

# Camp Jack Wright - Camp Use Permit

Tannehill State Park

Application Date: \_\_\_\_\_ Unit Type &amp; Number: \_\_\_\_\_ District: \_\_\_\_\_

Number of Youth: \_\_\_\_\_ Adults: \_\_\_\_\_ Campsite: \_\_\_\_\_

Arrival Date: \_\_\_\_\_ Arrival Time: \_\_\_\_\_ Departure Date: \_\_\_\_\_ Departure Time: \_\_\_\_\_

What is your program plan while you are in Camp? \_\_\_\_\_

## LEADER IN CHARGE MUST BE PRESENT AT CAMP AT ALL TIMES OF USE.

Leader in charge: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: (H) \_\_\_\_\_ (W) \_\_\_\_\_ (C) \_\_\_\_\_

Fax Number: \_\_\_\_\_ Email: \_\_\_\_\_

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### FOR TANNEHILL STATE PARK USE ONLY:

Fee Paid for: \_\_\_\_\_ Campers @ \$ \_\_\_\_\_ each = \$ \_\_\_\_\_ Total Fees

Use of camp was: \_\_\_\_\_ Satisfactory \_\_\_\_\_ Unsatisfactory

Comments: \_\_\_\_\_

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### BOY SCOUTS OF AMERICA – FOR OFFICE USE ONLY

Date Faxed: \_\_\_\_\_ Initials: \_\_\_\_\_ Use Date: \_\_\_\_\_

Tannehill Fax No. 205-477-9400

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### PERMIT PROCEDURES:

- 1.) Permit issued only by a Scout Service Center one week in advance
- 2.) Original permit is given to the unit
- 3.) Fees are paid at Tannehill State Park (noted on permit)
- 4.) Park Ranger retains permit and returns to Scout Service Center with comments.

### GENERAL CAMP RULES:

All units or persons using any of the facilities of Camp Jack Wright must first make application for and obtain a "Camping Permit" at the Charles T. Clayton Service Center. Call (205)969-4275 for information.

Access to Camp Jack Wright is through and controlled by Tannehill State Park. Check in first at Tannehill State Park check in station (behind the General Store) with your camping permit. Follow directions for paying camp fee. The camp fee is \$1.00 per camper per night.

All units using Camp Jack Wright must follow B.S.A.'s regulations requiring two adult leaders on all camping trips and tours; tour leader must be at least 21 years of age and registered with the Boy Scouts.

# PROCEDURES REGULATING USE OF COUNCIL PROPERTY

*These rules are the result of years of camping experience and are for the safety and greater pleasure of Scouts.*

1. Two adult leaders (one being 21 years of age or older) must be in attendance with the unit at all times.
2. Scouts arriving at camp before the leader must stay in the parking lot until the leader arrives.
3. The leader in charge will check in with the ranger on arrival and present the camp permit.
4. NO firearms, fireworks, illegal drugs or alcoholic beverages permitted.
5. Equipment or tools loaned to units must be signed for and returned clean and serviceable.
6. Units are required to carefully clean their area before checking out. NO garbage should be burned. Please take your garbage with you or put it in the dumpster.
7. No cutting of trees except under the supervision of the camp ranger.
8. All vehicles must be parked in camp parking lot after gear is unloaded.
9. Unit assumes responsibility for all damage to camp facilities or equipment.
10. Swimming is permitted in swimming area only under adequate adult supervision and following Safe Swim Defense.
11. Canoes, Kayaks & Bikes are for exclusive use of unit having a permit. Unit leader must apply for use at council office. Canoes and Waterfront Equipment may be used only when the weather is suitable. Anyone using watercraft must wear life jackets, use the Safety Afloat Plan and practice all safety precautions. The unit will be responsible for any damage to boats and/or canoes.
12. Fires may be built only in designated areas, and must be controlled and extinguished completely after use.
13. Scouts may fish at any time while at camp. Adequate supervision must be provided.
14. Pets are not allowed.
15. Report any accident to the Camp Ranger or Camp Director
16. Non-Scouting groups must complete a Hold Harmless agreement and make payment prior to reserving facilities.
- 17. Every Scout will be a better camper if he does some work to make camp a better place to live. We urge each troop to do at least two hours work each camping visit. Special projects should be arranged through the camp ranger.**