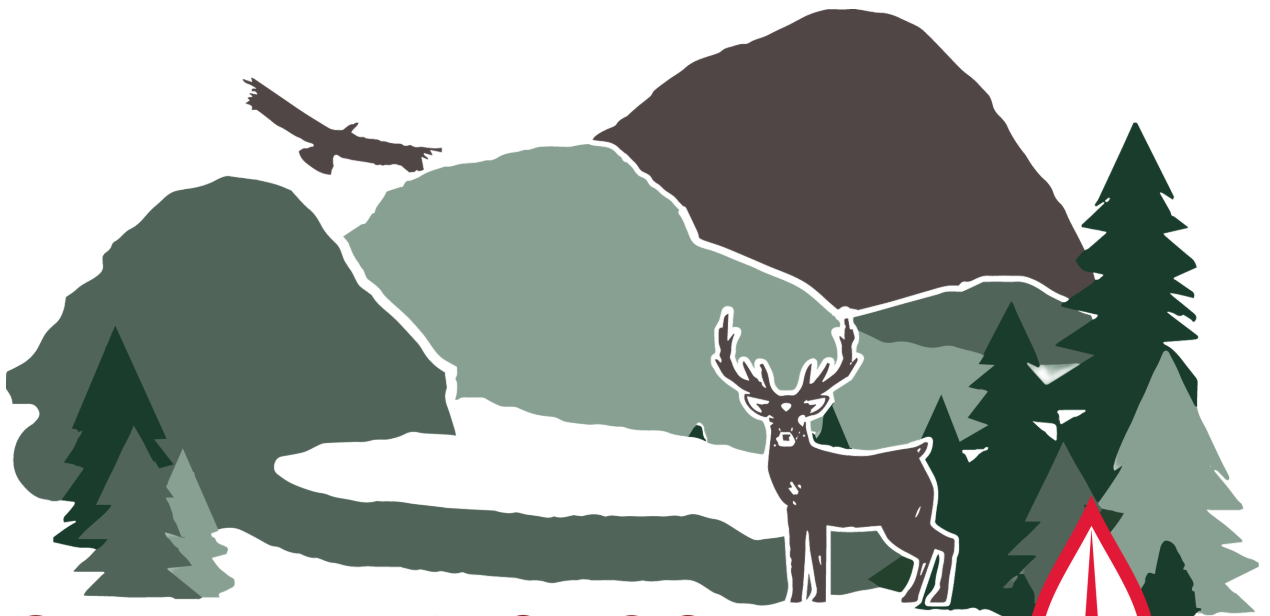




CAMP DAVY CROCKETT

"BUILDING TOMORROW'S LEADERS"

**2025 SEASON
PROGRAM GUIDE**



CAMP DAVY CROCKETT
SEQUOYAH COUNCIL • EST. 1972



Summer Camp 2025 Program Offerings

		9 AM	10 AM	11 AM	Lunch	2 PM	3 PM	4 PM
Maintenance Shop			Automotive Maintenance (Meet at HQ)					
Sailing Point						Small Boat Sailing		
Shooting Ranges	Rifle Range	Crockett's Wild Frontier Marksmanship Program (\$40)		Intro to Marksmanship			Rifle (\$20)	OPEN RIFLE (\$1/ block of 10)
	Shotgun Range					Shotgun (\$25)		SHOOT FOR THE HENRY
	Archery Range					Archery (\$15)		OPEN SHOTGUN (50¢ / shot)
C.O.P.E. Shelter		Climbing				C.O.P.E.		
Frontier Camp		Frontier Camp (\$50)						
OA Shelter		Disc Golf						
Raccoon Shelter		Forestry	Environmental Science			Sustainability	Insect Study	
Eagle Bound		Eagle Bound				Totin' Chip / Firem'n Chit	Flag Etiquette	
Handicraft Shelter		Wood Carving	Art	Pottery		Wood Carving	Leather Work	
Pool Shelter		Lifeguard Certification (All Day)				Lifeguard Certification (All Day)		OPEN SWIM
		Learn to Swim	Learn to Swim	Mile Swim		Learn to Swim	Learn to Swim	
		Lifesaving	Lifesaving			Lifesaving		
		Swimming	Swimming	Snorkeling		Swimming	Swimming	
Trading Post Shelter		Plant Science	Fishing	Search & Rescue		Fishing	Cryptozoology (Crockett Badge)	
STEM Center		Robotics	Space Exploration	Public Health		Chemistry	Electronics	
		Bird Study	Weather	Geology		Nature	Reptile & Amphibian / Mammal Study	Snake Hour (M/W) Nature Hike (T/Th)
		First Aid	Emergency Preparedness	Citizenship in the World		First Aid	Chess	Aviation
		Photography	Digital Technology	Moviemaking		Welding		
Fred's Place		Exploration	Cooking			Cooking		
Pioneering Shelter		Cycling	Pioneering			American Heritage	Signs, Signals, & Codes	
Lakefront		Canoeing		Canoeing		Motorboating	Canoeing	OPEN BOATING
		Water Sports (Includes Learn to Ski)		Motorboating		Water Sports (Includes Learn to Ski)		
		Kayaking	BSA Paddleboarding	BSA Paddleboarding		Kayaking	BSA Paddleboarding	

NEW in 2025	Age Restricted	(\$) Additional Fee
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Leader Training			
Name	Days / Time	Location	Description
Introduction to Outdoor Leader Skills	Tuesday, Wednesday, Thursday (All Day)	Possum Lodge	The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Unit Leader Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors. (\$25)
Wilderness First Aid	Tuesday & Thursday (All Day)	Headquarters	Wilderness First Aid focuses on prevention, assessment, and treatment for an ill or injured person in a remote environment where definitive care is not readily available. WFA courses are intended for anyone planning a remote high adventure, from lay responders to medical professionals. (\$75)
Outdoor Ethics Workshop	Wednesday (10 am - Noon)	Headquarters	Principles of outdoor recreation that seek to minimize the impact on the environment.
NRA Range Safety Officer	Wednesday & Thursday 2 pm - 5 pm	Headquarters	An NRA certified range safety officer (RSO) is required to provide live firing range supervision for all shooting activities involving Scouts BSA, Venturers, and Sea Scouts. All live fire activities require one or more range safety officers to be present on the range. The RSO is equipped with the knowledge, skills, and attitude essential to organizing, conducting, and supervising safe shooting activities and range operations. The RSO is familiar Range Standard Operating Procedures (SOPs); range inspection; range rules; range briefings; emergency procedures; and firearm stoppages and malfunctions. (\$25)
CPR / First Aid	Monday 10 am - 4 pm	Headquarters	The BSA strongly recommends that all adult leaders and youth capable of performing CPR properly be trained through a nationally accredited organization. Although certification is not always required for rank advancement and merit badges, it is helpful. Certification as a CPR/AED provider typically lasts two years and is required for some courses such as wilderness first aid.
Trainer's EDGE	Thursday 10 am - 5 pm	OA Shelter	The Trainer's EDGE is a required train-the-trainer course for Wood Badge and National Youth Leadership Training (NYLT) staffs. But, it can also be very beneficial for other wishing to enhance their training and presentation skills (both in and out of Scouting). Only practice can polish these skills, but this course is intended to "train the trainer" on behaviors and resources while offering hands-on experience in methods and media. Trainer's EDGE is designed to help Scouters understand the EDGE (Explain, Demonstrate, Guide, Enable) training model and gain self-confidence through hands-on training experiences. Presenters of all levels and skills are welcome and expected to attend. This training does not have an expiration date; practice makes for a more knowledgeable and experienced trainer. Participants will have the opportunity to be in front of a small group, which will offer feedback that will help improve skills as a trainer. Likewise, each person will provide the gift of feedback for other presenters in a positive, helpful way. Be prepared to come present a 7-10 minute presentation on any Scouting material (including Cub Scouts, Scouts BSA, Venturing, and Exploring).

Program Offerings By Location



Maintenance Shop

Automotive Maintenance	Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape. <u>Minimum age 13.</u>
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Sailing Point

Small Boat Sailing	Sailing is one of the most enjoyable pastimes on the open water. The quiet and peacefulness of the water can provide a pleasant break from everyday life. However, smooth sailing requires paying careful attention to safety. <u>Minimum age 14</u>
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Shooting Ranges

Crockett's Wild Frontier Marksmanship Program	A fun-filled experience that includes taking part in rifle, shotgun, archery, flu flu archery, knives, hawks, Cowboy Action Shooting, Steel Challenge (SASP), and black powder shooting.
Intro to Marksmanship	New to shooting sports? If you're a new or first-time shooter, this is a great way to develop the fundamentals needed to be a successful marksman in the future.
Rifle	Unless a rifle is handled incorrectly or recklessly, it is not dangerous. A rifle, like any other precision instrument, is manufactured to perform a specific task and can do so at no risk to the user or others. By earning this badge, Scouts can develop their shooting skills while learning safe practices. <u>\$20 additional fee & minimum age 13</u>
Shotgun	A shotgun is a precision instrument, designed to shoot a shot charge in a specific pattern to cover a designated area at a certain distance. Unlike a rifle, the bore of the shotgun is not rifled, so the shot emerging from the muzzle is not spinning. <u>\$25 additional fee</u>
Archery	Archery is a fun way for Scouts to exercise minds as well as bodies, developing a steady hand, a good eye, and a disciplined mind. This merit badge can provide a thorough introduction to those who are new to the bow and arrow but even for the experienced archer, earning the badge can help to increase the understanding and appreciation of archery. <u>\$15 additional fee</u>

C.O.P.E.

Climbing	Climbing is not a sport that requires tremendous muscular strength; it demands mental toughness and the willingness to practice hard to master a set of skills. The adventure of climbing can also provide a new way to enjoy the outdoors. <u>\$10 additional fee</u>
C.O.P.E.	COPE is an acronym for Challenging Outdoor Personal Experience, a program in the Boy Scouts of America. It consists of group initiative games, trust events, and high and low ropes course. Some activities involve a group challenge, while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems. <u>\$10 additional fee & minimum age 13</u>

Frontier Camp

Frontier Camp	Frontier camp takes you back in time to live the life of a young Davy Crockett. It allows Scouts, Scouters, and parents to experience life skills and crafts that were common in the early 1800's. Living in Frontier Camp has an atmosphere and camaraderie different from most traditional base camp experiences. Participants will enter the 1800's on Sunday afternoon and experience life as our ancestors knew it until they return to the 21st century on Saturday morning. Each camper will be given a hunting shirt, which will be your uniform for the week. The shirt will be yours to keep. The skills you will participate in are primitive fire building, basic muzzle-loading, blacksmith, tomahawk/knife throwing, leatherworking, traps/snares, rope making and natural dyeing.
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OA Shelter

Golf	Golf is unique because the players police themselves. Other sports depend upon referees or umpires to apply penalties when there are infractions of the rules. In golf, every player is expected to act honorably, and the welfare and integrity of the game rely on every player's honesty. This is why golf often is referred to as a "gentleman's game." We will complete the disc golf requirements
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Raccoon Shelter

Forestry	In working through the Forestry merit badge requirements, Scouts will explore the remarkable complexity of a forest and identify many species of trees and plants and the roles they play in a forest's life cycle. They will also discover some of the resources forests provide to humans and come to understand that people have a very large part to play in sustaining the health of forests.
Environmental Science	While earning the Environmental Science merit badge, Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.
Sustainability	Learn to reduce waste and teach sustainable practices to others so you can help conserve Earth's resources with the Sustainability Merit Badge. Scouts will develop and implement a plan to reduce their water usage, household food waste, and learn about the sustainability of different energy sources, including fossil fuels, solar, wind, nuclear, hydropower, and geothermal.
Insect Study	In earning the Insect Study merit badge, Scouts will glance into the strange and fascinating world of the insect. There, they will meet tiny creatures with tremendous strength and speed, see insects that undergo startling changes in habits and form as they grow, and learn how insects see, hear, taste, smell, and feel the world around them.

Eagle Bound

Eagle Bound	The Eagle Bound program is a great place to start for scouts who may be new to Scouting. This 3-hour session is available in both the morning and afternoon and will cover requirements from Scout, Tenderfoot, Second Class, and First Class ranks. We will tailor this experience to focus on the requirements your scouts need. Some of the common requirements covered in this session will include first aid, orienteering, knots and lashings, and more. Scouts will also be given the opportunity to earn their Firem'n Chit and Totin Chip. We look forward to working with your newer scouts and helping them start on their path to Eagle.
Totin' Chip/Firem'n Chit	The Totin' Chip and Firem'n Chit grant Scouts the ability to use and carry pocketknives as well as build fires. These are crucial Scout skills for any Scout, but the earning of these awards sure do mark a significant milestone in a new Scout's journey.
Flag Etiquette	This class will let Scouts practice conducting a flag ceremony, as well as proper handling and retirement of the American flag. They will also be introduced to other national and state flags and have the chance to design a flag of their own.

Handicraft Shelter

Wood Carving	As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.
Art	This merit badge concentrates on two-dimensional art, specifically drawing and painting in various media, including an introduction to design applications in the fields of graphic arts and industrial design, history and design principles, and how these fields relate to fine art
Pottery	The Pottery merit badge provides an introduction to pottery making, enabling Scouts to gain skill and understanding from actually creating pottery. Completing the requirements will include hands-on production of a work of art, from start to finish.
Leather Work	Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding.; and learn how to preserve and protect leather items so they will last a lifetime and beyond.

Pool Shelter

BSA Lifeguard	To be trained as a BSA Lifeguard, you must successfully complete the course as outlined in the BSA Lifeguard Instructor Manual and demonstrate the ability to perform each item specified in the requirements.
Learn to Swim	This class is designed to help Scouts learn to swim and be able to pass the BSA Swim Test.
Lifesaving	No Boy Scout will ignore a plea for help. However, the desire to help is of little use unless one knows how to give the proper aid. The main purpose of the Lifesaving merit badge is to prepare Scouts to assist those involved in water accidents, teaching them the basic knowledge of rescue techniques, the skills to perform them, and the judgment to know when and how to act so that they can be prepared for emergencies.
Mile Swim	To encourage swimming skills and recognize Scouts who swim one mile or more.
Swimming	Swimming is a leisure activity, a competitive sport, and a basic survival skill. Scouts who earn this badge will learn about safety when swimming and diving, how swimming can contribute to overall fitness and health, and gain some basic competitive swimming skills.
Snorkeling	To encourage youth members to learn and become proficient in snorkeling skills and to snorkel safely.

Trading Post Shelter

Plant Science	Plant scientists use their curiosity and knowledge to develop questions about the world of plants. Then they try to answer those questions with further observations and experiments in the laboratory and in the field. To earn this merit badge, Scouts will explore three of the most important plant science specialties: agronomy, horticulture, and field botany.
Fishing	In Scouting for Boys, Baden-Powell offers this advice: "Every Scout ought to be able to fish in order to get food for himself. A tenderfoot [beginner] who starved on the bank of a river full of fish would look very silly, yet it might happen to one who had never learned to catch fish."
Search and Rescue	A search is an emergency situation requiring a team of trained searchers to locate a missing person. A rescue is an emergency situation where a person's location is known – perhaps having just been found by searchers – and he or she must be removed from danger and returned to safety. By working on the Search and Rescue merit badge, Scouts will learn and practice many skills that may someday save a life.
Cryptozoology (Crockett Badge)	In this exclusive "Crockett Badge" program, Scouts will learn about a variety of fantastic creatures said to be found in the Appalachian region, including Bigfoot, Mothman, goblins, and more. Scouts will also get to see some of the equipment and tools used to investigate these elusive creatures.

STEM Center

Robotics	Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand what it is about, and to discover whether this may be a field of interest for him as a career.
Space Exploration	Space is mysterious. We explore space for many reasons, not least because we don't know what is out there, it is vast, and humans are full of curiosity. Each time we send explorers into space, we learn something we didn't know before. We discover a little more of what is there.
Public Health	The field of public health deals with maintaining and monitoring the health of communities, and with the detection, cure, and prevention of health risks and diseases. Public health is generally seen as a community-oriented service, but it actually starts with the individual, so one person can influence the health of many.
Chemistry	Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist - and you become a chemist.
Electronics	Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.
Bird Study	Birds are among the most fascinating creatures on Earth. Many are beautifully colored. Others are accomplished singers. Many of the most important discoveries about birds and how they live have been made by amateur birders. In pursuing this hobby, a Scout might someday make a valuable contribution to our understanding of the natural world.
Weather	Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.
Geology	Geology is the study of Earth. It includes the study of materials that make up Earth, the processes that change it, and the history of how things happened, including human civilization, which depends on natural materials for existence.
Nature	There is a very close connection between the soil, the plants, and all animal life, including people. Understanding this connection, and the impact we have upon it, is important to preserving the wilderness, as well as to our own well-being as members of the web of nature.
Reptile and Amphibian & Mammal Study	A mammal may weigh as little as 1/12 ounce, as do some shrews, or as much as 150 tons, like the blue whale. It may spring, waddle, swim, or even fly. But if it has milk for its young, has hair of some kind, is relatively intelligent, and has warm blood, then it is a mammal. Boys always have been interested in snakes, turtles, lizards, and alligators, as well as frogs and salamanders. Developing knowledge about these captivating creatures leads to an appreciation for all native wildlife; understanding the life cycle of a reptile or amphibian and keeping one as a pet can be a good introduction to natural history; and knowing about venomous species can help Scouts to be prepared to help in case of an emergency.
First Aid	First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.
Chess	Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.
Emergency Preparedness	Scouts are often called upon to help because they know first aid and they know about the discipline and planning needed to react to an emergency situation. Earning this merit badge helps a Scout to be prepared by learning the actions that can be helpful and needed before, during, and after an emergency.
Citizenship in the World	Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.
Aviation	For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could. <u>\$75 additional fee & Minimum age 14</u>

STEM Center Continued

Photography	Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.
Digital Technology	Comprehend how electronic devices work and how to use them effectively. Scouts will give a brief history of the changes in digital technology and discuss how technology today compares with the technology available to previous generations—all while imagining what kinds of devices might be available to them in the future.
Moviemaking	Moviemaking is a way to tell stories visually through the art and science of motion picture photography.
Welding	Welding is the process of joining with a weld – joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.

Fred's Place

Cooking	The Cooking merit badge introduces principles of cooking that can be used both at home or in the outdoors. Scouts who earn this badge will learn about food safety, nutritional guidelines, meal planning, and methods of food preparation, and will review the variety of culinary (or cooking) careers available.
Exploration	Discover the history and importance of various kinds of exploration by earning the Exploration Merit Badge. Scouts will study real-life explorers who made their mark either in the wild or in a scientific lab, then plan, prepare and go on an expedition that could be nearby or far away.

Pioneering Shelter

Cycling	Since 1911, hundreds of thousands of Scouts have made the most of their two-wheel adventures by earning the Cycling merit badge. Whether you just got your first bicycle or have been cycling for years, you will learn more about your bike and what it can do by working on the requirements for this badge. <u>Minimum age 13</u>
Pioneering	Pioneering-the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars-is among the oldest of Scouting's skills. Practicing rope use and completing projects with lashings also allow Scouts to connect with past generations, ancestors who used many of these skills as they sailed the open seas and lived in America's forests and prairies.
American Heritage	Every Scout swears to an oath that includes duty to his country. A better understanding of American heritage, the ways in which the past has lead to our present nation, is key to truly knowing what it means to be an American.
Signs, Signals, and Codes	American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives'.

Lakefront

Canoeing	For several centuries, the canoe was a primary method of travel for explorers and settlers. Today, it remains an important part of the wilderness experience and an enjoyable leisure activity that teaches communication, teamwork, and physical fitness.
Motorboating	With the fun of operating a motor boat boat comes the responsibility for keeping that boat in first-class condition, knowing and obeying the nautical "rules of the road," and gaining the general knowledge and skills to operate a boat safely.
Water Sports	Water sports are a fun and exhilarating way to enjoy being outdoors while developing strength, coordination, and fitness. By developing experience with water sports and practicing good judgment, Scouts will gain skills that will serve them well for a lifetime and have extreme fun while they do.
Kayaking	A basic-level merit badge for flat-water kayaking. <u>Minimum age 13</u>
BSA Stand Up Paddle-boarding	To encourage the development of paddleboarding skills. <u>Minimum age 13</u>



Contact Info:

These numbers should be used until Memorial Day

Sequoyah Council Phone Number: 423-952-6961

Sequoyah Council Fax Number: 423-952-6960

This number should be used between Memorial Day and August 1st

Phone number at Camp: 423-205-7272

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

E-mail: info@campdavycrockett.org



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Sequoyah Council