

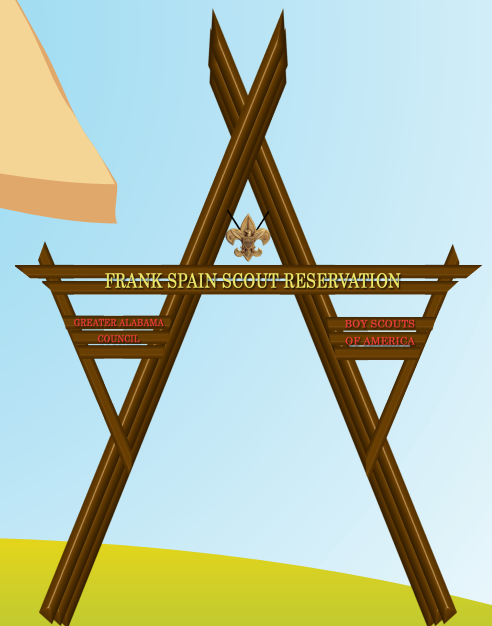


# BOY SCOUTS OF AMERICA®

## GREATER ALABAMA COUNCIL

# Camp Sequoyah Leaders Guide

# 2014



# Land of 1000 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 2014.

Have a great summer,

J. T. Dabbs III  
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 - in the shadows of Mt. Cheaha (Alabama's highest peak). Camp Sequoyah is a state historic site as the location of the 1840 Alabama Gold Rush and the ghost town of Chulafinnee.

There is still gold in them hills, but the Camp's greatest treasure is the opportunity to help a Scout on the Trail to Eagle. Camp Sequoyah's staff is preparing to translate the dreams of your Scouts into the real life action of Scouting advancement and adventure. 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. Come join in the fun.

Robert Carter  
Camp Director

## **Camp Sequoyah – Land of a Thousand Dreams – Fully Accredited in 2013**

Camp Sequoyah is a state historic site and was the location of the Alabama Gold Rush. It was dedicated on June 29, 1972 as part of the 1,387 acre Frank Spain Scout Reservation. Camp Sequoyah offers four merit badge periods each day. The afternoon is left free for troops to schedule their own activities or take advantage of the great activities planned by the camp staff.

### **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

### **Camp Phone**

(256) 253-2275

### **Mail**

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

### **Emergency Phone Information**

Camp Office: 256-253-2275

The Camp Office phone serves as the business phone and emergency phone.

### **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 30 days prior to camp. After that date, ALL leaders will be charged \$75 each for the week. Units will be allowed a maximum of two free leaders regardless of the number of Scouts. Registration for Camp Sequoyah should be made by mailing 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 and select classes.

## **Fees Charged at Camp Sequoyah**

Camp fee in council:	\$275.00 (\$250 for qualified troops)
Camp Fee out of Council:	\$275.00 (\$250 for qualified troops)
Leaders Fee:	First two free, others \$75 each
Foxfire	\$10.00
Mountaineer:	\$20.00
Additional Meals:	\$5.00 per meal or \$10.00 per day

## **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.

March 28:

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

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 16:

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

Thirty days prior to camp:

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

## **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 42.

## **Camperships**

**A limited number of Camperships are available each year for youth members registered in the Greater Alabama Council.** Camperships may be requested for those youth who desire to attend camp but cannot afford to go. These are for individual youth and not for the troop as a whole. Troops should plan to aid scouts as much as possible prior to asking for assistance. Applications for camperships are available on the council website ([www.1sba.org](http://www.1sba.org)). The deadline for Campership requests is March 28th and the maximum amount is \$125.00 per Scout. Requests received after March 28th, 2014 may not be considered.

## Required Forms

Required forms are individual health forms, troop roster, prescription medicine form (page 41), 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 plan.**

Additionally, each unit should complete the troop registration on the Internet by **May 15** to facilitate merit badge and class registration.

## Refunds

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

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

## Preparing for Camp

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 (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. Conduct your unit Camp Promotion Night.
3. Have Scouts select which camp they wish to attend.
4. 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.1bsa.org>. **You should request a campsite; however, the Camp Director may reassign sites if necessary to accommodate troop size.**
5. 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.
6. Collect and send \$75.00 per Scout to the Liberty Park service center by February 14, 2014, and an additional \$ 75.00 per Scout by April 18, 2014.
7. Conduct a Patrol Leader's Council Meeting to integrate the unit goals with the youth goals and plan your camp advancement schedule.
8. Complete Merit Badge and Class sign-up on the internet by May 16, 2014.
9. Collect and send your final payment no later than 30 days prior to arrival.
10. Secure the needed medical forms from all Scouts and Leaders.
11. Conduct a swim test and complete the units swim classification record.

### **Merit Badge Registration**

Our On-Line merit badge registration will be activated in March. Go to [www.1bsa.org](http://www.1bsa.org) and click on the summer camp page to access summer camp information. When you have registered your troop and have been given an authorization code, you will be able to make changes to your troop's registration on line. Once you have reviewed the advancement opportunities, help your Scouts choose the merit badges they wish to attend. Then, list their choices in order of preference on the class schedule found in the appendix. For instance, a Scout may want to work on swimming merit badge, forestry merit badge, cooking merit badge and citizenship in the world merit badge. Eagle Bound, BSA Lifeguard, Mountaineer, and Foxfire are all day programs. Once your class schedules are finalized, they should be recorded on-line no later than May 15, 2014.

## **CAMP SEQUOYAH GENERAL INFORMATION**

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

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

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

### **Personal Electronic Devices:**

In order to provide a quality outdoor experience, the use of personal electronic devices, including cellular telephones, by Scouts while at camp is discouraged. Camp Sequoyah will allow each Troop to establish their own policy for personal electronic devices, however neither Camp Sequoyah nor Greater Alabama Council will be liable for any loss or damage to these devices. Troops which choose to permit use of personal electronic devices will be responsible for charging/re-charging the devices.

### **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 and insurance (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, Foxfire, 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

Campfires: Field uniform

Chapel Services: Field Uniform

At the Lake: Swim suits

Close-toed shoes must be worn at all times in camp except at the lake.

## **Religious Observance**

An interfaith service will be held Sunday and Tuesday.

## **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. Tobacco is not allowed in the presence of youth or in buildings. You may use tobacco only if you are 19 years old and only in the designated tobacco/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..... \$ 10.00

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).....\$420.00

New board replacement-cost determined per case..... (Minimum \$7.50)

Ridge Poles.....\$ 25.00

Uprights.....\$ 12.50

Toilet seats.....\$ 40.00

### **Order of the Arrow Callout Ceremony**

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**

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

#### **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 ensure that all members of the troop are where they are supposed to be during the day and that they follow the Scout Oath and Law. The Senior Patrol Leader will also attend the daily SPL meeting as scheduled by the camp staff.

#### **Camp Director's Responsibility**

The Camp Director is responsible to the Scout Executive for the safety of all Scouts, leaders, visitors, and staff members at camp and will take the necessary steps to ensure Camp Sequoyah is a safe haven for everyone. Camping at Sequoyah is a privilege which may be revoked at any time if necessary for safe camp operations. Fighting, bullying, threatening behavior, brandishing knives and/or other potential weapons or any other action which threatens the safety or well-being of another person, or any other actions not in keeping with the Scout Oath and Scout Law will not be tolerated. Anyone engaging in this type of conduct may be sent home at the Camp Director's sole discretion and at the Troop's expense.

## Youth Protection Training Required for Adults

All Adult Leaders that 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://scouting.org/>.

## Medical Information Form

All participants (youth and adults) attending Camp Sequoyah must have a completed 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 and adults must complete parts A, B, and C to attend a long-term camp such as Camp Sequoyah. The medical form is valid for **one year**. **Please indicate the date of all immunizations.**

## Medications

All prescription medications must be turned into the camp medical staff. 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. Fill out the prescription medicine form for each Scout taking prescription medicine (page 41). **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. It is the primary responsibility of the Scout and his Scoutmaster to ensure that medications are taken appropriately. The camp medical staff will work with the Scoutmaster to ensure that Scouts are taking their prescription medication properly.

## Emergencies and Medical Care

The Camp Sequoyah medical facilities are administered by the Camp Sequoyah Medical Director and available 24 hours a day. Unit leaders should contact the medical staff or any staff member for assistance, even in emergencies. **THE STAFF WILL CALL 911 IF NECESSARY.** We have special arrangements for contacting and working with the Cleburne County EMS for Camp Sequoyah.

If a non-emergency problem arises, such as an illness that is beyond the scope of our medical staff, we will contact the parents and unit leader. The parents and unit leaders must then arrange for care and transport of 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 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 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 Medical Facility.

### **Accident and Sickness Insurance**

The Greater Alabama Council has purchased accident and sickness insurance for every Scout and Scouter that covers all authorized camp program activities. This coverage is excess insurance to any health or accident insurance that a family may already have in place. 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. Scout leaders should take roll to make sure all their Scouts are present. Your host will meet you there, ascertain the presence of all Scouts and leaders, and provide any needed information. All Scouts and leaders should remain there until the all-clear signal is given or further instructions are provided by the camp staff. The all-clear signal will be three distinct rings of the bell.

### **Special Diets**

Camp Sequoyah is willing to accommodate special diets for campers. Please contact the camp in writing or by email a minimum of 3 weeks in advance to request special dietary needs.

### **Safety Around Animals**

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

## **Insect Bites**

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

## **Fire**

If you see or suspect a fire, notify the camp leadership team immediately. 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, 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 Lake Cross or the Tallapoosa River 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 great amount 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 present. Please make two copies of your swim check – one for the Waterfront staff and one for your Troop records. We cannot return the lists at the end of the week. The copies will be collected 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 has the right to review or retest any Scout or Scout Leader whose skills appear to be inconsistent with his classification. Additionally, the Aquatics Director is authorized

to retest any Scout or group of Scouts when he is reasonably 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**

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 there are no electricity, water or sewage hookups, nor 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 in a golf cart provided by the troop. Please identify this need during the unit's check-in process. Do not use this privilege to drive other Scouts attending the same activity.

**Only council-owned vehicles are allowed in camp. The full text of the approved council vehicle policy is included on page 43.**

The maximum speed limit for vehicles on the camp roads is 12 miles per hour.

## **Camp Visitor Policy**

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

## Wednesday Night Visitors

All visitors must check in when they first arrive. Staff will be in the parking lot to help visitors upon their arrival. Visitors will be issued a visitor pass that must be worn at all times. If visitors are bringing food, they will need to carry food from the parking lot to the campsite. **Only council-owned vehicles are allowed in camp. A golf cart (provided by the troop) may be used for a mobility-challenged Scout, Scouter or visitor with prior approval of the Camp Director. (Please see the approved council vehicle policy on page 43)** . Please have Scouts meet your visitors in the parking lot to escort them to your site. If a troop wishes to reserve a shelter for Wednesday evening, please do so Sunday evening. At 8:30 PM, the Order of the Arrow Call Out Ceremony is held in the Council Ring. All guests should leave camp by 10 PM. **Visitors are required to leave pets, alcoholic beverages, illegal drugs, fireworks, and firearms at home and must follow all other camp policies.**

## Camp Security Policy

All Leaders and Scouts will be issued wrist bands. If you are not wearing a wrist 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. The Leader will sign the early release of camper form.
- 4) The camper will then be contacted and asked to report to the camp office. The adult leader and the person requesting permission for the camper will sign out the camper in the registration log.
- 5) If a Scout leader must transport a Scout home for an emergency reason, the above will still apply. Youth protection policies will be followed.
- 6) It is understood that a Scout will never be released to another youth under 18 years of age without verified permission from the legal parent or guardian.

## Bullying in Camp

Bullying - when one or more people harms another person by exclusion, teasing, hitting, gossiping, kicking or tearing down with the intent to hurt that person. The bully doesn't show empathy or compassion for the victim. It usually occurs with an imbalance of power (size, age, popularity) between the perpetrator and the victim. The victim often has some characteristic that makes them seem different. The victim may be less mature than the bully.

What to do about bullying:

- discourage negative comments of any kind
- look out for Scouts who are more likely to be bullied – loners, less mature, anything that makes them seem different
- stop bullying immediately
- report all bullying to the Camp Director or the closest member of the camp management. The appropriate individuals to assist the victim and the perpetrator will be contacted.
- do what you can to protect the victim, don't tell the bully they are a terrible person, they are dealing with some issue that needs to be addressed also.
- don't put yourself in a dangerous situation.

### **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, illegal use of prescription/over-the-counter 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 or breaking of any law will be reported to local law enforcement authorities.
- Self contained stoves and lanterns may be used, but not in tents. Battery operated lanterns can be used in tents. Open fires in campsites may or may not be allowed depending on the fire conditions at camp. All fires must be in an established fire ring. Liquid fuels or starters shall not be used for starting any type of fire, including damp wood, charcoal and ceremonial fires.
- No pets are allowed in camp.
- No bicycles or unicycles are allowed in camp other than the bikes used for program.

### **Volunteering While at Camp**

For those of you who have technical skills, Camp Sequoyah always needs help with projects involving carpentry, plumbing, electrical and other skills. This is beyond normal conservation projects. If possible, please let us know that you are interested in volunteering and what skills you possess before arriving in camp.

## **2014 SUMMER CAMP STAFF OPPORTUNITIES**

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 2014 are June 1 through July 13. Greater Alabama Council camp staff members receive free room and board, a competitive salary and a great experience. They gain friendships that last a lifetime, countless stories to tell, and unlimited FUN. Most importantly they have the opportunity to positively influence other people. Scouts are required to be at least First Class rank before serving on staff.

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

## **2014 COUNSELOR IN TRAINING PROGRAM**

### **Purpose and Goals**

The Counselor In Training (CIT) program is designed to train future staff members. An opportunity to complete some Scout advancement requirements will usually be possible. There is no charge or salary for the program, however, Scouts participating as a CIT for two weeks will be allowed to attend camp at HALF PRICE with their troop. 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 First Class Scout or higher.
- Be in excellent mental and physical health.
- Have parental approval for participation in all phases of the program, with the understanding that a CIT may be sent home at parent’s expense at any time if he fails to live up to expectations.

An application form is in the 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. The commissary is open for 20 minutes after each meal. Troops are also able to check out ice cream freezers and Dutch ovens to make cobbler or ice cream.

**Cooking In-Site.** Some troops prefer to cook most of their meals in their campsite. If you’d like to try the campsite cooking option, please notify the Camp Director two weeks before arrival so that necessary arrangements can be made.

### **Camp Office**

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 authorized use of the telephone. 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.

## **Medic Lodge**

The health facility is located across from the Camp Office. All medical forms and prescription medications are kept in this building. The medical staff lives in the facility and is always available. On the back of this building are two public restrooms that are open for visitors Wednesday evening.

## **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 Lake Cross.

## **Chapel:**

Please join us for vesper services Sunday and Tuesday or enjoy the Chapel on your own.

## **Campsites:**

Camp Sequoyah presently has 14 campsites. Each campsite is equipped with a trash can, faucet, and latrine with washbasin, two flush toilets (Frontier has no 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. **Hammocks are discouraged in campsites due to tree damage and tripping hazard at night. There is no electricity in the campsites.**

**\*\*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. **Scouts participating in camp sponsored basketry or leatherwork can obtain supplies to complete the merit badge from the Trading Post at no cost.**

## **Rappelling and Climbing Tower:**

The 50 foot structure has 20', 30', 40', and 50' wall climbs; a 40' 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 3 mile trail provides 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 troop. Scouts will cover many of the requirements for Tenderfoot, Second Class, and First Class as well as earn 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. It is flexible program allowing Scouts to participate in activities with their troop when they desire. Scouts will participate in activities such as initiative games, climbing, rappelling, kayaking, and mountain biking. Also, Scouts will visit the Mountain Man outpost where they will learn to throw. Off camp, the Scouts have the opportunity to canoe the Tallapoosa River and climb the rock faces of the Rock Garden at Mt. Cheaha. An overnight backpacking trip is available. Be sure to bring rain gear, water bottle, flash light, and sleeping bag. The program has an additional fee of \$20.

### **Foxfire Program**

The Foxfire Older Boy Program is open to Scouts who are at least 14 years old and have achieved the First Class rank. The program seeks to introduce Scouts to the lifestyle of folks living in Appalachia in the late 1800s. Scouts will learn skills such as open fire cooking, trapping, identifying edible plants, and soap making, as well as various lashing and woodsman skills. Scouts will also learn about the Gold Rushes in Appalachia and participate in gold panning. Scouts will meet each morning after breakfast to walk out to the Foxfire campsite. They will spend all day learning skills and will cook their own lunch. The group will return mid-afternoon. On Thursday, the program will have an overnight trip. Scouts will cook breakfast and return before lunch on Friday. The Foxfire program has an additional fee of \$10 per Scout.

## **Hunter Education**

This class meets Tuesday and Thursday nights (both nights are required) at the Shooting Sports Range. Out of state Scouts are welcome to participate. The course includes but is not limited to firearms safety and handling, responsible hunting and hunter ethics, wildlife laws, wildlife management and identification, archery, muzzleloading, first aid, survival, and game care. All participants will receive an Alabama Hunter Safety Certification that is transferrable to other states. It is HIGHLY Recommended that participants visit <http://www.outdooralabama.com/hunting/education/>, click on traditional hunter education classes, and register for the appropriate Camp Sequoyah course. Scouts will need to know their Social Security Number.

## **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 and close toed shoes. No crocs or glasses are permitted.

## **Scoutcraft**

Scoutcraft is located near the Trading Post. Upon request, Totin' Chip, Firem'n Chit, and Paul Bunyan awards can be offered. **Bring your own backpack and gear for an overnighter 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 portion of Archery, Rifle, and Shotgun are available at <http://www.meritbadge.com/>. The trail to shooting sports is located near the dumpsters at the Dining Hall.

## **“Top Gun” and “Top Archer”**

- 1) The ten Scouts having the highest scores on the rifle and archery 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.
- 3) This rifle competition match is to raise the level of learning by using all four firing positions. The firing positions are explained in the rifle merit badge book.

4) Awards will be given for first, second, and third place. However, all scouts that participate in the match will receive some form of recognition.

## **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 the day's events and photos from yesterday. If you would like to submit an article, see the Program Director.

## **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**

Improve your skills by signing up for rifle (0.22 only), shotgun (12 or 20 gauge), or archery. Shooting sports activities will end at 4:30 daily to allow time for clean-up. Troop competition will be held Wednesday afternoon at 3:30. No shooting sports activities can be scheduled during that time.

### **Nature Trail Hike**

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

### **Conservation/Camp Improvement Project**

Contribute to improving camp by participating in a conservation project. This also is needed for the Camp Spirit Award. Meet at the Harbert (Ecology) Lodge.

### **Recreational Swim**

Scouts will have an opportunity to swim in Lake Cross.

### **Sequoyah Sidewinder**

Come take a ride on the twist and turns of the Sequoyah Sidewinder Waterslide. Located beside the waterfront.

### **Troop boating or canoeing**

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

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

Visit Alabama's highest point to see mountain vistas in the Cheaha Wilderness. Not available Thursday or Friday unless the troop can provide transportation.

### **Indian 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.

**Lake Cross Trail**

Hike the 3 mile trail around Lake Cross.

**Sports Opportunities**

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

**Leaders' Golf Tournament**

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

## Merit Badge Offerings

The chart following this section shows all the merit badge offerings at Camp Sequoyah for the 2014 Camping Season. You should sign up for merit badges as soon as possible because the class size is limited. They are filled on a first come first served basis.

**Class Size:** Capacity is strictly limited in Swimming, Lifesaving, Canoeing, Whitewater, Kayaking, Small Boat Sailing, Sailing, Rifle, Shotgun, and Archery Merit badges. If you are 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 2014 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 requirements 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 2014 Course Requirement Offerings

Program Area/Course	Costs/Fees	Requirements Offered at Camp	Requirements To do at home	Prerequisites/ Other
Animal Science MB	None	1, 2, 3, 4, 5, 6		
Archaeology MB	None	All	4	
Archery MB	None	All	Read MB Book	Able to pull a bow
Art MB	None	All but 4	4	
Backpacking MB	None	1-9	10, 11	Older Scouts
Basketry MB	None	All		
Bird Study	None	1-7	8	Older Scouts
BSA Lifeguard	None	All but CPR	CPR Certification	Age 15, Blue Tag, swim 550 yards
Camping MB	None	2, 3, 4, 5, 6, 8a,b,c	1, 7, 8d, 9a,b, 10	

Program Area/Course	Costs/Fees	Requirements Offered at Camp	Requirements To do at home	Prerequisites/ Other
Canoeing MB	None	3-10	1,2	Blue Tag
Chess MB				
Cinematography	None	All		
Citizenship in the Nation MB	None	1-7	8	
Citizenship in the World MB	None	All		
Climbing MB	None	All		Age 13 and older
Communications MB	None	1-4, 6, 9	5, 7, 8	
Cooking MB	None	1-3, 5, 8	4, 6,7	
Disabilities Awareness MB	None	1-3, 5-7	4	
Eagle Bound (Second Class)	None	1, 2, 3c-f, 4, 6, 7a, 7b		
Eagle Bound (1st Class)	None	1, 2, 6-8, 9a		
Eagle Bound (Tenderfoot)	None	4-9, 11-12		
Emergency Preparedness MB	None	2-5, 6a,6b, 7	1, 6c, 8, 9	First Aid Merit Badge
Environmental Science MB	None	All		
Fingerprinting MB	None	All		
Fire Safety MB	None	1-5, 6c, d, f, g, h, 7-10, 12	6a, b, e, 11	
First Aid MB	None	All but 2d	2d	
Fishing MB	None	All		
Fish & Wildlife MB	None	1-4, 6-8	5	
Fly Fishing MB	None	All		
Forestry MB	None	All		
Foxfire Program	\$10.00			14 and older
Geology MB	None	All		
Geocache MB	None	1-7	8, 9	Experience with orienteering & GPS units
Indian Lore MB	None	All		

Program Area/Course	Costs/Fees	Requirements Offered at Camp	Requirements To do at home	Prerequisites/ Other
Kayaking MB	None	All		Older Scouts
Law MB	None	1-3, 5, 6, 8-11	4,7	Older Scouts
Leatherwork MB	None	All		
Lifesaving MB	None	1-15		Swimming MB
Mammal Study MB	None	All		
Medicine MB	None	1-9	10	Older Scouts
Mountaineer Program	\$20.00			14 and older
MB	None	All		
Orienteering MB	None	2-7	1, 8, 9, 10	
Paddle Craft Safety	None	All	Physically fit, health exam	Adults only. Pass swim test
Pioneering MB	None	All		
Plant Science	None	1, 2, 3, 5, 6, 7	4	
Pottery MB	None	All		
MB	None	1-6, 8	7	Older Scouts
Public Speaking	None	All		
Pulp & Paper MB	None	All		
Reptile & Amphibian MB	None	1-7, 9, 10	8	
Rifle MB	None	All	Read MB Book	
Rowing MB	None	3-10	1, 2	Strong Swimmer – Blue Tag
Sculpture MB	None	All		
Search and Rescue MB	None	1-4, 6-10	5	Complete ICS-100, Introduction to Incident Command System ( <a href="http://emilms.fema.gov/IS100b/index.htm">http://emilms.fema.gov/IS100b/index.htm</a> ). Print out the certificate.



Program Area/Course	Costs/Fees	Requirements Offered at Camp	Requirements To do at home	Prerequisites/ Other
Shotgun MB	None	All	Read MB Book	Big enough to handle a 12 gauge shotgun
Small Boat Sailing MB	None	3-9	1, 2	Strong Swimmer – Blue Tag
Soil & Water MB	None	All		
Space Exploration MB	\$15.00 for rocket	1, 3-8	2, 5c	Older Scouts
Swimming MB	None	1-10	1, 2	Strong Swimmer – Blue Tag
Swimming and Water Rescue	None	All	Physically fit	Adults only. Pass swim test, able to recover 10 lb weight from 8 ft of water
Theatre MB	None	2-6	1	
Veterinarian Medicine MB	None	1-5	6	
Weather MB	None	1-7, 9	8	
Whitewater MB	\$10.00 for canoe trip	2, 4-13	1, 3	Canoeing MB. Thursday canoe trip included. Fill out release form.
Wilderness Survival MB	None	1-4, 6-12	5	
Wood Carving MB	Cost of Kits	All	None	

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

## Camp Sequoyah Daily Merit Badge Schedule

Department	Session I 8:00-8:50 AM	Session II 9:00-9:50 AM	Session III 10:00-10:50 AM	Session IV 11:00-11:50 AM
Ecology	Fishing MB	Fly Fishing MB	Fishing MB	Fish and Wildlife Mgt/Mammal Study MB
	Bird Study MB	Forestry MB	Plant Science MB	Soil & Water Conservation MB
	Weather Merit Badge	Reptile & Amphibian Study MB	Fish and Wildlife Mgt/Mammal Study Merit Badge MB	Reptile & Amphibian Study MB
	Environmental Science MB	Environmental Science MB	Environmental Science MB	Environmental Science MB
	Geology MB - 2-5 T or Th afternoon			
Handicraft	Leatherwork MB- Tuesday only or Appt.	Leatherwork MB - Tuesday only or Appt.		Leatherwork MB - Tuesday only or Appt.
	Sculpture Merit Badge	Pulp and Paper MB		Woodcarving Merit Badge
	Basketry MB - Wednesday only or Appt.	Basketry MB - Wednesday only or Appt.		Basketry MB - Wednesday only or Appt.
	Pottery MB	Art MB	Wood Carving MB	Fingerprinting MB
Waterfront	Swimming and Water Rescue		Paddle Craft Safety	
	BSA Lifeguard			
	Lifesaving MB	Lifesaving MB	Rowing MB	Rowing MB
	Canoeing MB	Canoeing MB	Whitewater/ Kayaking MB	Whitewater /Kayaking MB
	Small Boat Sailing MB	Small Boat Sailing MB	Swimming MB	Swimming MB
Scoutcraft	Camping /Backpaking MB	Camping/ Backpacking MB	Camping/ Backpacking MB	Geocache MB
	Orienteering MB	Orienteering MB	Orienteering MB	Wilderness Survival MB
	Pioneering MB	Pioneering MB	Pioneering MB	Cooking MB
	Wilderness Survival MB	Search and Rescue MB	Search and Rescue MB	Fire Safety MB

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

### Merit Badge Times and Locations

<b>8:00 - 8:50</b>	Canoeing, Lifesaving, Sailing, Swimming & Water Rescue (2 hours), BSA Lifeguard	Waterfront
	Fishing, Env Science, Weather, Bird Study	Ecology Lodge
	Mountaineer	Climbing Tower
	Climbing (2 hours)	Climbing Tower
	Comm./Public Speaking, Cit in the Nation, Vet Medicine, Cit in the World	Humanities Shelter
	Sculpture, Leatherwork (T), Basketry (W), Pottery	Craft Lodge
	Archery, Shotgun, Rifle	Shooting Sports Range
	Wilderness Survival, Camping/Backpacking, Orienteering, Pioneering	Scoutcraft
	Foxfire (all day)	Foxfire
<b>9:00 – 9:50</b>	Environmental Science, Forestry, Fly Fishing, Reptile & Amphibian Study	Ecology Lodge
	Climbing (continued)	Climbing Tower
	Cit in the World, Cit. in the Nation, Chess, Law	Humanities Shelter
	Leatherwork (T), Basketry (W), Art, Pulp and Paper	Craft Lodge
	Shotgun, Rifle, Archery	Shooting Sports Range
	Orienteering, Camping/Backpacking, Pioneering, Search & Rescue	Scoutcraft
	Emergency Preparedness, Medicine	Medic Hut/First Aid
	Canoeing, Sailing, Lifesaving, Swimming & Water Rescue (cont.), BSA Lifeguard (cont.)	Waterfront
<b>10:00 – 10:50</b>	Plant Science, Env. Science, Fishing, Fish & Wildlife/Mammal Study	Ecology Lodge
	Climbing (2 hrs)	Climbing Tower
	Camping/Backpacking, Pioneering, Search & Rescue, Orienteering	Scoutcraft
	First Aid, Emergency Preparedness	Medic Hut/First Aid
	Wood Carving	Craft Lodge
	Cit in Nation, Communications/Public Speaking, Indian Lore, Space Exploration	Humanities Shelter
	Shotgun, Rifle, Archery	Shooting Sports Range
	Whitewater/Kayaking, Rowing, Swimming, Paddle Craft Safety, BSA Lifeguard (continued)	Waterfront
<b>11:00 – 11:50</b>	Leather (T), Basket (W), Fingerprint, Woodcarving	Craft Lodge
	Environmental Science, Soil & Water, Reptile and Amphibian Study, Fish & Wildlife/Mammal Study	Ecology Lodge
	Swimming, Rowing, Whitewater/Kayaking, Paddle Craft Safety (cont.), BSA Lifeguard (cont.)	Waterfront
	Climbing (continued)	Climbing Tower
	Geocache, Cooking, Wild. Survival, Fire Safety	Scoutcraft
	Comm./Public Speaking, Archaeology, Cinematography, Theatre	Humanities Shelter
	First Aid, Emergency Preparedness	Med Hut/First Aid
	Rifle, Shotgun, Archery	Shooting Sports Range
<b>2:00-5:00 T or Th</b>	Geology	Ecology Lodge

## 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	
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	
		Assembly	Assembly	Assembly	Assembly	Assembly	
12:10 PM							
12:20 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		Troop Activities	Troop Activities	Troop Activities	Troop Activities	Free Time	
3:00 PM		Troop Activities	Troop Activities	Troop Activities	Troop Activities	Water Carnival	
4:00 PM		Troop Activities	Troop Activities	Troop Activities	Troop Activities		
5:20 PM	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	Flag Ceremony	
5:30 PM	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	
6:30 PM	SPL/Leaders Meeting	Free Time	Eagle Bound Hike , Safe Swim Defense, LNT, Climb On Safely, Trek Safely, Brotherhood, Water Slide*		Free Time	Free Time	
7:00 PM	Merit Badge Sign-Up*			Free Time	Triathlon*	Leader's Golf Tournament*	
7:30 PM	Free Time						
8:00 PM	Free Time	Adventure Valley, Water Slide*			Wilderness Survival Campout, Foxfire Campout*		
8:30 PM	Opening Campfire*		VESPERS*	Order of the Arrow Campfire*		Closing Campfire*	
9:00 PM			Night Canoe trip*		Inter-unit campfires		
9:30 PM		A Scout is <b>Clean</b> --- Take a shower					
10:00 PM		Taps					

\*Sponsored by Venture Crew 999

## **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 travel 1/2 mile to the main gate will be on the left.

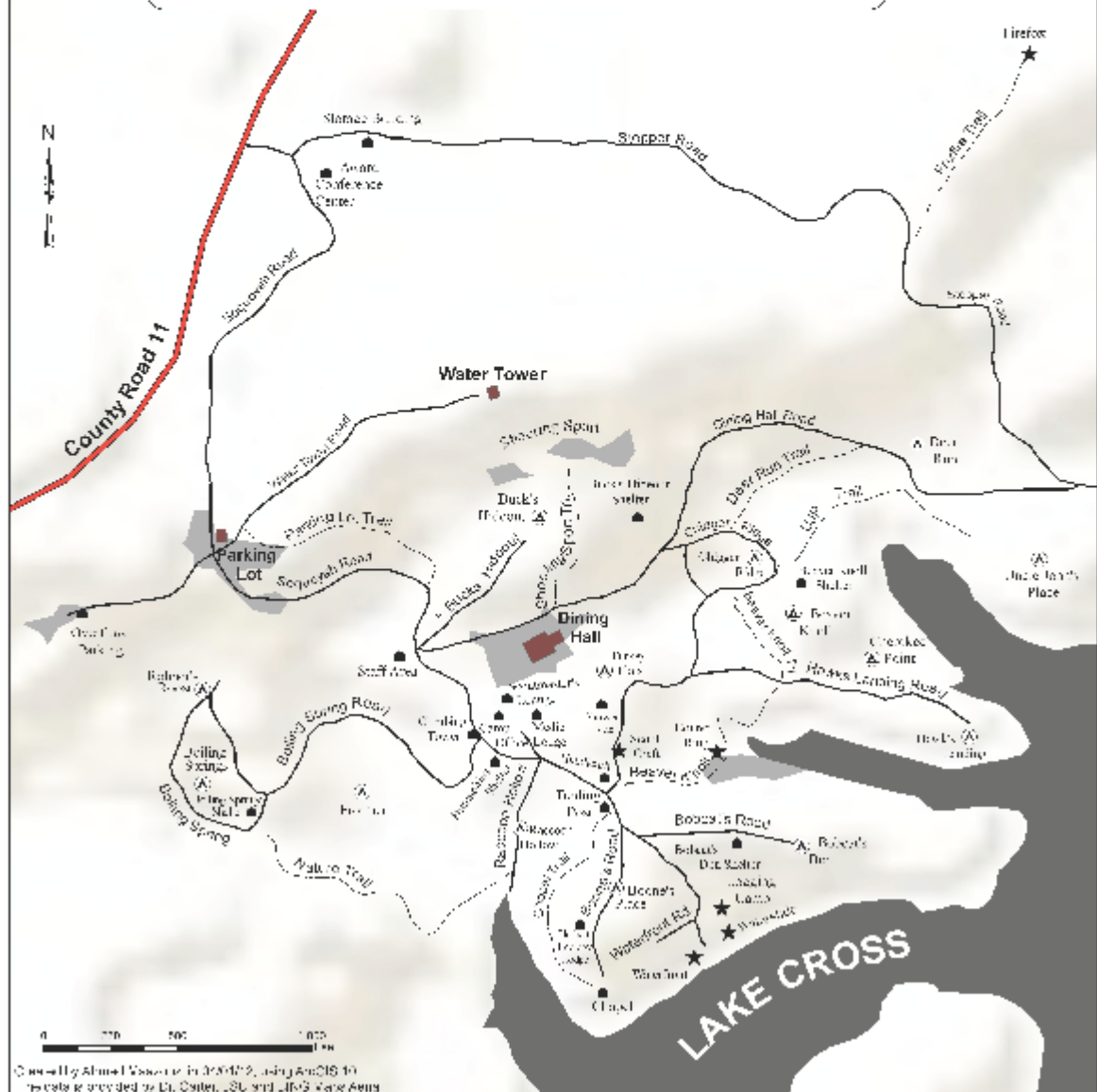
Traveling North on 431: Approximately 1.5 miles north of Hollis Crossroads/Highway 9 on 431, you will turn left onto County Road 11 and follow the directions as above. Camp Sequoyah is located approximately 15 minutes from Oxford and about 15 minutes from Heflin. Hollis Crossroads, which is just a couple of miles from camp, is a convenient location for gas and other basic amenities. Heflin and Oxford are the nearest cities other than Hollis Crossroads.

**NOTE:** See Map on page 32.

# CAMP SEQUOYAH, ALABAMA

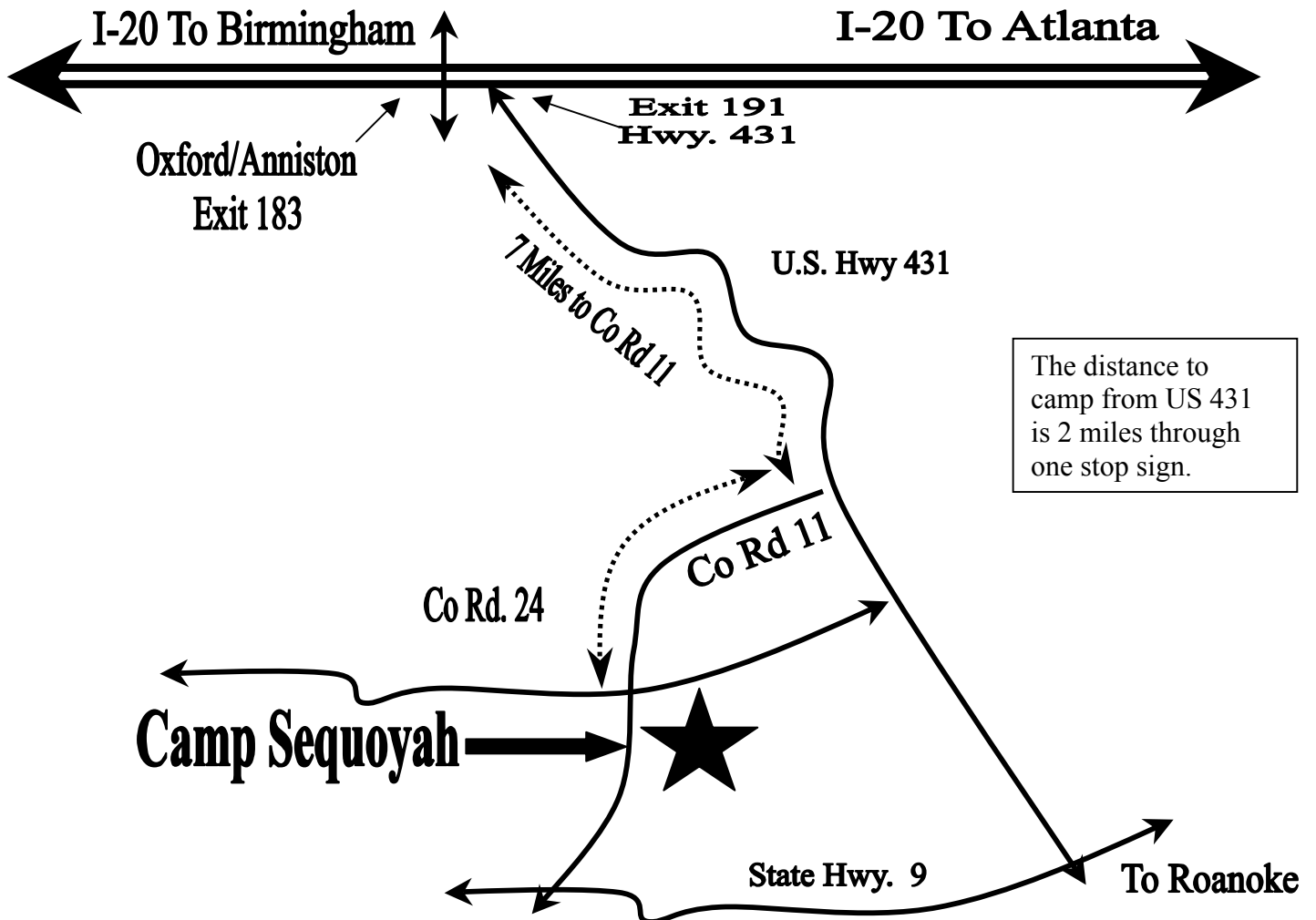
Frank Spain Scout Reservation: Camp Sequoyah  
 Mailing Address: 4907 County Road 11  
 Delta, AL 36258

- |                |                |                  |
|----------------|----------------|------------------|
| ▲ Buildings    | — County Roads | ■ Main Buildings |
| ⛺ Campsites    | — Roads        | ■ Waterbodies    |
| ★ Program Area | --- Trails     | ■ Clearings      |



## Map to Camp Sequoyah

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





## 2014 CAMP SEQUOYAH MERIT BADGE AND INSTRUCTION SELECTIONS

Week Attending: \_\_\_\_\_ Number of Scouts: \_\_\_\_\_ Troop Number: \_\_\_\_\_

Please enter all selections in order of priority. Include BSA Lifeguard, Older boy programs and First year camper programs in your choices in addition to Merit Badges you want to take. Class assignments will be based on your priority of interest. Refer to class descriptions for time required for completion of classes.

[illegible]

# MISCELLANEOUS CAMP FORMS

## Unit Pre Camp Swim Test

Unit Number: \_\_\_\_\_ Date of Swim Test: \_\_\_\_\_

Full Name: (Please Print)	Swim Classification (Non-Swimmer, Beginner, or Swimmer)

Name of Person Conducting Test:

\_\_\_\_\_

Print Name

\_\_\_\_\_

Signature

Unit Leader:

\_\_\_\_\_

Print Name:

\_\_\_\_\_

Signature

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

This Agreement, made and entered into on this \_\_\_\_ day of \_\_\_\_\_ 2013,  
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, illegal, vulgar or obscene conduct that is observed in or about the TRO grounds or among TRO Guests.

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

**I HAVE READ THIS AGREEMENT/RELEASE AND UNDERSTAND ITS TERMS. I UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND I SIGN IT FREELY AND VOLUNTARILY AND WITHOUT ANY INDUCEMENT. I REPRESENT THAT I POSSESS FULL LEGAL CAPACITY TO SIGN IT.**

\_\_\_\_\_  
Guest Signature

\_\_\_\_\_  
Age

\_\_\_\_\_  
Date

XX

**FOR PARENTS/GUARDIANS OF MINOR GUESTS**

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

\_\_\_\_\_  
Parent/Guardian’s Signature

\_\_\_\_\_  
Date



Camp Comer and Sequoyah Staff Application  
Greater Alabama Council, Boy Scouts of America

Mail or fax completed application to:  
PO Box 43307, Birmingham, AL 35243

Fax 205-970-0349

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

Address \_\_\_\_\_

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

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

Cell Phone \_\_\_\_\_

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

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

Current BSA Registration:

Yes \_\_\_\_\_ No \_\_\_\_\_

Unit \_\_\_\_\_

Position \_\_\_\_\_

Council \_\_\_\_\_

BSA Rank \_\_\_\_\_

Age by June 1, 2014 \_\_\_\_\_ Date of birth: \_\_\_\_\_

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

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

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

High School Graduate? \_\_\_\_Yes \_\_\_\_No School \_\_\_\_\_

College Graduate? \_\_\_\_Yes \_\_\_\_No School \_\_\_\_\_

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

Name	Address	Phone	Relationship

Scoutmaster approval (signature) for serving on camp staff : \_\_\_\_\_

## Camp Staff Positions

Please indicate your first three choices (number 1, 2, 3), be sure to apply only for a position that you meet the age requirements for.

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### Minimum Age 14 (By June 1, 2014)

☐ Counselor in Training

### Minimum Age 15 (By June 1, 2014)

- ☐ Trading Post Staff
- ☐ Ecology Staff
- ☐ Handicraft Staff
- ☐ Shooting Sports Staff
- ☐ Asst Quartermaster
- ☐ Scoutcraft Staff
- ☐ Climbing Staff (must be 16)
- ☐ Eagle Bound Staff
- ☐ Aquatics Staff (must be 16)
- ☐ Dining Hall Staff
- ☐ Humanities/ SCI-Tech Staff
- ☐ COPE Staff (must be 16)

### Minimum Age 18 (By June 1, 2014)

- ☐ Camp Commissioner
- ☐ Ecology Director
- ☐ Handicraft Director
- ☐ Quartermaster
- ☐ Scoutcraft Director
- ☐ High Adventure Staff\*
- ☐ Dining Hall Steward
- ☐ Asst Ranger
- ☐ Archery Director
- ☐ Eagle Bound Director
- ☐ Humanities Director/Sci-Tech

\*Mountain Man, Mountaineer, Foxfire

### Minimum Age 21 (By June 1, 2014)

- ☐ Shooting Sports Director
- ☐ Aquatics Director
- ☐ Chaplain
- ☐ High Adventure Director
- ☐ Dining Hall Manager
- ☐ Climbing Director
- ☐ Trading Post Manager
- ☐ Program Director
- ☐ COPE Director

**Please Print**

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Please list dates available for employment:      From: \_\_/\_\_/\_\_      To: \_\_/\_\_/\_\_

Why do you want to become a member of the 2014 Greater Alabama Council Staff? \_\_\_\_\_

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## Camp Sequoyah Campsite Award

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

Campsite Inspection Item	Points	Mon	Tue	Wed	Thu	Fri	Score
1. Duty roster posted and filled out completely	5/day						
2. Floors clean and swept	10/day						
3. Personal gear stowed neatly. No hangers over ridge pole	10/day						
4. Dining fly area clean	10/day						
5. Latrine / shower floors swept and clean	5/day						
6. Toilets, urinals, showers, sinks and drains clean	5/day						
7. Dry toilet paper in each stall	5/day						
8. Fireguard plan posted and <b>filled out</b>	5/day						
9. Campsite area and trail clear of litter and trash	5/day						
10. Garbage removed each morning	5/day						
11. American flag displayed	10/day						
12. Patrol and Troop flag displayed	5/day						
13. Campsite and incoming trails free of hazards	5/day						
14. Troop or patrol gateway	10/day						
15. Camp gadget	5/day						
<b>Total Points</b>	100/day						



## Commissioner's Camp Spirit Award

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

Description	Points	S	M	T	W	T	F	Score
1. Scout spirit displayed	10/day							
2. Troop properly uniformed at dinner	5/day							
3. Troop attended morning flag ceremony	5/day	X						
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 (Approved by Commissioner)	30							
Total Points	405							

Camp Sequoyah  
**Prescription Medication Information Form**  
Frank Spain Scout Reservation

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## **COUNCIL CAMP VEHICLE POLICY**

### **PARKING**

**Camp Sequoyah-** All vehicles belonging to leaders of troops spending the week will be just inside the entrance to Camp Sequoyah. Signs and individuals will direct drivers. Parking for visitors coming on family night will be parked in a designated area closer to the main part of camp. Troops will be allowed one vehicle/trailer at the campsite to unload and load at the beginning of the week. Afterward, the vehicle will be moved to the above described parking area. One trailer may stay in the campsite.

**Camp Comer-** All vehicles belonging to leaders of troops spending the week will be parked in the main parking lot. This lot will be designated by signage. Troops will be allowed one vehicle/trailer at the campsite to unload and load. Afterward, the vehicle will be moved to the above described parking area. One trailer may stay in the campsite.

Any troop expecting guests on Family Night will be required to have someone from their troop meet and greet their guests in the visitor parking lot and to assist in handling food items to be carried to their campsite. Because of the campfire preparations, camp staff will not be available to assist guests with food items and supplies. Vehicles will not be allowed to enter the campsites.

### **SPECIAL NEEDS (BOTH CAMPS)**

It is recognized that there will be leaders, youth, and visitors with special needs. Both camps will try to accommodate these individuals. However, it should be recognized that there are substantial distances between parking and campsites, along with distances and rustic roads and paths between camps and venues.

There is great concern for the safety of our Scouts and the erosion problems at camp and we will limit the number of vehicles traveling the camp roads. As stated above, troop trailers may be moved to the campsite and then the vehicle will be returned to the parking lot. The ONLY VEHICLES authorized to drive in camp during summer camp will be camp trucks, delivery trucks and vehicles approved by the Camp Director. If there are any handicapped Scouts or leaders, each troop with handicapped members will be allowed to have one golf cart equipped with nighttime lights at their campsite during their stay at camp. This requires pre-approval by either the Camp Director or Director of Support Service. Acquiring carts is the responsibility of each unit. Only golf carts that can be used on golf courses are allowed. No Scout will be allowed to ride on carts at any time unless injured/sick, handicapped and need emergency transportation. The operators of these carts must be prepared to provide documentation of the handicap and, thus, the need for the cart. ANY ABUSE OF THE ABOVE PROVISIONS, AS IDENTIFIED BY THE CAMP DIRECTOR MAY RESULT IN WITHDRAWAL OF CART USE PRIVILEGES.

**WARNING:** No troop ATV's/Gators, 3 wheelers, 4 wheelers will be allowed on camp property. This includes Mule brand utility vehicles as they are ATV's, not golf carts.

---Policy approved by Camping and Risk Management Committees

# 2014 Summer Camp—Greater Alabama 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.



Unit Number \_\_\_\_\_

**Camp Comer (Mentone, AL)**

☐

**\$ 275\***

District \_\_\_\_\_

**Camp Sequoyah (Delta, AL)**

☐

**\$ 275\***

\_\_\_\_ Week 1 June 8-14

\_\_\_\_ Week 2 June 15-21

\_\_\_\_ Week 3 June 22-28

\_\_\_\_ Week 4 June 29 – July 5

\_\_\_\_ Week 5 July 6-12

\_\_\_\_ Week 6 July 13-19 (Comer only)

\* \$250 per Scout for troops that participate in at least two of the following: Popcorn sales, Family Friends of Scouting presentation, Scout Card sales.

Comer Site	Max. Capacity	Sequoyah Site	Max. Capacity
____ Beaver (C1)	60	____ Robbers Roost (S1)	32/8
____ Black Bear (C2)	50	____ Boiling Springs (S2)	32/8
____ Bobcat (C3)	54	____ Buck's Hideout (S4)	32/8
____ Buffalo (C4)	44	____ Raccoon Hollow (S6)	32/8
____ Fox (C5)	34	____ Boone's Place (S6)	32/8
____ Grizzly Bear (C6)	60	____ Bobcat's Den (S7)	24/8
____ Hawk * (C7)	38	____ Turkey Flats * (S8)	16/8
____ Mountain Lion (C8)	44	____ Chigger Ridge (S9)	32/8
____ Owl (C9)	32	____ Deer Run (S10)	32/8
____ Panther (C10)	52	____ Beaver Knoll (S11)	32/8
____ Raccoon (C11)	62	____ Cherokee Point (S12)	32/8
____ Wolf (C12)	50	____ Hawk's Landing (S13)	24/8
____ Wolverine (C13)	52	____ Uncle John's Place (S14)	32/8
____ Bald Eagle (C14)	24		
____ Falcon (C15)	24		

\* 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 \_\_\_\_\_ (Required for on-line class registration)

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

## 2014 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.



Unit Number \_\_\_\_\_

Council Number \_\_\_\_\_

Council HQ City \_\_\_\_\_

**Camp Comer (Mentone, AL)**

☐

**\$ 275\***

**Camp Sequoyah (Delta, AL)**

☐

**\$ 275\***

\_\_\_\_ Week 1 June 8-14

\_\_\_\_ Week 2 June 15-21

\_\_\_\_ Week 3 June 22-28

\_\_\_\_ Week 4 June 29 – July 5

\_\_\_\_ Week 5 July 6-12

\_\_\_\_ Week 6 July 13-19 (Comer only)

\* \$250 per Scout for troops that have attended a Greater Alabama Council summer camp two or more times in the past five years.

Comer Site	Max. Capacity	Sequoyah Site	Max. Capacity
____ Beaver (C1)	60	____ Robbers Roost (S1)	32/8
____ Black Bear (C2)	50	____ Boiling Springs (S2)	32/8
____ Bobcat (C3)	54	____ Buck's Hideout (S4)	32/8
____ Buffalo (C4)	44	____ Raccoon Hollow (S6)	32/8
____ Fox (C5)	34	____ Boone's Place (S6)	32/8
____ Grizzly Bear (C6)	60	____ Bobcat's Den (S7)	24/8
____ Hawk * (C7)	38	____ Turkey Flats * (S8)	16/8
____ Mountain Lion (C8)	44	____ Chigger Ridge (S9)	32/8
____ Owl (C9)	32	____ Deer Run (S10)	32/8
____ Panther (C10)	52	____ Beaver Knoll (S11)	32/8
____ Raccoon (C11)	62	____ Cherokee Point (S12)	32/8
____ Wolf (C12)	50	____ Hawk's Landing (S13)	24/8
____ Wolverine (C13)	52	____ Uncle John's Place (S14)	32/8
____ Bald Eagle (C14)	24		
____ Falcon (C15)	24		

\* 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 \_\_\_\_\_ (Required for on-line class registration)

Mail to: Greater Alabama Council, P O Box 43307 Birmingham, AL 35243-0307

Comer 1-2630-416-00 Sequoyah 1-2630-053-00