



BOY SCOUTS OF AMERICA®  
GREATER ALABAMA COUNCIL



## 2024 Information Guide

**A fast paced program weekend!**

## **Dear Full Throttle Unit leader,**

The Information Guide provides you with the information you need to plan the best possible weekend camp experience for your troop.

Full Throttle is a weekend event for troops, crews, and ships. Scouts spend a half-day participating in program areas such as shooting sports (rifle, shotgun, archery), climbing, swimming, hiking the new bird trail, and boating (canoeing, kayaking, paddleboarding, rowboats). The camp staff from both Seqoyah and Comer will run the activities.

Please take time to review this guide and pass along the information to your Scouts and Scouters. We have no doubt that this awesome event will be something that you will want to be part of.

If you would like more information please feel free to contact Erick Simmons, Director of Camping Services at [erick.simmons@scouting.org](mailto:erick.simmons@scouting.org).

Buckle your seatbelts, kick the tires, and fill up the gas tank because Full Throttle is coming and we want you to spend it with us!!

# 2024 Full Throttle

## General Information

Date: April 26-28, 2024

Location: Camp Sequoyah  
4907 County Road 11  
Delta, AL 36258

Participant Type	Fee
Youth Participant	\$35.00
Adult Leaders with Unit	\$15.00

Fee includes cracker barrel on Friday, breakfast, lunch, and dinner on Saturday, and breakfast on Sunday.

## ROSTERS & SESSION CHOICES

A Troop Leader will submit the roster, session choices and online payments through a service called TENTAROO. This is done at a unit level and Scouts do NOT enter their selections individually. First time users will need to create an account. <https://gac.tentaroo.com>. Please note, this is **NOT** a Merit Badge weekend. Program will be open and available, but merit badge instruction will not be taking place.

**SPECIAL NEEDS** If a Scout or adult needs some extra help to enjoy the camp experience, please let us know! This includes anyone with **special dietary, health, mobility, or CPAP battery needs**. Special needs requests are submitted as part of filling out the roster in TENTAROO. Please make sure you are aware of these needs prior to adding a person to the roster. If you have questions or need something added please email [anglea.champion@scouting.org](mailto:anglea.champion@scouting.org)

## Key Dates

Now	Set up Full Throttle Promotion Meeting with your unit.
Now	Sign Up online at <a href="https://1bsa.org/full-throttle-weekend/">https://1bsa.org/full-throttle-weekend/</a>
Now!!	Adventure Session Registration Open
April 23	All Adventure Session Registration Finalized
April 26	Arrive at camp!!
April 28	Check-out

## PRE-ARRIVAL CHECK LIST

Submit the following via TENTAROO:

- Make Payments
- Register each person attending camp
- Special Needs & Dietary Restrictions
- Adventure Session Registration

## ARRIVAL CHECK LIST

Check in begins at **5:00 PM**. Early/late arrivals must pre-coordinate with the Camp Director.

Park at the main parking lot and our staff will be there to guide you through the check-in process.

## Paperwork

Please have 1 adult ready with:

- Official BSA Roster, exported from my.scouting.org.
- Mark all youth and adults that will be attending camp.
- Health and Medical Records for all campers (parts A & B)
- Proof of Insurance (Out-of-Council units)
- Optional: Pre-Camp Swim Check Form



## Check-In

- Check-in begins April 26 at 5:00 PM
- Your unit or individuals will be greeted by one of our staffers at the entrance to the parking lot of Camp Sequoyah. The staff will direct you to check in at the Scoutmaster Pavilion. Each unit or individual will be asked to review their unit roster and program schedule and submit individual health forms.
- Following verification of assigned campsites, the unit will be directed to the campsite and settle in.

## CAMPSITES

Our campsites are large with multiple fire rings. **Units will be responsible for providing their own tenting.**


Each campsite has a bathroom, wash basin, running water, and an outdoor shower facility. **There is no electricity in the campsites.**

### CAMPSITES AND CAPACITIES

- Robbers Roost (S1) 32/8
- Boiling Springs (S2) 32/8
- Buck's Hideout (S4) 32/8
- Raccoon Hollow (S5) 32/8
- Boone's Place (S5) 32/8
- Bobcat's Den (S7) 24/8
- Turkey Flats (S8) 16/8\*
- Chigger Ridge (S9) 32/8
- Deer Run (S10) 32/8
- Beaver Knoll (S11) 32/8
- Cherokee Point (S12) 32/8
- Hawk's Landing (S13) 24/8
- Uncle John's Place (S14) 32/8

\*Turkey Flats is reserved for units with mobility special needs





## HEALTH & SAFETY

Camp Sequoyah will have a qualified Health Officer and medical equipment to handle all minor injuries. Serious injuries or severe illness will be referred to EMS. The camp has made prior arrangements for handling emergencies. Unit Leaders are encouraged to provide first aid for minor cuts, blisters, and scrapes using a unit first aid kit.

### TRIPS TO THE HOSPITAL OR DOCTOR

Unit leadership provides transportation for non-life-threatening emergencies. The Camp Health Officer must clear all cases requiring outside medical care and will provide the person's BSA health form with insurance information before leaving camp. Parents and emergency contacts will be notified by the Camp Director immediately of any serious illness or injury. One adult leader from the unit, and an additional adult, will accompany the unit member(s) requiring emergency services.

### MEDICATIONS

All youth medications must be registered with the Camp Health Officer and then dispensed to the campers by the medical staff or an authorized unit leader. All medications checked-in must be in the original containers and marked with the Scout's name, troop number, and original medication information. Do not cover the information and instructions on the medications. Dosages and schedules must be the same as on the package; changes must be in writing. Medication in pillboxes and non-original containers will not be accepted. Please send only enough medication to be administered during the weekend at camp. The Camp Health Officer will work with the Scoutmaster to ensure that Scouts are taking their medication. It is the primary responsibility of the Scout and their Scoutmaster to know when they should be taking their medication.

#### Inhaler, EpiPen, or Similar Medical Device

If the BSA health form indicates that an individual **MUST** have these items, then the Health Officer will confirm that they are in possession by the individual. If **NOT** in possession, then they must be obtained, or the participant will be required to leave camp.

### COMMON HEALTH ISSUES

Please prepare Scouts to counter common health issues:

Insect Bites, including tick: Please report imbedded ticks to the health officer.

Dehydration & Heat Exhaustion: Carry a water bottle and drink plenty of water while at camp.

Hazardous plants such as poison ivy, oak, sumac, and nettles.

Practice high standards of personal hygiene including washing hands regularly and covering mouth and nose when sneezing or coughing.

## VEHICLES & PARKING

Each unit is responsible for the safe transportation of Scouts and adult leaders to and from camp. On arrival and departure, Troops may pull vehicles closer to their campsite for loading and unloading, but **all vehicles must be parked in a designated camp parking area by 8:00 PM Friday night**. Vehicles should not be driven into camp during the weekend, and roads through campsites and program areas are restricted to authorized camp vehicles only.

### TRAILERS

Troop trailers may be left in the campsite or in other areas designated by the Ranger, but must not block any roads or trails. Trailers must be disconnected from the tow vehicle and the wheels must be chocked and the tongue must be secured on a block or stand to ensure the trailer is safe and secure.

### ATVs, UTVs, & GOLF CARTS

Private motorized vehicles are expressly prohibited. Those with special mobility needs may request advanced permission directly from the Camp Director. Additional certifications, waivers, and Council-level approval will be required.

## EMERGENCY PROCEDURES

Camp Sequoyah has written plans for emergency response such as severe weather, fire, a lost Scout, etc. Details will be shared at check-in. Adult leaders should always carry a unit roster and vehicle keys on them while in camp in case of an emergency or evacuation. Upon hearing an emergency signal (horn and camp bell) all individuals will **report to the parade grounds** as quickly as possible. Camp leadership will be present to provide further information.

### Lost or Missing Scout

If a Scout is believed to be missing, unit leaders should first confirm that the Scout is not in the campsite, program areas, or other common gathering places about camp. If still not found, notify Camp Staff Leadership.

### Buddy System

The buddy system of having two or more campers together is used during camp and is important. Please ensure your Scouts use this system and that everyone has a buddy.

## ALCOHOL, TOBACCO & DRUGS

Alcoholic beverages and controlled substances are **absolutely prohibited**. Possession or use will be reported to local law enforcement.

BSA Camps are smoke-free. This includes the use of electronic cigarettes, vaporizers, or systems which simulate tobacco smoking. Camp Sequoyah's designated smoking area is located behind the dining hall.

### PROHIBITED ITEMS:

Pets (except for service animals)  
Fireworks and pyrotechnic devices  
Personal Firearms, Air-Pistols, Bows, Ammunition, Slingshots  
Bikes / Unicycles

### RESTRICTED AREAS

Scouts and leaders are restricted from the staff area, the campsites of other Troops and program areas when they are not in use. No refunds for removal from camp for disciplinary reasons.

### NO FLAMES IN TENTS.

Lighting in tents must be battery operated. Only adults, or older Scouts under supervision may use liquid fuels in camp.

### ADDITIONAL POLICIES

- Do not throw rocks.
- Shoes must be worn and must be close toed. (*sandals are allowed at the showers*)
- No clothing with inappropriate graphics.



Date	Time	Activity
Friday Apr 26	5:00 PM	Check in
	8:00 PM	Cracker Barrel
	10:00 PM	Quiet Time
Saturday Apr 27	7:15 AM	Assembly
	7:30 AM	Breakfast
	8:30 AM	Session 1
	9:30 AM	Session 2
	10:30 AM	Session 3
	12:00 PM	Lunch
	1:30 PM	Session 4
	2:30 PM	Session 5
	3:30 PM	Session 6
	4:30 PM	Session 7
	6:00 PM	Assembly
	6:15 PM	Dinner
	7:30 PM	Troop Time
	10:00 PM	Quiet Time
Sunday Apr 28	7:15 AM	Assembly
	7:30 AM	Breakfast
	8:30 AM	Campsite Clean Up
	9:45 AM	Check out

## ADVENTURE SESSION OPTIONS

ADVENTURE	LOCATION
ARCHERY	ARCHERY RANGE
RIFLE	RIFLE RANGE
SHOTGUN	SHOTGUN RANGE
BOATING (CANOEING,	WATERFRONT
CLIMBING	CLIMBING TOWER
BUCKSKIN (HAWKS, CROSS-	SCOUTCRAFT
WAR CANOE	WATERFRONT
FORGE	HANDICRAFT
BIRD TRAIL HIKE	NATURE LODGE
SWIMMING	WATERFRONT

## Adult leader Training

Training	location
Introduction to Outdoor Leader Skills	Scoutmaster Pavilion
Paddlecraft Safety	Waterfront
Climb On Safely	Humanities

## Activities Available Anytime

Activity	location
Fishing	Lake Cross
Insect Collection	Nature Lodge
Patch Trading	Handicraft Pavilion
Sequoiah Sidewinder	Waterfront



# Packing list

## Unit-What to Bring

Below is a list of general equipment often needed at a week-end camp. Some troops may wish to bring other items to enrich their experience or to cook special meals or desserts.

- ☐ Paperwork-Final Attendance Roster
- ☐ Paperwork-Health and Medical Records (Parts A & B)
- ☐ Paperwork-Youth Protection verification
- ☐ Paperwork-Insurance (Out-of-council units only)
- ☐ Troop First Aid Kit
- ☐ Blank Duty Roster
- ☐ Lock Box
- ☐ Flags-Patrol, US. State etc.
- ☐ Propane Lanterns and Stoves
- ☐ Solid fire starter & matches
- ☐ Dutch ovens, charcoal (if desired)
- ☐ Water cooler
- ☐ Rope, twine, or nylon cord
- ☐ Axe, hatchet, saw, hammer
- ☐ Repair kit, tools, & duct tape
- ☐ Dining fly or canopy (if you want extra)
- ☐ Tarps



## Scout-What to Bring

Below is a list to serve as a guide. Use your own discretion and refer to your Scout Handbook.

### Very Important

- ☐ Signed Health and Medical Record (required)
- ☐ Trading Post Money

### Personal Gear

- ☐ The Scout Basic Essential (see Scout Handbook)
- ☐ Backpack, duffle-bag, or storage bin

### Clothing

- ☐ Complete Field Uniform
- ☐ T-shirts (several)
- ☐ Sweater/Jacket
- ☐ Long pants and long sleeve shirts
- ☐ Swim suit
- ☐ Underwear
- ☐ Extra Shoes/Hiking Boots
- ☐ Socks and extra socks
- ☐ Hat

### Sleeping Gear

- ☐ Sleeping Pad
- ☐ Sleeping bag
- ☐ Pillow

### Toiletries

- ☐ Toothbrush/Toothpaste/Floss
- ☐ Soap/Shampoo/Towel(s)/Washcloth
- ☐ Deodorant/Comb/Brush

### Personal Items

- ☐ Day Pack
- ☐ Water Bottle/Canteen
- ☐ Camp Chair
- ☐ Flashlight
- ☐ Scout Handbook
- ☐ Pocketknife/Notebook/Pen/Pencil
- ☐ Sunscreen
- ☐ Totin' Chip/Firem'n Chit
- ☐ Clock/Alarm Clock
- ☐ Medications