Leader's Guide 2027

Scouting America
Greater Alabama Council

Dear Scout Leaders,

On behalf of the greater Alabama Council it is my pleasure to welcome you to Camp Seqouyah. Located in the Talladega national forest and in the shadow of Mt. Cheaha, Camp Seqouyah offer a unforgettable wilderness summer camp experience. we are excited and honored that you have chosen to spend you summer camp season with us. Enjoy our scenic nature trails, top quality fishing, and world famous hospitality.

our staff have been working hard to ensure that this summer is amazing! Camp Sequoyah has a strong tradition of excellent program. Using the Patrol Method as our guide, we have developed and maintained a camp experience that is youth-led and exciting! We are always looking for ways to improve our program and this year we have implemented some new experiences that will enhance the overall adventure!

This leader's guide outlines everything we offer. We hope that it is comprehensive and easy to understand and that it will serve as a compass, guiding both you and us, so that together we can make sure every Scout has an amazing summer camp experience at Camp Sequoyah

We proudly boast of having a large selection of Merit Badge Classes while also providing a mountaintop afternoon program experience for all participants. Further, Camp Sequoyah takes pride in its staff. Through the tenants of the Scout Law, our Team strives to provide excellent customer service and hospitality. By the end of the week, we expect every Scout to refine practical skills, build camaraderie, and further develop confidence that will last a lifetime.

As you read through this leader's guide, you'll discover all the fun things we have planned for 2027. Come and experience The Sequoyah Difference.™

Yours in Scouting,

Matthew Clark
Camp Director
Greater Alabama Council - BSA

Meet Our Camp Director

Matthew Clark is a Birmingham Alabama native. He joined scouting as a tiger cub in Pack 533 and progressed through the ranks to earn his eagle scout in 2017. He staffed camp Seqouyah from 2016-2019 and then again from 2023-2026. He graduated from the University of Montevallo in 2023 with a Bachelors in Elementary education, and currently teaches 2nd grade. While working as camp staff he served on the Greater Alabama council fishing committee. Assisting in the planning and carrying out of multiple cub scout fishing derbies. He is committed to furthering the vision of scouting and the Seqouyah difference both in scouting and in the day to day life of every Scouting America participant.

Camp Sequoyah History

The idea for Camp Sequoyah came in the years before 1972. During that time, the Birmingham Area Council used Camp Arrowhead, a 55-acre property on the banks of Lake Mitchell on the Coosa River. The Council did not own the land and had to lease it each summerfrom Alabama Power. By the year 1970, ninety-two Troops made use of Camp Arrowhead and lack of space posed an issue. That year half of all Scouts in the Council were told they could not go to Summer Camp simply due to a lack of space. To combat this issue, members of the Birmingham Area Council Executive Board approved a bold plan to acquire a 1,447-acre property within the Talladega National Forest. They also planned the creation of an 86-acre lake. The Council specifically wanted to acquire a property large enough to build multiple Camps around the lake. This way, the Camp would grow as Scouting grew. After a successful capital campaign and land development, “Camp One” or Camp Sequoyah Opened in 1972.

Since that summer in 1972, many things have changed. Permanent structures like the Dining Hall, Ecology Lodge, and the Carter Pavilion were added to the property. In 1998, the Birmingham Area Council merged with the Choccolocco Council and Tennessee Valley Councilto form the Greater Alabama Council. During these five decades , the mission of Camp Sequoyah has remained constant. By following the Scout Oath and Law, Camp Sequoyah continue s to prepare young people to make moral and ethical choices throughout their lifetime. The skills you learn here, as well as the many memories you make will equip you to be prepared and always do a good turn daily. When you arrive at Camp Sequoyah, listen to the sounds, smell the air, and gaze at the stars. You are now part of the next 50-year story. What chapter will you write?

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

SUMMER CAMP SESSION DATES:

- Week 1: June 7th – 13th
- Week 2: June 14th – 20th
- Week 3: June 21st – 27th
- Week 4: June 28th – July 4th
- Week 5: July 5th – July 11th

CAMP FEES

IN-COUNCIL: $350
OUT-OF COUNCIL: $375

ADULTS:
FREE 2 eaders, additional $75 each *(Maximum of 2 free adults regardless of the number of Scouts that attend camp. Fees must be paid by May 12th to qualify for the free adults, after this date all adults will be charged $75)*

GUEST MEALS: $5 a meal or $10 a day

(Paid at Trading Post)

MERIT BADGE PROGRAM FEES:

We proudly do NOT charge any additional fees to participate in camp activities and merit badges, this includes participating in shooting sports.

CAMPERSHIPS

A limited number of camperships are available for Scouts from the Greater Alabama Council who want 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 their Scouts as much as possible prior to asking for assistance. Applications for camperships are available at www.1bsa.org. Requests must be received by March 31st to be considered and the maximum amount that can be requested is $175.00.

REFUNDS

Planning and purchasing for camp happens long before camp begins and is based on pre-registration. If the unit or a Scout cannot attend camp, please review the Council's refund policy and submit a refund request through our online portal, both found at www.1bsa.org

1 CAMP RESERVATION

Reserve your week at camp by signing up through BlackPug at https://gac.tentaroo.com Alternatively, you may also register by submitting a registration form with a non-refundable deposit of $100 and your campsite preference. ***(Campsite preferences are not a guarantee of site assignment. Final assignments are made the week prior to arrival and are based on camp attendance and unit size)***.

Submit the camp reservation form (found at 1bsa.org) to: Anglea.Champion@scouting.org or mail to:

PO Box 43307
Birmingham, AL 5243-0307

2 PAYMENT SCHEDULE

1. Feb 10th – Payment of $75 per Scout is due
2. Mar 24th – Any request for camperships due
3. Apr 7th – Additional payment of $75 per Scout due
4. May 12th – Merit Badge & Class requests are completed online through Tentatroo
5. May 12th – Remaining balance is paid to attain 2 free leaders.
6. On Arrival – Remaining balance (if any) is paid

3 BlackPug

A Troop Leaderwill submit the roster, merit badge, and eagle bound program requests through BlackPug This is done at a unit level and Scouts do NOT enter their selections individually. 1st time users will need to create an account.

https://gac.tentaroo.com

4 1:00 PM Check-In

Check-in begins at 1:00 PM in the camp parking area where your troop host will meet you. No units will be checked in before 1:00 PM. If special circumstances such as travel distance require early arrival, please coordinate with the Camp Director in advance. Please arrive with Unit Roster, Health and Medical Records for all campers (parts A, B, &C), & Youth Protection Certifications for all adult leaders. The Camp Staff can settle all remaining paperwork and money at check in.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

PROVISIONAL CAMPERS:

For campers who would like to attend Camp Sequoyah but are not coming with their unit, provisional camping is encouraged. This is available even if your unit is not attending camp during the summer. Scouts who have already spent one week at camp but want an additional week are welcome to return as a Provisional Camper.

This is an individual registration submitted by the parents via a troop or personal Tentaroo account.

Scouts attending as provisional campers are placed with a Scout unit that has been approved to support a provisional camper to ensure they have the best possible experience while at camp. This unit will take the Scout on as a member of their troop and place them in a patrol. ALL WEEKS OF CAMP ARE OPEN TO PROVISIONAL SCOUTS.

SPECIAL NEEDS:

If a Scout or adult needs some extrahelp to enjoy the camp experience, please let us know! This includes anyone with **special dietary, health, mobility, or CPAP battery needs.** Please complete and return the **UNIT SPECIAL NEEDS FORM BY MAY 19th**. We will make reasonable accommodations for special needs.

DIETARY

We will do our best to meet special needs including minor menu changes for dietary requirements. Our focus is to accommodate individuals who have medical and religious dietary needs. Campers may bring their own dietary supplements and food with them, which can be stored in the camp fridge and pantry. If a minor menu change cannot be provided, the salad bar, peanut butter sandwich bar, or cold cereal is always available.

CPAP MACHINES

There is no power available in any campsite. We have a limited supply of batteries available for campers, but we cannot guarantee their availability. It is recommended that CPAP users acquire a battery for their machine to use at camp. Sleeping areas are not available in buildings at camp. CPAP batteries can be charged during the day at the camp office.

CAMPSITES

Camp Sequoyah focuses on maintainingan authenticand primitive outdoor experience. The locations of our campsites are moved around each summer on a 3-year rotation. This allows the plant life and vegetation to grow and maintain itself. Our campsites are large with multiple fire rings. 9'x7' canvas tents are provided and are set up to accommodate patrols, with each patrol having its own set of tents, a canopy, and table. Smaller units often share sites. Campsite assignments are based on an assumed **two person per tent rule and cots and mats ARE provided**. In general, leaders should plan to share tents, adjustingformale/female accommodations. Scouts and leaders are welcome to bring their own tents, if they do not want to use the one's provided.

Each campsite has a bathroom, wash basin, running water, and an outdoor shower facility. There is no electricity in the campsites. Fire safety tools, cleaning brooms, water hose, and information boards are provided at each site. Troops are responsible to keep their campsites, bathroom, and shower facilities clean. Troops will be held responsible forany damage occurring during your stay.

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*

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

VEHICLES & PARKING

Each unit is responsible for the safe transportation of Scouts and adult leaders to and from camp. Under no circumstances are passengers to be carried in the bed of, or towed behind, a pickup truck. This includes pickups with camper tops. Trailers must never be used for carrying passengers.

All vehicles MUST be parked in the designated camp parking area located at the top of the hill as you enter camp, close to the two cabins (see camp map).

On arrival and departure, Troops may pull vehicles closer to their campsite for loading and unloading, but all vehicles must be parked in the designated camp parking area by **7pm Sunday night.**

Vehicles should not be driven into camp during the week, 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. Addition certifications, waivers, and Council-level approval will be required.

PETS

It is BSA policy that NO pets of any kind are present during Scouting activities, and this includes camp. There is an exception for service animals. Please complete and return the **UNIT SPECIAL NEEDS FORM** **BY MAY 19th** to inform us of any service animals. We also request that you inform your visitors of this policy.

FIREWORKS

Fireworks and pyrotechnic devices are prohibited from possession or use by campers.

ALCOHOL, TOBACCO & DRUGS

Alcoholic beverages and controlled substances are absolutely prohibited. Possession or use of illegal drugs will be reported to local law enforcement officers, as will the act of providing alcoholic beverages to youth.

Adult leaders should support the attitude that young adults are better off without tobacco. BSA Camps are smoke-free. This includes the use of electronic cigarettes, personal vaporizers, or electronic nicotine delivery systems which simulate tobacco smoking. Camp Sequoyah's designated smoking area is located away from all participants, behind the dining hall.

FIREARMS & ARCHERY EQUIPMENT

Camp Sequoyah will provide all shooting sports equipment and ammunition. Please leave all personal guns, ammunition, bows and arrows at home.

FIRES AND LIQUID FUELS

Units in camp will follow the guidelines on the Unit Fireguard Chart and display the chart in the campsite.

Only adults, or older Scouts under the supervision of an adult, may use liquid fuels in camp

NO FLAMES IN TENTS. Lighting inside tents must be Battery-operated lanterns and flashlights.

DAMAGE TO EQUIPMENT

We understand and plan for normal wear and tear of tents, floorboards, and other equipment, but damage caused by carelessness or malicious intent is the responsibility of the unit. Unit leaders and a staff member will inspect the camp as part of the check-in process and again as part of check-out. Any damage to camp equipment or the natural environment that is determined to be the fault of the unit will be assessed to the unit and must be settled before leaving camp.

Tent rips and tears, $10 per inch. Writing on tent canvas $20 each panel. Tent Replacement $420. Ridge Poles $25. Uprights: $13. Toilet Seats $40. New Board Replacements minimum $7.50. Etc.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

HEALTH & SAFETY

YOUTH PROTECTION

All adult leaders are required to have a current BSA Youth Protection Certificate. This training must be taken every year.

ADULT LEADERSHIP

There must be a minimum of two adult leaders with each unit and/or campsite. The unit leader or anyone serving as a unit leader must be at least 21 years of age and a registered member of Scouting America. A registered female adult leader is required for any unit serving females. The unit leader should have no other duties to detract from the responsibility of serving as a leader.

In cases where units cannot provide two leaders, the Camp Director will coordinate with the unit to arrange to meet the two-deep leadership standard.

NO ONE-ON-ONE CONTACT

One-on-one contact between adults and youth members is not permitted. In situations that require personal conferences, such as a Scoutmaster's conference, the meeting is to be conducted in view of other adults and youth.

RESPECT OF PRIVACY

Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.

NO SECRET ORGANIZATIONS

Scouting America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.

HAZING PROHIBITED

Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.

YOUTH LEADERSHIP

Adult leaders must monitor and guide the leadership techniques used by youth leaders and ensure that BSA policies are followed.

BUDDY SYSTEM

The buddy system of having two or more campers together is used during camp and is important.

- Everyone has a buddy.
- Your buddy goes everywhere with you, and you go everywhere with them.
- Know where your buddy is at all times.

ACCOMMODATIONS

Separate accommodations for adult males and females and youth males and females are required for tenting, lodging, and restroom facilities. Youth sharing tents must be no more than two years apart in age. In addition, adult participants aged 18-20 are treated as adults and cannot share tents with youth participants.

CONSTRUCTIVE DISCIPLINE

Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment is never permitted. The Scoutmaster and adult leaders have the primary responsibility for the care of all the unit's Scouts and ensuring that all Scouts and adults follow the Scout Oath and Law. The discipline and organization of the troop is the Scoutmaster's responsibility.

BEHAVIOR GUIDELINES

All members of the BSA are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, vandalism, insults, drugs and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership. Unit leaders are responsible for monitoring the behavior of their Scouts and interceding when necessary. The leadership of camp will determine if misbehavior warrants expelling a camper from the property. It is the unit and parent's responsibility to transport the camper home.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

HEALTH & SAFETY

HEALTH LODGE

Camp Sequoyah employs a qualified Health Officer and medical equipment to handle all minor injuries. Serious injuries or sever illness will be referred to EMS. The camp has made prior arrangements for handling emergencies.

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 services.

MEDICATIONS

All 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 week 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 the one in possession by the individual. If NOT in possession, then they must be obtained, or the participant will be required to leave camp.

UNIT LEADER FIRST AID

Unit leaders are encouraged to provide first aid for minor cuts, blisters, and scrapes using a unit first aid kit.

HEALTH AND SANITATION

Living in a communal setting such as camp can present certain health issues. For every camper's health we strongly encourage everyone to:

- Wash hands regularly
- Do not share towels
- Cover your mouth and nose when sneezing
- Practice high standards of personal hygiene
- Ensure everyone is healthy before leaving for camp

INSECT BITES

Ticks spread many diseases. If you find an imbedded tick, report to the Health Lodge so it can be properly removed. If you are severely allergic to insect stings, always carry the appropriate treatment with you.

DEHYDRATION & HEAT EXHAUSTION

Please prepare Scouts to countercommon health issues, especially dehydration and heat exhaustion. Please review the Scout Handbook for symptoms of dehydration and heat exhaustion. Every camper should **carry a water bottle** with them and drink plenty of water while at camp. Cold water is available in front of the trading post.

HOMESICK CAMPERS

Occasionally Scouts attending camp may become homesick and want to leave camp. Please do not allow any Scout to leave camp early without discussing the situation with the Camp Director or Program Director.

LEAVING CAMP EARLY

No Scout or Leader is to leave camp without first checking out at the camp office. Persons leaving camp must also check back in upon returning to camp. Leaders that need to send Scouts home during the week must report it to the Camp Director. There are no refunds for those that leave camp during the week.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

VISITORS & FAMILY NIGHT

Family Night begins at 4:00pm on Wednesday afternoon. Visitors must park in the parking lot and walk to the office to check-in when they first arrive. They will be issued a visitor pass to be worn. If they are bringing food, they will need to carry the food from the parking lot to the campsite *(Scouts can meet them and help escort them to your site)*. All guests should leave camp by 10:00pm.

If a parent or guardian needs to visit at other times during the week, please park in the parking lot, 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 to be worn, and must be escorted by a registered adult.

VALUABLES

Campers are advised to bring as few valuables as possible, and we encourage you to lock valuables in a safe place. Please do not take valuables to the waterfront. The camp is not responsible for the safety of camper valuables.

LOST & FOUND

The "Lost and Found" box is located in the camp office. Please remind Scouts to clearly **mark their belongings** and clothing with their name and Troop #

ADDITIONAL POLICIES

- Throwing rocks is strictly forbidden.
- Shoes must be worn at all times and must not be open toe. (*sandals are allowed at the showers*)
- Clothing with inappropriate language or graphics is not permitted.
- Any items which are in violation of BSA policy may be confiscated by the camp staff who will work with the unit leader in all such cases.
- Refer to the BSA's Guide to Safe Scouting for additional policies.

EMERGENCY PROCEDURES

Camp Sequoyah has written plans for emergency response. Further details will be shared at check-in. Adult leaders should always carry a unit roster and vehicle keys while in camp. In an emergency or evacuation, having a roster and car keys will greatly expedite the process.

Upon hearing sirens all individuals report to their campsite. In the event of dangerous or severe weather, your troop host will escort you to the dining hall. An emergency drill will take place within the first 24 hours of your arrival at camp.

MEDICAL EMERGENCY

In the event of a medical emergency, the Camp Health Officer should be contacted immediately. If a medical emergency is beyond the skill and training of the Health Officer, the camp staff will contact emergency medical services.

SEVERE WEATHER

In case of severe weather, campers should seek shelter in buildings or tents. The staff consistently monitors for watches and warnings. An adult leader in your unit should have completed BSA Weather Hazards Training.

FIRE

Uncontrolled fires should be reported immediately. Do not attempt to put out a large fire. Leaders will be briefed on fire response upon arrival at camp.

Lost or Missing Scout

I elieved to be missing, unit leaders should f that the Scout is not in the campsite, p as, or other common gathering places about camp. If still not found, notify Camp Staff Leadership.

RESTRICTED AREAS

Scouts and leaders are restricted from the staff area at all times. Campsites of other Troops are off limits and should not be visited or passed through on the way to or from other areas without approval. Please respect other's space and property. Personal and property damage will be grounds for removal from camp. No refund given to anyone removed from camp for disciplinary reasons.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

CORRESPONDENCE

Outgoing mail may be placed in the mailbox in front of the Trading Post. Mail is taken to the Post Office 3 times a week.

Incoming mail will be available only to unit leaders after 2:00pm. Each campsite has an assigned mailbox inside the Trading Post. All mail sent to campers at Camp Sequoyah should be addressed:

Camp Sequoyah
Scout's Full Name
Troop #, Week #
4907 County Rd 11
Delta, AL 36258

Mail can take 4 to 5 days to arrive so please plan accordingly. Any mail received after the troop has checked out will be returned to the sender.

CAMP PHONE

Camp Sequoyah's on-site emergency telephone number is (256)-253-2275.

INTERNET

Internet service at the camp is limited and its primary purpose is camp operations. Verizon, AT&T, and other providers have GREAT service in the area.

ELECTRONIC DEVICES

Uses of electronic devices such as cell phones are not permitted in camp program areas (Handicraft Area, Scoutcraft Area, etc.), **UNLESS** it is being used as part of merit badge instruction such as taking pictures.

Unit leaders are responsible for setting campsite and travel policies regarding electronic devices. Leaders: please note that your rules may not be the same as another unit's rules**, please do not try to enforce your unit's electronic policies on youth from other units**.

WEATHER

Please keep in mind that the daily temperatures typically range from 70-90 degrees with around 70% humidity. When packing always remember to "Be Prepared".

Occasionally, camp program and activities will be impacted by weather events. In particular, the Aquatics and Climbing areas are often the first to be impacted due to thunder & lighting in the vicinity. When this occurs, our Staff will provide alternate activities.

Unit leaders should be aware of any weather activity that they deem may impact the safety of their Scouts. If you as a leader determine that you need to move your Scouts from an area, or move off an activity field, we encourage you to do so and not wait for a decision from the Staff.

WHAT NOT TO BRING TO CAMP

Do not bring alcohol, firearms, tobacco, fireworks, illegal drugs, video games, fixed-blade knives, excessive grooming products, highly odorous products, or excessive amounts of candy. Clothing with inappropriate language or graphics will not be permitted. No pets of any kind, with the exception of service animals, are permitted in camp.

Any items which are in violation of BSA policy may be confiscated by the camp staff and returned upon departure. The camp staff will work with the unit leader in all such cases.

UNIFORM AND ATTIRE AT CAMP

The official BSA field uniform is always appropriate dress at summer camp. Every camper is expected to wear the field uniform or "Class A" uniform at **evening assembly, dinner meals, vespers, and campfires**. The activity uniform or "Class B" uniform, substituting a Scout T-shirt for the uniform shirt, is encouraged at other times, including morning flags.

Campers should wear sturdy walking or hiking shoes with socks. Shower shoes (sandals or open toe shoes) should only be worn while in shower area.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL
PREPARING FOR CAMP

UNIT - WHAT TO BRING

Below is a list of general equipment often needed at a long-term 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 – Med Forms
- ◻ Paperwork – Youth Protection Certs for Adults
- ◻ Paperwork – Pre-Camp Swim Check (*Optional*)
- ◻ Paperwork – Insurance (out-of-council only)
- ◻ Troop First-aid kit
- ◻ Blank Duty Roster
- ◻ Flags - Patrol, U.S., State, etc.
- ◻ Lock Box
- ◻ Propane Lanterns and Stoves
- ◻ Solid fire starter & matches
- ◻ Dutch Ovens, Charcoal
- ◻ Cooking Utensils
- ◻ Rope, Twine or Nylon Cord
- ◻ Axe, Hatchet, Saw, Hammer
- ◻ Repair kit, tools & Duct Tape
- ◻ Bulletin Board material & Stapler or Push pins
- ◻ Tents (*if not using camp tents*)
- ◻ Dining fly's or canopy's (*if you want extra*)
- ◻ Tarp(s)

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 Medical Health Form (required)
- ◻ Trading Post Money

PERSONAL GEAR

- ◻ The Scout Basic Essentials *(see Scout Handbook)*
- ◻ Backpack, duffle-bag, or storage bin
- ◻ Clothing
  - ◻ FULL Uniform (*shirt, pants, belt, OA Sash*)
  - ◻ T-shirts (*several*),
  - ◻ Long Sleeve Shirt and Long Pants
  - ◻ Shorts
  - ◻ Underwear
  - ◻ Extra Shoes / Hiking Boots
  - ◻ Socks and Extra Socks
  - ◻ Swim trunks
  - ◻ Sweatshirt / Jacket / Rain Jacket
  - ◻ Pajamas / Hat
  - ◻ MUD RUN Shirt, Pants, & Shoes
    (These clothes will be worn once and will be unusable the rest of the week)
- ◻ Sleeping gear
  - ◻ Sleeping pad (*if you want an extra*)
  - ◻ Sleeping Bag
  - ◻ Pillow
- ◻ Toiletries
  - ◻ Soap / Toothbrush / Toothpaste / Floss
  - ◻ Comb / Towel(s) / washcloth
- ◻ Personal Items
  - ◻ Day Pack
  - ◻ Camp Chair
  - ◻ Flashlight
  - ◻ Scout Handbook / Merit Badge Books
  - ◻ Insect Repellent
  - ◻ Pocket Knife / Notebook / Pen / Pencil
  - ◻ Sunscreen
  - ◻ Totin' Chip / Firem'n Chit
  - ◻ Watch / Alarm clock
  - ◻ Medications / eyewear
  - ◻ Camera
  - ◻ Mess Kit (*for any troop specific things*)
  - ◻ Fishing Gear *(optional, gear is available at camp)*

PREPARING FOR CAMP

DINING HALL & MEALS

Before breakfast and dinner, the camp assembles at the parade field. The camp staff facilitates the flag ceremony, grace, provides program notes, and dismisses Scouts to eat. Meals are served family style.
A salad bar with a variety of food is available at every meal, along with a peanut butter and jelly sandwich table.

KITCHEN PATROL

Each troop will send at least 2 Scouts to set up their tables before meals. If your troop is larger, it is suggested more Scouts help. Kitchen Patrol should arrive to the dining hall at least 10 minutes prior to assembly. Please ensure that your Kitchen Patrol waits for the rest of the troop prior to eating. A Scout is courteous.
After meals, Kitchen Patrol is responsible for cleaning up. This includes stacking all dishes and taking them to the appropriate drop off area, as well as wiping the tables, sweeping, and mopping the floors.
Kitchen Patrol assignments should be part of the duty roster and determined by the Sr. Patrol Leader.
Guest may eat meals in the Dining Hall after purchasing individual or day meal tickets at the Trading Post.

7:00am – Assembly & Breakfast
12:20pm – Lunch
5:20pm – Assembly & Dinner

COMMISSARY

The camp commissary is located on the right-side of the dining hall and is open following each meal. Units can pick up extra garbage bags, toilet paper, ice, Dutch ovens, and manual ice cream machines. Backpack carriers must be brought back after each use. When returning items, please do not leave them outside the window and ensure the commissary staff members checks them back in.

SWIM CHECKS BEFORE CAMP

The swim classification test is conducted upon your arrival at camp. Units may arrange swim classification tests locally within 6 months prior to your arrival at camp using the Unit Swim Classification Record Form found on our website 1bsa.org. Completed forms must be brought to the camp waterfront director during the camp tour where buddy tags will be filled out appropriately.

This offers the advantage of also testing those in the unit not attending camp, helps relieve some of the first day burden on the troop and the camp, and helps the unit with swimming requirements for rank advancement.

SPECIAL NOTE: When swim tests are conducted away from camp, the Camp Aquatics Director retains the right to review or retest any or all participants to assure that standards have been maintained.

FAMILY NIGHT!

We welcome families to come and see their Scouts in action on Wednesday night. Please arrive between 4:00pm and 5:00pm and leave camp by 10:00pm. Our staff will welcome you in the parking lot that is located at the top of the hill where you will check in and receive your visitor badges. Please note that no cars will be allowed into camp. We do have transportation available for those with special needs. Camp Sequoyah is a rustic camp with many ups and downs. Please wear appropriate clothing including shoes.

DINNER OR FAMILY PICNIC

While the food at camp is beyond compare! Many troops choose to eat in their campsite or at one of our pavilions with the families bringing dinner for everyone. This is a great option, and the dining hall is also open and available. All guests who will be eating at the dining hall will need to pre-pay ($5) for dinner at the trading post.

EVENING PROGRAM

Families are encouraged to participate in the Order of the Arrow Campfire.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

CAMP PROGRAM

CAMP SEQUOYAH PROGRAM

Camp Sequoyah offers A LOT! Our goal and mission is to ensure that every Scout who attends camp receives the MOUNTAIN-TOP SCOUTING EXPERIENCE! Ourprograms are designed to augment your unit's program and we provide ample opportunities for everyone to have a great experience year after year.

ASSEMBLY

The camp will assemble twice daily for opening and closing flag ceremonies (7:00am & 5:20pm). Units can sign up to lead flag ceremony at Sunday's 6:45 Scoutmaster & Sr. Patrol Leader Meeting. Scouts and leaders are expected to attend the evening flag ceremony in complete "Class A" field uniform. Scouts should wear "Class A" field uniform when performing any flag ceremony as the honor guard. Buglers are encouraged to play!

PRE-CAMP LEADER MEETING

We will hold our pre-camp leader orientation meeting on **Thursday, April 9th at 6:00pm Central Time** where we will go over any questions you may have. Information for the meeting will be sent out to every participating unit prior to April 9th .

FISHING

Fishing is encouraged at camp and Lake Cross has excellent fishing. Scouts and Scouters may fish anywhere that's not inside of the waterfront or another troop's campsite without permission. Ask the Ecology Staff to show you to the NEW Fishing Trail! The Trading post has fishing supplies and live bait available.

ORDER OF THE ARROW

The OA has a large presence at Camp Sequoyah. Local OA members visit the camp throughout the year to hold induction weekends, leadership events, and to provide service. We offer troop elections and a Callout Ceremony as part of our camp program. Please let our Camp Commissioner know if you need to hold your annual unit election.

OA FELLOWSHIP ICE CREAM SOCIAL

All members of the OA, from all lodges are encouraged to participate in Wednesday's OA fellowship activity. The activity will start afterthe OA campfire at the Dining Hall. This event is for OA members to socialize and enjoy each other's company. Come prepared to trade patches and share your OA adventures. Only OA Members (youth & adults) are allowed to attend this event. Wear your OA sash!

TRADING POST

The trading post supports the program by offering a variety of kits, merit badge pamphlets, supplies, souvenirs, and snacks for sale to campers. Accepted payment methods include credit card, check and cash. Troops wishing fora centralized banking system should do so internally.

Trading Post Hours:

7:45am – 8:15am
9:00AM-10:30 AM (Adult Leaders and Staff Only)
1:00pm - 5:00pm
6:30pm – 8:30pm
(Open after campfire's on Wednesday and Friday Evenings)

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

CAMP PROGRAM

CAMP AWARDS

Camp Sequoyah offers 8 award programs that your Troop can earn or receive while at camp.

CAMPSITE INSPECTION AWARD

Given to Troops with the 3 highest scores. Each day the Camp Commissioner will inspect and grade your campsite. See the inspection sheet for more info.

AMAZING GATEWAY AWARD

Build a gateway to your campsite! Your gateway will be judged based on: Originality, Scout Skills, Creativity, Difficulty, Accuracy, Flag Placement, Moving Parts & Contraptions, Troop Spirit, and Camp Spirit.

COMMISSIONER CAMP SPIRIT AWARD

Awarded to Troops who show Scout spirit throughout the week through their participation.

PHYSICAL FITNESS AWARD

Complete the Lake Cross Trail Hike, The Triathlon, and The Mile Swim or 5K run to qualify for the award.

CHAPLAIN'S AWARD

To qualify, lead a prayer at mealtime assembly, lead a devotional in your campsite, and assist the Camp Chaplain with the Vespers Service.

LAKE CROSS TRAIL AWARD

Awarded to Troops who complete the Lake Cross Trail Hike (with at least 50% of Scouts) and participate in a camp conservation project.

TROOP SHOOT COMPETITION AWARD

Wednesday during the 3pm and 4pm Troop time-blocks. 2 Scouts on Rifle, 2 on Shotgun, and 2 on Archery. Small Troops may need to use a Scout in multiple slots. Sign-up to participate during the Sunday night SPL meeting.

WE RIDE AT DAWN 5K AWARD

Are you up for the adventure?! 6:00am on Wednesday morning you can be a part of this challenging 3.1 mile run around camp. To participate, arrive at the parade field at 5:50am.

MILE SWIM

Mile Swim practice is held on Tuesday and Wednesday at 1:15pm. Scouts and Scouters must participate in both practice days to complete the full mile swim on Thursday which is held in open water at 1:15pm.

SCOUTMASTERS & ADULT LEADERS

COFFEE WITH THE COMMISSIONER

A daily meeting for adult leaders is held at 8:10am at the Leaders Hut. Receive important updates, ask questions, and provide feedback.

SCOUTMASTER MERIT BADGE

All adult volunteers are encouraged to get involved and earn the Scoutmaster Merit Badge. See program requirements for more info.

LEADER TRAININGS

On Tuesday at 6:30pm at the Leaders Hut, Safe Swim Defense, Safety Afloat, Leave no Trace, and Climb on Safely trainings will be offered.

Camp Sequoyah is proud to offer new and exciting training opportunities throughout the week. Be sure to pick up a copy of the Training Menu any time at the Leader's Hut. These trainings may include CPR, Dutch Ovens, and a special camping Gear Talk.

LEADER RECOGNITION DINNER

Thursday at 6:30pm. In appreciation and gratitude, we invite all our adult leaders to join us for a special dinner.

THE SCOUT MASTER'S CLASSIC

Attention all Scoutmasters (and other adult leaders), compete for the coveted Scout Master's Classic Emblem. Spend the week creating your golf club and ball(s) constructed only from natural material found while you are at camp! Held Friday at 6:45pm. Class A uniform required.

EAGLE BOUND

Located behind the Medic Lodge, Camp Sequoyah offers an amazing and unique Trail to First Class Program (TTFC). Scouts who participate in the program will earn the Swimming and Leather Work merit badges and complete the rank requirements listed below. The program focuses on completing requirements that tend to be more difficult for the troop to complete on their own. Participants will earn a special Eagle Bound Program patch to commemorate their experience.

The program covers all four periods every morning all week and begins at **9:00am and ends at 12:00pm**. In the afternoon, Scouts will participate with their troop for troop activities. We ask that Scouts arrive on time, prepared and ready for adventure!

ADULT ORIENTATION MEETING: If your troop has any Scouts participating in the program than at least 1 adult leader needs to attend the orientation meeting held on Sunday evening.

ADULT VOLUNTEERS:
Scouts participating in the program are often new and inexperienced and additional adult leadership is a nice help. If any adult volunteers wish to help with Eagle Bound, please speak with the Eagle Bound Director at the Adult Orientation Meeting.

Eagle Bound Program Overview

EACH DAY SCOUTS SHOULD BRING:
Scout Book, Notebook, Pen or Pencil, Water Bottle, Wear or Bring your Swimsuit, Towel, Sunscreen

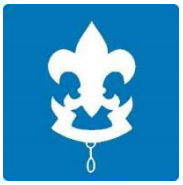
SWIMMING MERIT BADGE

LEATHER WORK MERIT BADGE

SCOUT RANK: 3a-b: Patrol Method
4a-b: Knot tying, Rope fusing
5: Knife Safety

TENDERFOOT RANK:
3a-c: Knot tying and uses
3d: Knife sharpening
4a-d: First Aid
5a-c: Buddy System, Safe Hiking

SECOND CLASS RANK:
2a-d: Fire Building
2f-g: Knot Tying and uses
3a-d: Compass and 5-mile hike
4: Identify evidence of wild animals
5a-d: Aquatics
6a-e: First Aid and Emergency Prep



FIRST CLASS RANK:
3a-d: Knot Tying and lashing
4a: 1-mile orienteering course
5a: Identify evidence of plants
6a: Complete the swim test (on arrival)
6b-e: Aquatics and boating
7a-f: First Aid and Emergency Prep

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

SPL GUIDEBOOK

SENIOR PATROL LEADERS GUIDE

Welcome to Camp Sequoyah! We are excited to have you and your Troop visit our camp and know that will have a great time. This guidebook is designed to help you plan and prepare for camp. It is your job as the SPL to lead and guide your fellow Scouts to ensure that they have an amazing time at camp.

Our camp program has 3 parts:

1. Individual Merit Badge Classes (8am – 12pm)
2. Troop/ Patrol Activities (2pm – 5pm)
3. Campwide Events (6:45pm – 9pm)

Your Scoutmaster will help the Scouts register for their merit badge classes through our online Tentaroo system. If there are any problems with merit badges, please let us know at the SPL meeting on Sunday night.

Your 1st Task!

Your first assignment is to review the large list of afternoon activities available for your Troop/Patrol to do. These are found on the next page. At the SPL meeting on Sunday night, you will select 3 activities to do each afternoon.

These activities are done as a Troop, or as a patrol if you have a very large Troop. Many of the activities are designed for groups of 10 with 8 Scouts and 2 adults. You may choose to divide your group up to better fit these parameters based on your activities.

This is your adventure! Create your schedule based on what you and your fellow Scouts want to do.

- Want to go to the waterfront every day? DO IT!
- Want to Shoot rifle? DO IT!
- Want to Fish! DO IT!
- Want to Fish from a boat? DO IT FROM A BOAT!
- Want to Fish multiple days? DO IT!
- Want to take out the War Canoe? DO IT!

Daily Sessions:

- Session 1: 2:00pm – 2:50pm
- Session 2: 3:00pm – 3:50pm
- Session 3: 4:00pm – 4:50pm

SPL MEETINGS

A daily meeting for all Senior Patrol Leaders is held at 12:45PM at the Leaders Hut. This meeting will cover important items so bring a notebook and take good notes!

Hangout at BIG O's JUNCTION!

Every day at 1:00PM!
Buy some Ice Cream and Enjoy a round of Gaga Ball, Giant Jenga, and the Kubb Game at Big O's Junction. Limited Daily Drops of specialty soda will be available in the Trading Post so get it before it's gone!

MERIT BADGE PREPARATION

Scouts should come to camp with a familiarity of the subjects they will be learning about for the week. Merit badge pamphlets are available for purchase but acquiring a book prior to camp is recommended. It is a good idea to bring a notebook and pencil for each merit badge session.

Some merit badges contain requirements that cannot be completed in a camp setting and Scouts will be given partials on the following badges: *Camping/Backpacking, Cit in the Nation, Cit in the World, Cooking, Emergency Prep, Communications/Public Speaking, Inventing, Dentistry, Personal Fitness, Reptile & Amphibian Study*.

WILDERNESS SURVIVAL: Scouts will spend the night in a shelter that they built. The overnight trip occurs at 7:00pm on Thursday night. Remember bug spray.

ASTRONOMY: Scouts will meet for about an hour for star gazing on Tuesday night. This is subject to change.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

Afternoon Activities

SENIOR PATROL LEADERS

You will select 3 activities to do each afternoon at the SPL meeting on Sunday night. Review this list with your troop to decide what activities you would like to do!

Conservation & Service Project
Help camp stay beautiful by participating in 1 hour of Service. Tools and supplies are provided.

Waterfront Rec Swim & Diving Board

Swimming, diving & waterfront fun!

War Canoe *(limit of 10 people)*
10 people can fit in this large war canoe. Take it out, paddle together and pick up some real speed!

Rowing

Sailing *(limit of 10 people)*

Canoeing

Kayaking

Sequoyah Sidewinder
Experience the thrill of our waterslide! You do not need to be a swimmer to participate.

Stand Up Paddleboarding *(limit of 10 people)*

Fishing from the shore
We have great fishing! We have all the fishing gear you need, or you can bring your own.

Fishing from a rowboat or canoe

Disc Golf
You'll hit a 6-hole course with a real set putters, drivers, and mid-range frisbees!

Lake Cross Trail Hike
Take this 45 minute and 3-mile hike around our lake.

Sequoyah Bird Walk and Nature Trail

Observe Birds, trees, and swampland creatures on this beautiful and easy hike.

Climbing *(limit of 10 people)*

Tomahawk Throwing *(limit of 10 people)*

Rifle Shooting *(limit of 16 people)*
Troop Shoot at the Rifle Range!

Shotgun Shooting *(limit of 10 people)*
20-guage shotguns, everyone can participate.

Archery *(limit of 10 people)*

Vulcan's Metal Forge *(limit of 10 people)*
Feel the heat and craft some metal!

Mountain Biking *(limit of 10 people)*
Bikes, helmets, and everything you need is provided, or bring your own!

Complete any of the following Merit Badges as a Troop.

- **Geology Merit Badge**
- **Leatherwork Merit Badge**
- **Sculpture Merit Badge**
- **Art Merit Badge**
- **Chess Merit Badge**
- **Fingerprinting Merit Badge**

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

EVENING EVENTS

SENIOR PATROL LEADERS GUIDE

The evening events are a variety of fun activities, campfires, and programs. We encourage your Troop to participate in all these amazing experiences!

OPENING CAMPFIRE

Sunday at 8:30pm. Join us foran evening of campfire program and fellowship as we welcome you to Camp Sequoyah!

ADVENTURE VALLEY MUD RUN!

Monday at 6:45pm Meet at the Dining Hall. This excitingchallenge course is for all Scouts and Scouters. Mud, Water, and Adventure! Clothes worn for this event will be unusable the rest of the week, so please make sure yourScouts plan accordingly. The walk from the dining hall to Adventure Valley is not a short one, so plan accordingly.

SPL vs. Staff Ultimate Frisbee

Tuesday at 6:45pm at the Dining Hall. SPL's will compete for eternal glory against the Staff in an intense game of Ultimate Frisbee. Not an SPL? Don't worry, becausewe open up the game to all Scouts in the second half.

Night Rappel

Attention Programs! Join us on Thursday Night at 8PM to Rappel to the end of the line. This program features a 50 ft Rappel down an illuminated tower complete with electronic dance music. This event is pure vibes. See you on the grid.

VESPERS

"To do my Duty to God". Vespers is a short, 20-minute service that focuses on the Scout Oath and Law and a Scout's Duty to God. This interfaith experience is held on Tuesday at 8:00pm at the Chapel. Everyone is encouraged to attend.

NIGHT CANOE EXPERIENCE

Tuesday at 9:00pm at the Waterfront. Peacefully canoe the lake under the star-lit sky. Ponder and contemplate. On a moonless night you can see the Milky Way. Must be 13+ and a Swimmer to participate.

CAMP OA Campfire

Wednesday at 8:30PM beginning at the Parade Field. Your Troop and guests will take a short hike on your way to the campfire ring. Along the trail you will receive messages about the Scout Oath and Law. This will be a memorable experience that helps instill the values of Scouting within each of us.

TRIATHLON

Thursday at 6:45PM. It consists of a quarter-mile swim, 2.2-mile run, and a half-mile canoe race. Scouts may participate individually or as part of a three-person team. Adult Leaders are also invited to participate. Only one, three-person team is allowed per Troop. (Warning: Eat a light dinner…just trust us.) Begins at the Waterfront.

CLOSING CAMPFIRE

Friday at 8:00pm. Join us for an evening of campfire program and fellowship. Units can participate with songs and skits (pre-approved by the Camp Program Director). Individual and Troop Awards will be presented as we reflect on our amazing week together.

CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

WATER CARNIVAL!

CARNIVAL EVENTS!

Beginning at 2:00pm on Friday, the Camp Sequoyah Famous Water Carnival is a BLAST! Compete in 7 magnificent events and battle for the coveted rights to be declared the Water Carnival Champion!

WATER SPANIEL SPECIAL!

5 Scouts participate with 4 hand-paddling the rowboat and 1 steering with a paddle! Find your buoy and be the first troop back to the shore!

Rules: 1 Scout must be a Swimmer, up to 4 beginners is ok. The paddle is for steering only. No throwing others' buoys.

SWIM BY WEIGHT!

Race from the pier to the diving platform. First 3 Scouts are scored in each weight class. All Scouts that are swimmers can participate.

Rules: Weight Classes: 90lbs, 91-120, 121-150, 151-175, 175+

THE IN-AN-OUT CANOE RACE!

Scouts race to be the first to complete this canoe course, but there's a catch!

1 whistle = switch places in the canoe.
2 whistles = jump into the water and climb back in

Rules: Only 2 Scouts participate, both must be Swimmers. Scouts must complete all tasks.

LIFE JACKET RELAY!

Be the fastest troop to get your Life Jacket from the beach to the diving platform and then back to the beach. Each Scout must put on the life jacket (correctly), then swim to the next Scout and hand it off.

Scouts 1 = Beach to Pier (can be a beginner)
Scout 2 = Pier to Diving Platform (must be swimmer)
Scout 3 = Diving Platform to Pier (must be swimmer)
Scout 4 = Pier to Beach (can be a beginner)

FUN NOODLE RACE!

Be the fastest Scout to race across the beginner's area with a noodle under their armpits!

Rules: Only Beginners and Non-Swimmers can participate.

CANOE TUG OF WAR!

5 Scouts participate and can be Swimmers or Beginners. Bracket play with single elimination. Pull the opposing canoe completely across the midline to win!

Rules: Hands Only. Canoe cannot swamp before, during, or after.

SCOUTMASTER BELLY FLOP!

Help your troop win! Points based on redness of belly, volume of splash, loudness, form, and showmanship! Costumes are encouraged!

Rules: No limit on number of participants. Must be a Swimmer.

Sequoyah Mountaineering Corps

Experience a century of history in a week at camp! When you enlist in the Sequoyah Mountaineering Corps, you will enter Eastern Alabama during the 1830s. There you will settle the land by learning skills such as black powder rifle shooting, edible plants, and fur trapping. The week continues through the decades with new technologies in industry and communication. Fire up the forge and build a tool! Learn Morse Code and transmit a message across camp! Cap off the week with a Friday Climbing trip to Mt Cheaha State Park and see the structures built by the Civilian Conservation Corps that have stood the test of time. Join the Adventure! Enlist in the Corps.

Camp Sequoyah Week Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
6:00 AM	Camp Closed			5k Run			
6:30 AM		Reveille					
7:00 AM		Morning Assembly					
7:10 AM		Breakfast					
8:00 AM		MB Session 1	MB Session 1	MB Session 1	MB Session 1	MB Session 1	Check-out
9:00 AM		MB Session 2	MB Session 2	MB Session 2	MB Session 2	MB Session 2	
10:00 AM		MB Session 3	MB Session 3	MB Session 3	MB Session 3	MB Session 3	CAMP CLOSED
11:00 AM		MB Session 4	MB Session 4	MB Session 4	MB Session 4	MB Session 4	
12:20 PM		Lunch					
12:45 PM		Sr. Patrol Leader Meeting @ Leaders Hut Scout Time at The Junction! (Gaga-Ball and Trading Post!)					
2:00 PM	Camp Check-In begins at 1:00pm (Camp Tour, Swim Checks)	Activity Session 1	Activity Session 1	Activity Session 1	Activity Session 1	Water Carnival	
3:00 PM		Activity Session 2	Activity Session 2	Activity Session 2	Activity Session 2		
4:00 PM		Activity Session 3	Activity Session 3	Activity Session 3	Activity Session 3		
5:20 PM	Evening Assembly						
5:30 PM	Dinner						
6:45PM - 9:00PM	6:45pm Sr. Patrol Leader & Scoutmaster Leader Meeting @ Leaders Hut 7 00 PM MB and Activity sign-up @ Dining Hall 8 30 **Opening Campfire** @ Campfire Bowl	6:30pm Leader Trainings @ Leaders Hut - 6:45pm **Adventure Valley Mud Run!** @ Dining Hall	6:45pm **SPL vs. Staff Ultimate Frisbee** @ Parade Field- 8:00pm Vespers Service @ Chapel - 9:00pm Night Canoe Trip @ Waterfront	Family Night - 8:00pm **Camp Sequoyah OA Ceremony** @ Parade Grounds	6:30pm **Leader Recognition Dinner** @ Dnning Hall - 6:45pm **Camp Triatholon** @ Waterfront - 6 45 Wilderness Survival MB overnight @ Flagpole 8 00 PM Night Rappel @Climbing Tower	6:45pm **Leader's Golf Tournament** @ Parade Grounds - 8:00pm **Campfire** @ Campfire Bowl	
10:00PM							

Camp Sequoyah Merit Badge Schedule

Monday - Friday

	Session 1	Session 2	Session 3	Session 4
Scoutcraft AREA	Cooking	Camping / Backpacking	Cooking	Cooking
	Wilderness Survival	Pionneering	Pioneering	Wilderness Survival
	Orienteering	Signs, Signals, and Codes	Signs, Signals, and Codes	Orienteering

	Session 1	Session 2	Session 3	Session 4
Climbing Tower	Climbing (2 Sessions)		Climbing (2 Sessions)	
	Sequoyah Mountaineering Corps (14+ Years Old)			

	Session 1	Session 2	Session 3	Session 4
Medic Lodge	First Aid	First Aid	Health Care Prof. / Dentistry	Personal Fitness
		Emergency Prep / Search & Resc.	Emergency Prep / Search & Resc.	Emergency Prep / Search & Resc.
	Eagle Bound			

	Session 1	Session 2	Session 3	Session 4
Harbert Ecology Lodge	Environmental Science	Environmental Science	Fishing	Fish&Wildlife & Mammal Study
	Soil & Water Conservation	Bird Study	Plant Science / Forestry	Insect Study
	Fishing	Fly Fishing	Weather / Astronomy	Retile & Amphibian Study

	Session 1	Session 2	Session 3	Session 4
Humanitites Shelter	Cit. in the World	Cit. in the World	Inventing	Entrepreneurship
	Communications / Public Speaking	Chess	Communications / Public Speaking	Archaeology
	Cit in the Nation	Cit in the Nation	Fingerprinting	Theater

	Session 1	Session 2	Session 3	Session 4
Shooting Sports AREA	Rifle	Rifle	Rifle	Rifle
	Shotgun	Shotgun	Shotgun	Shotgun
	Archery	Archery	Archery	Archery

	Session 1	Session 2	Session 3	Session 4
Handicraft AREA	Pottery / Sculpture	Pottery / Sculpture	Wood Carving	Wood Carving
	Basketry / Leatherwork	Metalwork	Art/Painting	Basketry / Leatherwork

	Session 1	Session 2	Session 3	Session 4
Waterfront AREA	Lifesaving	Lifesaving	Kayaking / Whitewater	Kayaking / Whitewater
	Canoeing	Canoeing	Swimming	Swimming
	Rowing	Rowing	Small Boat Sailing	Small Boat Sailing
	Red Cross Lifeguard (All 4 Sessions)			