home and brought to camp.**
 - ◆ Try to experience the wide range of activities your camp has to offer.
- ◆ Troops need to come to camp prepared, patrols should be formed and functioning with patrol leaders in the habit of representing their patrols.
 - ◆ Improve your campsite. It is your home for a week.
 - ◆ Great troops show a lot of spirit. Patrol songs and yells are ideal ways to show spirit. Challenges also improve the camp spirit.
 - ◆ Help the staff. Be Flexible. The staff works very hard and long hours to assist your Scouts. Remember: A Scout is cheerful, courteous and friendly.
 - ◆ Let us know what you need. Communicate! Friday is too late to correct most problems.

Trading Post

There is a well stocked trading post for scouts to purchase handicraft supplies, merit badge books, and essentials for their classes that is open daily. Candy, cold drinks, ice cream and other snack items are also available.

There are various shirts, mugs, pins, patches, and books. An adult leader or totin' chip is required for knife purchase. Toiletry items sold to adult leaders only.



Registration

Our goal is to make the registration process easy and efficient. You can make payments with VISA, MasterCard, or Discover by phoning the council Service Center or mailing in the information with a check.

Correspondence

All summer camp correspondence should be sent to the Council Office. To allow enough time to receive and process payments, do not send any money through the Postal Service less than two weeks prior to your arrival at camp. For your convenience, fax and e-mail service is available 24 hours a day. Our fax number is 423 952-6960. The activities secretary's e-mail is agoodwin@scbsa.org or the council e-mail is sequoyah713@scbsa.org.

The camp office will be open May 31 to July 15. Summer Camp Administration will not be able to be reached at camp before or after these dates.

Online Registration

Camp Davy Crockett offers online registration of merit badge classes.

We try to accommodate all schedule requests, the administration reserves the right to limit the size of any program to ensure the safety of Scouts and quality of instruction. Sessions typically limited in size include merit badges in the Shooting Sports and Trail to Eagle areas, and most of the Trailblazer programs.

Age, Maturity and Skill Level

Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet age, maturity and skill level requirements for all sessions. On the first day of sessions, instructors will verify participant qualifications to ensure all required qualifications are met. Please note the programs listed that have specific requirements for enrollment.

Age/Rank Requirements	
BSA Lifeguard	Age 14
Trailblazer program	Age 14
Shooting Sports	Age 13
Trail to Eagle	Age 13, Star
COPE	Age 13

Registration Overview

- 1 Step 1. Reservation.** Make a campsite reservation and pay the \$100 troop reservation fee. (This fee goes back towards your fees.)
- 2 Step 2. Deposit Due.** On or before March 1, make a \$75 deposit for each Scout attending. This is a way for us to get a count.
- 3 Step 3. Final Payment.** Two weeks before coming to camp pay your remaining fees.

Packing

What to Bring

Other than some basic items, different people and units will bring different items with them. To help keep you from forgetting those all important items, we have a list below to help you when you are packing.

Personal Equipment

- Scout field uniform (shorts or long pants)
- T-shirts
- Shorts (extra)
- Socks & underwear
- Shoes (tennis and/or hiking)
- Poncho or rain gear
- Swim trunks (street wear not allowed in pool)
- Fishing tackle (optional)
- Insect repellent
- Blankets or sleeping bag
- Pen & paper
- Boy Scout handbook
- Flashlight (with fresh batteries)
- Toiletries (towel, soap, toothbrush, toothpaste)
- Footlocker

Unit Equipment

- First aid kit
- Troop & American flag
- Patrol flags
- Scoutmaster handbook
- Lanterns
- Bow saw
- Hand axe
- Water cooler

What Not to Bring to Camp

- Bikes
- Roller blades
- Skates
- Pets (this includes visitors' pets)
- Skate boards
- Sheath knives
- Fireworks
- Rifles or Bows
- Electronic Entertainment (radios, electronic games, etc)

Tips

Have Scouts bring a footlocker or locking suitcase and provide an extra key for the unit leader. If key is lost, there will be a spare one. With the heat and humidity of June and July, it would be advisable to have a change of clothing for each day of the week.

Transportation

Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Units attending from other council are responsible for attaining the appropriate tour permits.

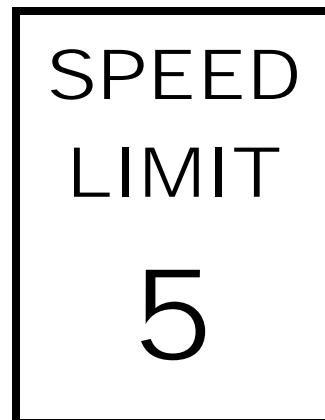
Parking

Upon arrival to camp, park all vehicles in the parking lot next to the headquarters building. **Do not block the road.** This road serves as a vital artery for camp logistics and two-way through passage must be maintained.

Vehicles are not to be parked in the campsite during the week. Unit vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading of personal and unit equipment. While driving in camp, please observe the camp speed limit of 5 miles per hour. **No vehicles including golf carts, will be allowed to operate in camp or be parked in the campsite after check-in on Sunday without permission of the Camp Director.**

Handicapped/Service Permits

Individuals with special needs should contact the Council office prior to arrival. For persons requiring mobility assistance, vehicle permits will be issued during the Sunday night leaders meeting at the beginning of the week. The camp does not furnish transportation for special needs individuals.



PROGRAM INFORMATION



Merit Badge Program

The merit badge program is the cornerstone of the summer camp program and Camp Davy Crockett offers a wide selection. Most merit badges can be completed at camp, however, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills.

We strongly urge that unit leaders do not schedule several Scouts for the same merit badge at the same time. This causes a great strain on the staff and their resources. It is also unfair to other Scouts. Please make every effort to schedule Scouts for sessions throughout the day.

We reserve the right to restrict the size of merit badge classes. We ask that you only schedule 2 scouts in each of the limited classes.

Scouts should have access to the merit badge booklet for all merit badges being taken. Encourage Scouts to read the Merit Badge booklet and complete requirements that must be done prior to camp. This should be started in February.

Merit badge booklets are also available for sale at the trading post. Scouts may share booklets to keep their costs down.

Leaders should come prepared to help with discipline in merit badge classes and to share any knowledge of the subject matter

FIRST YEAR CAMPER PROGRAM

The First Year Camper Program will provide two options for first year campers.

1. The "Baden Powell" program is designed for brand new scouts without much experience. The program allows scouts to jump-start their career by introducing them to the Scouting program. Scouts will break into patrols to learn the patrol method and complete select requirements for Scout/Tenderfoot/2nd class and the Camping and Cooking merit badges. The emphasis is on learning basic Scouting skills. This program will be offered in both morning and afternoon sessions.
2. "Operation First Class" is designed for scouts with a few months of experience. The skill specific classes offered will allow scouts to work toward First Class Rank. The classes are broken into three sessions: First Aid (fulfills all requirements for the three ranks), Fitness and Safety (safe hiking, buddy system, identifying wildlife and plants, etc...), and Scout Craft (compass work, knots, fire building skills, how to handle wood tools, etc...).

EQUIPMENT NEEDS

The following list of equipment is the minimum needed:

Boy Scout handbook
Poncho
Rope-20 feet(1/4")
Canteen/Water bottle
Personal first aid kit
Hiking boots
Scout knife (if earned Totin' Chip)
Compass

This program will be offered in hour blocks throughout the day.

The program is comprehensive and takes a great deal of time. **Leader assistance** is welcome and will be appreciated. Scouts can use help in the campsite preparing for the next day's program. Leaders should allocate time each evening to help and encourage their First Year Camper participants.

Please do not schedule all your Scouts for the same sessions.

Who Should Sign Up?

Unit leaders should consider each Scout individually when deciding whether he should sign up for this program. While a Second Class Scouts may gain valuable skills in the program, he may be better served in the merit badge program. Likewise, a 14- or 15-year old may be in his first summer at camp, but may be advanced enough to bypass this program in favor of merit badges.

Scouts should only be enrolled in one of these sessions. Leaders are encouraged to work with Camp Davy Crockett participants in the Troop's campsite. A review here can put into practice the skills the Scouts have learned during the week.



Aquatics Area



BSA Lifeguard

CPR Required to be certified

This is an all day rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend all of their time in the aquatics area. Scouts must be at least 14 years of age. Physical strength, stamina, and a great deal of written work is required. Bring long pants, a long-sleeved button down shirt, and shoes that can get wet for clothes inflation. This program is recommended only for older Scouts and strong swimmers. It is highly recommended that the CPR instruction be completed prior to camp. Strong swimming skills are required.

Recertification is available for those with current BSA Lifeguard certification or whose certification has expired within the past 12 months. Bring a bathing suit and towel. Candidates for recertification must provide current BSA Lifeguard, CPR, Safe Swim Defense, and Safety Afloat certificates.

Proficient in elementary backstroke, breaststroke, front crawl or trudgen, and sidestroke. Swim 400 yards in a strong manner.

Canoeing



- ◆ Class Limitation: 40 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 2nd or 3rd year Scouts
- ◆ Previous Work Required: MUST BE A SWIMMER & Canoe experience helpful

Motorboating



- ◆ Class Limitation: 8 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: Older scouts
- ◆ Previous Work Required: MUST BE A SWIMMER Read merit badge book 2b, 4b, 6c
- ◆ **Additional Fee: \$8.00**

Rowing



- ◆ Class Limitation: 8 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: Older scouts
- ◆ Previous Work Required: MUST BE A SWIMMER & 2b

Lifesaving



- ◆ Class Limitation: 30 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 3rd year scout
- ◆ Previous Work Required: Swimming merit badge & CPR certification
- ◆ Bring long pants and long-sleeved shirt to camp.
- ◆ Will not be completed at camp.



Watersports



- ◆ Class Limitation: 8 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: Older scouts
- ◆ Previous Work Required: MUST BE A SWIMMER
- ◆ **Additional Fee: \$8.00**

Swimming



- ◆ Class Limitation: 30 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: MUST BE A SWIMMER, 2nd class 7a-7c and 1st class 9a-9c swimming requirements, & CPR certification
- ◆ Bring long pants and long sleeve button up shirt



LEARN TO SWIM

Monday-Thursday

LEARN TO SKI

Monday-Thursday 10:00-12:00 a.m. and 4:15-5:45 p.m.

Limited to 8 scouts (2 per troop)

An additional \$8 fee.



ADVANCED WATERSKIING

Monday-Thursday 4:15-5:45 p.m.

An additional \$8 fee

POLAR BEAR SWIM

Monday-Thursday

6:30 a.m.

Swim for twenty minutes each morning in the swimming pool. This entitles you to purchase a Poplar Bear Swim Patch in the Trading Post.

Swim Checks

Beginner Test

Jump feet first into water over your head. Level off and swim 50 yards.

Swimmer Test

Jump into water over your head feet first and level off. Swim 75 yards on stomach or side in a strong, forward manner. Swim 25 yards on your back and float on your back for 30 seconds.



Handicraft Area

Basketry



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None
- ◆ **Additional Fee: Craft kits available in trading post (\$7-\$12)**
- ◆ Plan on extra time to complete projects

Home Repair



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 2nd year and above
- ◆ Previous Work Required: None

Leatherwork



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None
- ◆ **Additional Fee: Craft kits available in trading post (\$7-\$25)**

Art



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 2nd year and above
- ◆ Previous Work Required: 4

Model Design and Building



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None

Photography



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None
- ◆ **Additional Fee: \$10.00**
- ◆ Digital Camera cannot be used to complete this merit badge

Space Exploration



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None
- ◆ **Additional Fee: \$10**

Woodcarving



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None
- ◆ **Additional Fee: Craft kits available in trading post (\$3-\$5)**



Shooting Sports Area

Archery



- ◆ Class Limitation: 16 scouts per session (2 per troop)
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: Older Scouts
- ◆ Previous Work Required: Some experience and range time helpful
- ◆ **Additional Fee: \$5.00**
- ◆ Need extra time for practice and qualifying

Shotgun Shooting



- ◆ Class Limitation: 10 scouts per session (2 per troop)
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 12 years and above
- ◆ Previous Work Required: Previous experience helpful
- ◆ **Additional Fee: \$10** (covers shooting during class, not free shoot times)
- ◆ Need time for practice and qualifying

Rifle Shooting



- ◆ Class Limitation: 16 scouts per session (2 per troop)
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 12 years and above
- ◆ Previous Work Required: Experience helpful
- ◆ **Additional Fee: \$5.00**
- ◆ Need extra time for practice and qualifying

Recreation

Golf



- ◆ Class Limitation: None
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All Scouts
- ◆ **Additional Fee: \$12** club usage and 9-hole round of golf

ACTION ARCHERY

Fun activity involving short distance aerial shooting at various targets with short distance arrows.



Scoutcraft Area

Indian Lore



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All Scouts
- ◆ Previous Work Required: 2d and Read merit badge book
- ◆ **Additional Fee: Craft kits available in trading post (\$7-\$8)**

Orienteering



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 2nd year and above
- ◆ Previous Work Required: None
- ◆ Extra time for setting up course and practice
- ◆ **MUST BRING** Orienteering compass (available in Trading Post)
- ◆ Will not be completed at camp

Pioneering



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 2nd year and above
- ◆ Previous Work Required: Knowledge of knots
- ◆ Extra time for projects

Frontier Camp

If you are 13 years old or older, take advantage of a unique opportunity to learn the skills of those that carved a life out of the frontier wilderness of the 18th century. Learn to make fire with primitive material. Learn to use a tomahawk both as a woodworking tool and a thrown weapon. Learn the use of muzzle loading firearms. Learn the skills to make moccasins, leggings, fishing kits, shelter and clothing. Develop your muscles as you heat and bend iron to your will on the frontier blacksmith's forge. Watch your confidence grow as you come to excel in the skills of your forefathers. \$15 additional fee

Wilderness Survival



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: First Aid merit badge recommended
- ◆ Overnighter is required. Bring backpack, sleeping bag, water bottle, tarp or piece of plastic

Emergency Preparedness



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: Older Scouts
- ◆ Previous Work Required: First Aid Merit badge. Read merit badge book. 5, 8c

First Aid



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 1st or 2nd year scouts

Cooking (2 hour class)



- ◆ Class Limitation: 20 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 2nd or 3rd year scouts
- ◆ Additional Fee: \$10
- ◆ Will not be completed at camp

Camping



- ◆ Class Limitation: None
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 2nd year and above scouts
- ◆ Will not be completed at camp





Nature Area

Bird Study



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None

Environmental Science



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: Older scouts
- ◆ Previous Work Required: None
- ◆ Difficult to complete at camp
- ◆ Plan for out-of-class activities (There are six 20 minute observations required)

Fish and Wildlife Management



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: 5a-d, 6a-c, 7a-d

Fishing



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: 1
- ◆ Bring your own equipment

Forestry



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None
- ◆ Bring a spiral notebook for leaf collection or purchase in Trading Post

Insect Study



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All Scouts
- ◆ Previous Work Required: 3, 5, 7, 10

Mammal Study



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: 3a-b, 4a, 4c, 4f

Nature



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: 4, 5

Soil and Water Conservation



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: None

Weather



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: Read merit badge book



Trail to Eagle Program

The Trail to Eagle is an intensive program focused on some of the most difficult Eagle required merit badges.

As these Eagle required badges are involved, Scouts are advised to take no more than two of these badges at a time.

Most of the badges require prior preparation or bringing materials from home. All of these sessions require written material.

Environmental Science



- ◆ Class Limitation: 40 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: Older scouts
- ◆ Previous Work Required: None
- ◆ Difficult to complete at camp
- ◆ Plan for out-of-class activities (There are six 20 minute observations required)

Emergency Preparedness



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: Older Scouts
- ◆ Previous Work Required: First Aid Merit badge. Read merit badge book. 5, 8c

First Aid



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 1st or 2nd year scouts

Camping



- ◆ Class Limitation: None
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 2nd year and above scouts
- ◆ Will not be completed at camp

Citizenship in the Nation



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ This class is intended for older scouts needing to complete for Eagle
- ◆ Previous Work Required: 2,3,
- ◆ Will not be completed at camp

Communications



- ◆ Class Limitation: 30 per class
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: First class and above
- ◆ Previous Work Required: 5,7,8
- ◆ Will not be completed at camp

Lifesaving



- ◆ Class Limitation: 30 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 3rd year scout
- ◆ Previous Work Required: Swimming merit badge & CPR certification
- ◆ Bring long pants and long-sleeved shirt to camp.
- ◆ Will not be completed at camp

Personal Fitness



- ◆ Class Limitation: 30 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: 3rd year scout
- ◆ Previous Work Required: 1b,7,8,9
- ◆ Will not be completed at camp

Swimming



- ◆ Class Limitation: 30 scouts
- ◆ Days Class meets: Monday - Thursday
- ◆ Recommended for: All scouts
- ◆ Previous Work Required: MUST BE A SWIMMER, 2nd class 7a-7c and 1st class 9a-9c swimming requirements, & CPR certification
- ◆ Bring long pants and long sleeve button up shirt

Camp Davy Crockett

TRAILBLAZER PROGRAM

High Adventure

All Outdoor Adventure Programs are half-day programs unless otherwise indicated.

Any scout taking two Outdoor Adventure programs will receive a 50% discount on second class.

- ◆ Climbing Merit Badge (12 and up) will include skills needed to become aware of safe climbing practices and includes both artificial and natural rock experiences. \$15 fee
- ◆ Project COPE (Challenging Outdoor Personal Experience) (13 by January 1, 2009) is a nationally recognized program of the Boy Scouts of America for older Scouts in good physical condition. It's tough and demanding, but the rewards are great! Each group will participate in low and high elements that will challenge each scout to the fullest. \$15 fee
- ◆ COPE II- (must have completed a full COPE course experience) will provide experienced COPE participants with more in-depth and challenging COPE program.

All COPE and Climbing Participants need long pants.

- ◆ Kayaking 101- (14 and older) will provide scouts with the opportunity to learn the basic skills of kayaking while paddling on Cherokee Lake. An optional overnight paddling experience may be provided. Completion of the course will entitle Scouts to the "Kayaking, BSA" patch. \$15 fee
- ◆ Mountain Biking- (13 and older) scouts will learn the basics of bike maintenance and care

and have ample time for learning mountain biking skills while traversing the miles of land within the camp. Bikes and helmets will be made available. \$10 fee

- ◆ Small Boat Sailing - This is a half-day program that will give you the chance to learn a life-long skill while having the most fun you have had in Scouting. We will furnish you a Personal Flotation Device (PFD), but, since you will be wearing it the entire class, you might be more comfortable with your own. You must have lace-up or strap on shoes or sandals that will stay on your feet while active in the water. We recommend Sun Screen, T-shirts, Hats and something to prevent loss of your glasses and favorite hat. Join us for a fun week on the water.



Owl-light Activities

Many activities are available in the evening hours. Some activities have been scheduled by the camp staff, and are open to all Scouts and leaders. Other activities may be done on unit basis and can be scheduled by the unit leader through the appropriate program area. These arrangements can be made at the Sunday Leaders' Meeting.

FREE SWIM/CANOEING/ ROWING

Monday-Thursday
11:15-12:00 noon and 4:15- 5:00 p.m.



TROOP SWIM/CANOEING/ ROWING

Monday-Thursday
7:30-8:30 p.m.
2 Leaders MUST have Safe Swim Defense and Safety Afloat. Must sign up with Program Director



MILE SWIM

Monday-Thursday
Must attend all days from 5:10-6:00 p.m.



SNORKELING (limited to 20 participants) Monday-Thursday 5:10 - 6:00 p.m.

With all of the activities to choose from, a unit may request services from the camp staff for aid in planning their own evening activities.



ORDER OF THE ARROW

The Order of the Arrow is an honor camping group of Scouts elected by the members of their troops. A Brotherhood ceremony will be conducted one evening each week for ordeal members eligible from within Lodge 184. There is a \$20 fee for the conversion. Other special O.A. activities may be conducted throughout the week. **A patch trading session will occur on Thursday evening at 7:30 p.m. on the porch of the quartermaster building.**

NOTES ABOUT THE RANGES: There will be practice shooting time from 11:15 a.m.- 12:00 p.m. and 4:15 - 5:00 p.m. Monday - Thursday at the rifle range and at archery. Scoutmaster Rifle Shoot Friday at 8:30 - 10:00 a.m. Scoutmaster Archery Friday at 8:30 - 10:00 a.m.

NOTE ABOUT HANDICRAFT: In addition to merit badges, the handicraft area will be available for Scouts and leaders to work on personal craft items from 9:00 a.m. - 12:00 noon and 2:00 p.m. - 5:00 p.m. daily



Living At Camp

Your First Day

Check-in

Units should plan to arrive at Davy Crockett between 1:30 - 4:00 p.m. on Sunday.

Upon arrival to camp, immediately park in the headquarters building parking lot and the Scoutmaster should report to the Headquarters Shelter with a final count of Scouts and leaders, registration changes, and any unpaid fees.

The assistant leader should remain with the unit and have copies of the unit's medical forms and written explanation for any boy who need special medical treatment.

A guide will be assigned to assist the unit through the check-in process. The guide and the assistant leader will take the unit to the health lodge for health recheck. The assistant leader should bring the medical forms. Everyone must have a current health form. To best facilitate this process, the member of the unit are asked to arrive at camp at the same time.

Camp Tour

This tour includes locations of various program areas, the trading post, dining hall and other areas or interest. Swim checks will be done during the tour.

Swim Checks

Beginner Test

Jump feet first into water over your head. Level off and swim 50 yards.

Swimmer Test

Jump into water over your head feet first and level off. Swim 75 yards on stomach or side in a strong, forward manner. Swim 25 yards on your back and float on your back for 30 seconds.

Quartermaster

In addition to what is in the campsite, the camp provides equipment through the camp quartermaster—located beside the Trading Post. All items must be turned back in by check-out.

Leader's Meetings

A meeting of all unit leaders and Senior Patrol Leaders will be held on Sunday at 5:00 p.m. in the Headquarters Building. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the week. This meeting will also provide an opportunity to answer any questions about your week at summer camp.

A Senior Patrol Leader meeting will be held each morning at the headquarters shelter.

SUNDAY SCHEDULE

1:30 - 4:00	Check in
5:00 - 6:00	Scoutmaster meeting MANDATORY @ Head quarters
6:15	Retreat
6:30 - 7:30	Supper
7:45 - 8:00	Vespers
8:30 - 9:15	Campfire
11:00	Taps

Do your best to check in at this time. Please call the camp office if you are running late.

Week at a Glance

Tentage

All units will be housed in standard two person wall tents. These tents have wooden floors with steel bed and vinyl-covered mattresses.

Daily Schedule

Each day follows a regular daily schedule. On Sunday and Friday, the evening activity is a campwide campfire in the campfire area. Everyone in camp is expected to attend and wear their Scout uniform. There are a variety of activities available to choose from on the remaining evenings.

DAILY SCHEDULE	
7:00	Reveille
7:15	Flag raising
7:30 - 8:15	Breakfast
8:30	Sick call
9:00 - 12:00	Merit badge classes
12:15 - 1:15	Lunch
1:45	Sick call
2:00 - 5:00	Merit badge classes
5:15 - 6:00	Free time
6:15	Retreat
6:30 - 7:30	Supper
7:30-8:30	Troop evening activities
11:00	Taps

Uniform

The official Boy Scout summer field uniform is recommended for wear by both youth and adults while in camp. This uniform — commonly referred to as Class A uniform — is to be worn to supper each day and to campwide activities such as campfire.

Dining Hall

Before breakfast and dinner, units line up in formation on the parade ground outside of the Dining Hall. A member of the Davy Crockett staff will lead the camp in a flag ceremony and grace. Any announcements will be made at this time.

Special dietary needs should be discussed directly with the dining hall manager on Sunday. We will do our best to accommodate such requests with the food that we have available. For specific dietary requirements, supplements should be brought from home.

Vespers

Vespers is a short worship service Sunday and Wednesday.

Lost and Found

A central lost and found area is located at the quartermaster. If you lose something during the week, check with the quartermaster to see if it has been turned in.

Scoutmaster's Lounge

This is the gathering place only for adult leaders. Located inside the headquarters, there are soft chairs, couches, and air-conditioned for relaxing and coffee to calm your nerves.

Check Out

The check-out procedure begins on Saturday, and should be completed before 10:00 a.m. Any unit with special checkout considerations should make plan through the Program Director or the Camp Director. Merit Badge applications, health forms and other paperwork will be given to each unit at the Breakfast assembly.

After breakfast, the unit will return with the guide to the campsite to pack their gear and clean up the site. Vehicles will be allowed in camp to load personal and unit equipment. The guide and unit leader will conduct another inventory of the campsite to make sure that no equipment has been misplaced or damaged.

Merit Badge application will be in troop mailboxes on Friday afternoon. Health forms, mugs and patches can be picked up at Headquarters on Saturday morning.



Leaders will receive a packet with merit badges, physical forms and patches at Breakfast Assembly

Check-Out Overview
7:00 Reveille
7:15 Flag Raising
7:30 Breakfast
8:30-10:00 Check out
Paperwork - Your merit badge and advancement paperwork will be in your troop mailbox Friday afternoon.
Campsite - After breakfast, return to your campsite with your guide. Pack your gear and clean the site one last time.
Trash - Bag up all trash and take it to the dumpster behind the Dining Hall
Quartermaster - Return any camp equipment you may have used to the Quartermaster.
Headquarters Building - Before leaving camp, stop at the Headquarters building to take care of any last minute paperwork, pick up patches, leader's mug and make 2009 reservation

GENERAL RULES

Rules are made for the safety of campers, protection of equipment and to provide fairness to all. If rules are broken, it MAY be grounds for expulsion from camp and the troop will be responsible for securing transportation home

- ⇒ No alcoholic beverages, illegal drugs or drug paraphernalia.
- ⇒ No smoking in the buildings or tents. Smoking will take place out of the presence of the Scouts. **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.
- ⇒ Shoes must be worn in camp at all times, except in the pool area.
- ⇒ No fireworks are permitted on camp property.
- ⇒ Anyone leaving camp must sign out at Headquarters and sign back in upon return. A picture ID must be presented by person picking the scout up. The adult leader of the troop must verify that the scout can leave camp with adult requesting removal.
- ⇒ Medication for Scouts should be maintained in the Health Lodge and administered by the health officer.
- ⇒ No throwing rocks or defacing property.
- ⇒ No running on trails, hills or roads.

Camp Davy Crockett uses the Scout buddy system

The following rules or policies were established to provide additional security for adults and youth in the Scouting program. Incidents of abuse or allegations of abuse should not occur with adherence to these procedures.

TWO-DEEP LEADERSHIP - Two registered adult leaders or one adult leader and a parent of a Scout, one of whom **MUST** be 21 years of age or older. The other leader must be 18 years of age or older. This applies to all Scouting activities.

NO ONE-ON-ONE CONTACT - One-on-one contact between adult leaders and Scouts is not permitted except between parent and son. Personal conferences should be conducted in view of other Scouts and adults.

RESPECT FOR PRIVACY - Adult leaders must respect the privacy of youth members in situations such as changing into swimming trunks or taking showers, and only intrude to the extent that health and safety dictates. Those **18** years of age and older are considered to be adults.

SEPARATE ACCOMMODATIONS - When camping, no youth is permitted to sleep in the tent of an adult other than his parent or guardian. Separate shower facilities are available for males, females and youth.

WILDLIFE - All wildlife should be left alone for scouts well-being as well as the wildlife

FUELS AND FLAMMABLES - **MUST** be handled according to "Guide to Safe Scouting" - Stored in a ventilated, locked box a safe distance (minimum 20 ft) from buildings and tents

INSURANCE COVERAGE - Units from outside the Sequoyah Council will need to furnish accident insurance information for their Scouts and leaders.

Contacting the Outside World

Telephone

These numbers should be used until camp starts:

Sequoyah Council Phone Number: 423 952-6961

Sequoyah Council Fax Number : 423 952-6960

E-mail: Activities Secretary

agoodwin@scbsa.org

Camp/Program Director

cdcprgram@hotmail.com

These numbers should be used after camp starts:

Phone number at Camp: 423 235-4918

Fax number at Camp: 423 235-2830

These phones are located in the camp office.

This is the camp's business phone and parents will not be able to talk to their children. The staff member will take a message and deliver it to the unit mailbox. Of course, emergency messages, will be delivered as soon as possible.

Camp Ranger phone number is 423 794-6763.
(emergency only)

Postal Mail

Scouts may receive mail at camp. Please send mail addressed:

Scout's name, Troop#

C/O Camp Davy Crockett

142 Boy Scout Road

Whitesburg TN 37891

Also include a return address in case a letter arrives at camp after the Scout has left. Mail should not be sent to camp later than the Wednesday while the unit is at camp. Mail can take from two to four days to reach camp. Any letters or packages that contain currency or valuable should be insured.

www.scbsa.org

Visit us on the web for the latest updates about preparing for camp. This is an excellent resource for parents, leaders and Scouts.

Leaders will find information about summer camp and last minute registration updates.

Visitors Night

Visitors' Night at camp is Friday evening. The highlight of the evening's activities is the campfire program. In the event of inclement weather, the campfire will be moved to the Dining Hall.

If desired, visitors may eat in the Dining Hall on Friday evening. The cost for the meal is \$5. They should notify their Scout's unit leader prior to their visit, who will make arrangements with the Dining Hall Manager.

Coming and Going

The safety and security of every Scout is of paramount concern to all Leaders and Staff. To enhance our security efforts we require parents, leaders, and Scouts to sign in and sign out at the Headquarters Building when entering or leaving camp during the week. Scouts who are leaving camp early will need to check out at Headquarters with our staff while being accompanied by an adult from the unit to authorize the departure. Unit leaders should encourage all guests and visitors to depart by 10:00 p.m. If there are particular concerns of an individual Scout's well-being and protection, the unit leader should contact the Camp Director.

TO EARN THE HONOR UNIT AWARD, EACH TROOP MUST COMPLETE ALL STARRED ITEMS AND AT LEAST 10 ADDITIONAL REQUIREMENTS

- * Have an average campsite inspection score of 42 or better _____y _____n
- * Attend all campfires _____y _____n
- Conduct a flag ceremony _____y _____n
- Participate in Safety Afloat and Safe Swim Defense _____y _____n
- * 75% of Scouts completed 1 or more merit badges _____y _____n
- * Attended 1 of 2 scheduled vespers _____y _____n
- 50% of non-swimmers advance 1 swimming classification _____y _____n
- Troop participated in canoeing or swimming after dinner _____y _____n
- Troop participated in aquatics, field events & lakefront events on Friday _____y _____n
- * All Scouts with complete uniform wear it for evening meal _____y _____n
- Conduct troop or inter-troop campfire _____y _____n
- Conduct a conservation project _____y _____n
- Challenge another troop to a sports activity _____y _____n
- SPL's attend daily SPL meetings _____y _____n
- Leaders attend all Roundtables _____y _____n
- Troop hikes the nature trail _____y _____n
- Participate in Friday night campfire _____y _____n
- Troop leaders assist in merit badge program _____y _____n
- Leaders visit all program areas _____y _____n
- SPL conducts daily troop meetings to plan troop program _____y _____n
- * Attend all flag ceremonies _____y _____n
- Attend Estate Planning (leaders luncheon on Wednesday) _____y _____n

TURN IN TO CAMP OFFICE BY 3:00 P.M. FRIDAY

Scout's Name _____

Rank _____

Troop # _____

Week _____

MERIT BADGES AND ACTIVITIES											FIRST YEAR PROGRAMS		
CHAPEL	HEADQUARTERS SHELTER	TRADING POST SHELTER	RACCOON SHELTER	HANDICRAFT SHELTER	ECOLOGY CENTER	PIONEERING SHELTER	Open Area	COPE/CLIMBING SHELTER	OUTDOOR AD-VENTURE	BADEN POWELL	OPERATION FIRST CLASS		
9:00 - 9:45	FIRST AID	FISHING	BIRD STUDY	WOODCARVING OR MODEL DESIGN	FISH & WILDLIFE MGT. AND MAR-MAL STUDY	PIONEERING	GOLF 9:00-12:00	COPE AND COPE II	KAYAKING OR MOUNTAIN BIKING - HALF DAY	BADEN POWELL - MORNING	FIRST AID		
10:00 - 10:45	FIRST AID	COOKING	WILDERNESS SURVIVAL	BASKETRY	FORESTRY	PIONEERING	FRONTIER CAMP 9-12				SCOUTCRAFT		
11:00 - 12:00	ART		ENVIRONMENTAL SCIENCE	LEATHERWORK OR SPACE EXPLORATION	NATURE	ORIENTEERING					FITNESS AND SAFETY		
12:30													
2:00 - 2:45	FIRST AID	PERSONAL FITNESS	SOIL & WATER CONSERVATION	WOODCARVING	INSECT STUDY	PIONEERING			KAYAKING OR MOUNTAIN BIKING OR SAILING - HALF DAY AFTER-NOON	BADEN POWELL - AFTERNOON	SCOUTCRAFT		
3:00 - 3:45	FIRST AID	PHOTOGRAPHY (\$10)	WILDERNESS SURVIVAL	BASKETRY	WEATHER	CAMPING		CLIMBING			FITNESS AND SAFETY		
4:00 - 5:00	CITIZENSHIP IN THE NATION	HOME REPAIR	ENVIRONMENTAL SCIENCE	LEATHERWORK OR SPACE EXPLORATION	NATURE	ORIENTEERING					FIRST AID		

LUNCH

AQUATICS PROGRAM SCHEDULE										
POOL					LAKEFRONT			RIFLE & ARCHERY RANGE PROGRAM SCHEDULE		
								RIFLE RANGE	ARCHERY RANGE	RIFLE RANGE
6:30 - 7:05	POLAR BEAR SWIM									
9:00 - 12:00	BSA LIFE GUARD									
9:00 - 9:45	BSA LIFE GUARD CONTINUED	LIFESAVING MB	WATER SPORTS MB (9:00 - 11:00)		MOTORBOATING MB (\$8)		BEGINNER SHOT-GUN	ARCHERY MB - LIMIT OF 12 (\$3)		RIFLE MB
10:00 - 10:45	BSA LIFE GUARD CONTINUED	LEARN TO SWIM	LEARN TO SKI 10:00 - 12:00		CANOEING MB		SHOTGUN MB	ARCHERY MB - LIMIT OF 12 (\$3)		RIFLE MB
11:00 - 12:00	BSA LIFE GUARD CONTINUED	FREESWIM	OPEN BOATING		MOTORBOATING MB (\$8)		ADULT SHOTGUN OPEN SHOOT	FREE SHOOT		RIFLE - FREE SHOOT (10 FREE SHOTS)
12:30										
2:00 - 2:45	BSA LIFE GUARD CONTINUED	LIFESAVING MB	WATER SPORTS MB (2:00 - 3:45)	MOTORBOATING MB	CANOEING MB & ROWING MB		SHOTGUN MB	ACTION ARCHERY (ADVANCED)		RIFLE MB
3:00 - 3:45	BSA LIFE GUARD CONTINUED	LEARN TO SWIM		MOTORBOATING MB	CANOEING MB		SHOTGUN MB	ARCHERY MB - LIMIT OF 12 (\$3)		RIFLE MB
4:00 - 5:00	BSA LIFE GUARD CONTINUED	FREESWIM	LEARN TO SKI (4:00-5:30)	ADVANCED WATERSKIING (4:00 - 5:30)	OPEN BOATING		SHOTGUN OPEN SHOOT (YOUTH ONLY)	FREE SHOOT		RIFLE - FREE SHOOT (10 FREE SHOTS)
5:10 - 6:00	SNORKELING	MILE SWIM								

LUNCH