









CAMP DAVY CROCKETT

"BUILDING TOMORROW'S LEADERS"

2027 WINTER CAMP LEADER'S GUIDE

NATIONALLY ACCREDITED
BOY SCOUTS OF AMERICA CAMP

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THE PURPOSE

The purpose of Scout camp is to build strength through day-to-day activities of pure Scouting for patrols, units, and most importantly, for the individual Scouts. The programs offered by the Sequoyah Council at Camp Davy Crockett are open to all registered Scouts BSA.

CODE OF CONDUCT

The Code of Conduct at camp is simply the Scout Oath and Scout Law.
If we adhere to these guiding principles, everyone will have maximum fun while at camp.

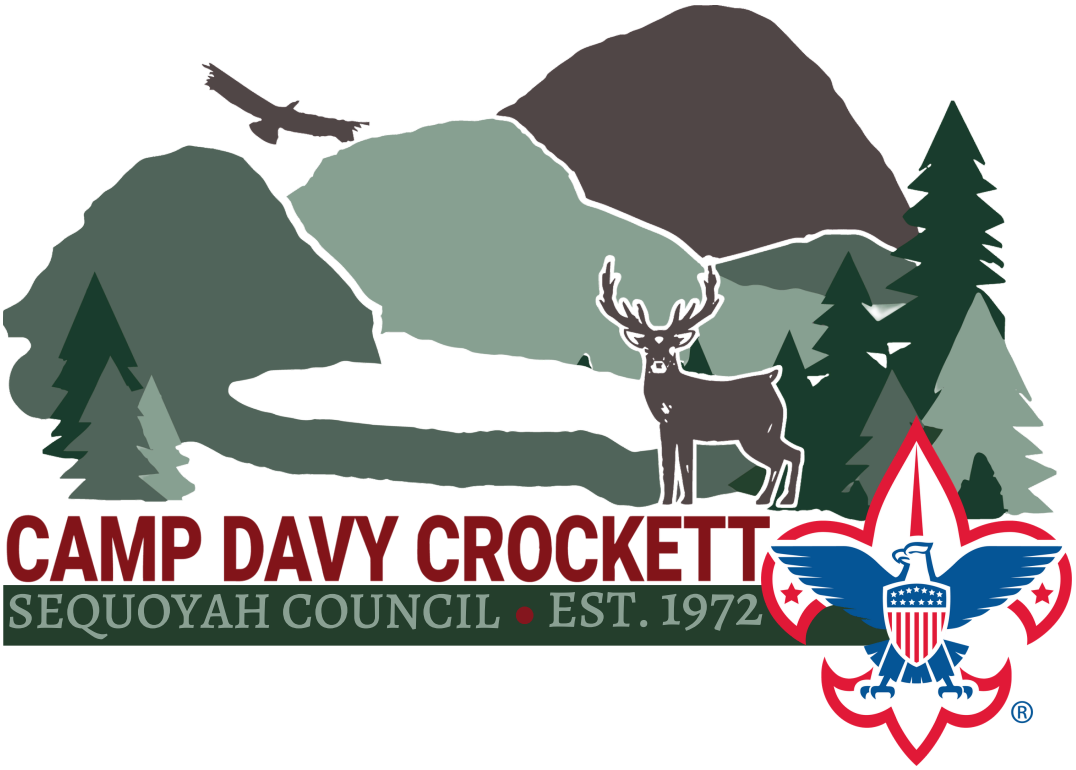
CAMP INFORMATION

Telephone:
Sequoyah Council Phone Number: 423-952-6961
Sequoyah Council Fax Number: 423-952-6960

Phone number at Camp: 423-205-7272

This phone is located in the camp office. This is the camp's business phone, and parents cannot 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



WINTER CAMP DATES AND FEES

January 15-18, 2027

$150 for youth
$75 for Adults
Check-in is between 5:00 PM -7:30 PM on Friday, January 15.
Camp ends on Monday, January 18 and everyone will need to be out of camp by 9:30 AM.

REFUND POLICY

The Sequoyah Council will process refunds for activities fees under these conditions:
Requests must be made in writing and submitted to the council service center via mail, fax, or email. Requests must give scouts name, unit number, activity for which a refund is being requested, and the reason for the request.
All refund requests must be received NO LATER THAN THREE BUSINESS DAYS after the event is completed. Requests received after this time will not be processed.
Requests for refund made:
Two weeks or more before the activity: 100% refund
Less than two weeks and up to four days before the event: 85% refund
Three days before event up to event start: 50% refund
Reasons for requesting a refund:
1. Serious illness or injury preventing attendance
2. Death in family preventing attendance
3. The event or activity is cancelled or rescheduled
4. Scheduling conflict or family commitment

If the event or activity is cancelled or rescheduled, the Sequoyah Council will transfer fees paid, to an upcoming event during the same calendar year with no penalty or will refund the full amount paid. Fees of less than $15 will be considered donations and will be transferable but not refundable.
All refunds will be made by check within 30 days of the close of the event and will be mailed. In the case where a unit has registered, the unit will receive the refund.
This is the standard policy in place for all District and Council activities, unless otherwise published. Special situations such as Council Contingents (Philmont, Jamboree, etc), Summer Camps, and National Training Courses (Wood Badge, NYLT, etc.) have special refund requirements.
Refund requests must be submitted in writing to: Sequoyah Council, 129 Boone Ridge Drive, Johnson City, TN 37615, or emailed to info@sequoyahcouncil.org

CHECKING INTO CAMP

- Participants should plan to arrive at Davy Crockett between 5:00 -7:30 p.m. on Friday. Arriving as close to 5:00 as possible allows for enough time to get you checked in and assigned to your campsite.
- Upon arrival to camp, immediately park in the headquarters building parking lot (Do not block the road). Report to the Headquarters building with your medical form.
- You will be assigned a campsite during the check-in process. After you have checked in, you can proceed to your campsite to get settled in.
- Vehicles are not to be parked in the campsite. Vehicles will be permitted into the campsites during check-in and check-out (weather permitting), for loading and unloading equipment.
- While driving in camp, please observe the camp speed limit of 5 miles per hour.
- Individuals with special needs should contact the Council office before arrival. For persons requiring mobility assistance, vehicle permits may be issued during check-in at the Camp Director's discretion. The camp does not furnish transportation for special needs individuals.

CHECKING OUT OF CAMP

- On Monday morning, after breakfast, you will return to your campsite to break down and pack up your equipment. Once your area is inspected and your transportation has arrived at camp, you may proceed to the HQ building to check-out (everyone will need to check-out before leaving).
- Please make arrangements to be picked up before 9:30 AM on Monday.

Important Reminders

Out of Council Units Must Provide:

1. Their own accident & sickness coverage documentation.
2. An official unit roster from your home council service center or Scoutbook dated no earlier than 2 weeks prior to your arrival at camp.

If you need to change the physical number of scouts or leaders that you will be bringing, you must call the Council Service Center at 423-952-6961. Those numbers can only be changed by our office staff.

Mattresses and/or sleeping pads are not provided.

Please make arrangements to bring air mattresses or sleeping pads with you if needed. **Mattresses and sleeping pads should be no larger than 30in x 76in to fit in the cabin bunks.**

BSA Annual Health & Medical Record

All Scouts and leaders attending camp must have completed an official BSA Annual Health & Medical Record parts A & B. These forms are available on our website (campdavycrockett.org). Please use the most current version of the form. The medical forms will be kept on file for the duration of Winter Camp with the camp's Health Officer. They will be returned upon check-out.

Health & Safety

A health facility is located in camp and staffed by persons trained to handle minor emergencies and illnesses. Camp Davy Crockett has made arrangements with area hospitals to take care of any serious injuries or accidents. The Health Officer should be contacted for any illness or injuries before anyone is taken to an off-site health facility. Payment for services at any medical facility is the responsibility of the camper or his unit. If any treatment is required, the Scout's parents will be notified by telephone to determine their wishes for emergency treatment.

Emergency Procedures

In case of an emergency at camp (i.e. fire, lost camper, lost swimmer, etc.), notify the Camp Director, Program Director, Camp Ranger, and/or the Camp Medical Office immediately. The medical office is located behind the headquarters building.
In case of high wind, heavy snow, or any other weather emergency, the Camp Director will sound the alarm and everyone will report to the nearest shelter until it is safe to return to your campsite. STAY PUT until the all-clear sounds, even if the alarm stops sounding.

StormReady NATIONAL WEATHER SERVICE Supporter

Be Prepared!

Accommodating Special Needs

Our camp staff is committed to fully including all Scouts in all aspects of the summer camp program. Meeting the needs of all campers and leaders requires minor adaptations of our facilities. Special menus, accessible sites, and other provisions can be made for Scouts and leaders because of **physical disabilities, learning disabilities, medical conditions, medical dietary requirements***. In some cases, those with special dietary needs may need to provide/prepare their own food. Units who have special needs requests should indicate so during the online registration process.

**** this does not include life choices***

Electricity is not available in the campsites, so any medical equipment such as CPAPS should be battery operated. Arrangements can be made to charge batteries during the day.

Camp Davy Crockett strictly adheres to the BSA's Youth Protection guidelines. For a complete list of those guidelines, scan the QR code to the right, or visit Scouting.org.
www.scouting.org/health-and-safety/gss/gss01/

General Rules

- No personal pets, bicycles, skateboards, watercraft, or ATVs.
- No alcoholic beverages, illegal drugs, or drug paraphernalia.
- No smoking in the buildings, cabins, or tents, or in the presence of Scouts.
- No defacing property.
- No running on trails, hills, or roads.
- Anyone leaving camp must sign out at Headquarters and sign back in upon return.
- Shoes must be worn in camp at all times, except in the pool area.
- If scouts will be leaving with anyone other than their parent or guardian, they will need to have a completed “Permission to Leave Camp” Form. A picture ID must be presented by the person picking the scout up.
- Medication for Scouts should be maintained in the Health Lodge and administered by the health officer. All medications should be in the original bottle.
- Personal firearms, ammunition, bows, and arrows are not permitted. No fireworks are permitted on camp property.
- Driving in camp is by permission only.
- Always follow the Scout buddy system.

Two Deep Leadership
Units must have two registered adult leaders 21 years of age or older. This applies to all Scouting activities. Leaders 18-20 are welcome to attend camp, but do not count towards the two deep leadership policy.

Buddy System
Every participant is paired with another. Buddies stay together, monitor each other, and alert the safety team if either needs assistance or is missing.

No One-On-One Contact
One-on-one contact between adult leaders and Scouts is not permitted except between parent and scout. Personal conferences should be conducted in view of other Scouts and adults.

Respect for Privacy
All Scouts and Scouters must respect each other's privacy in situations such as changing or showering and only intrude to the extent that health and safety dictates. This applies to youth-on-youth, adult-on-youth, and adult-on-adult situations.

Separate Accommodations
When camping, no Scouts BSA youth is permitted to sleep in the tent of an adult. Additionally, no Scouts more than two years apart in age may be housed together. Separate shower facilities are available for males and females, youth and adults.

Wildlife
All wildlife should be left alone for the well-being of boththe Scouts and the wildlife.

Fuels and Flammables
MUST be handled according to the “Guide to Safe Scouting”: Stored in a ventilated, locked box at a safe distance minimum of 20 ft from buildings and tents.

Friday	
5:00 - 7:30 PM	Check-In
11:00 PM	Lights Out

Saturday	
7:30 AM	Reveille
7:45 AM	Flags
8:00 AM	Breakfast
9:15 AM	Class Block 1
12:30 PM	Lunch
2:00 PM	Class Block 2
5:15 PM	Flags
5:30 PM	Dinner
7:00 PM	Class Block 3 & Patch Trading
8:00 PM	Movie
11:00 PM	Lights Out
Sunday	
7:30 AM	Reveille
7:45 AM	Flags
8:00 AM	Breakfast
8:30 AM	Non-Denominational Church Service
9:15 AM	Crockett Badge Block 1
12:30 PM	Lunch
2:00 PM	Crockett Badge Block 2
5:15 PM	Flags
5:30 PM	Dinner
6:30 PM	Crockett Badge Presentation
8:00 PM	Movie
11:00 PM	Lights Out
Monday	
7:30 AM	Reveille
7:45 AM	Breakfast
8:30 - 9:30 AM	Pack up & Depart

Saturday Classes			
	9:15 - 12:15	2:00 - 5:00	7:00 - 8:00
COPE Shelter	COPE	COPE	
Pool Shelter	Intro to Backpacking	Surveying	
Handicraft Shelter	Animal Science		Firem'n Chit
			Totin' Chip
			Knots
Headquarters	Scouting Heritage	Citizenship in the Community	
OA Shelter	Dentistry	Coin Collecting ($10)	
Ranges	Crockett's Frigid Frontier Marksmanship		
STEM Center	American Heritage	Law	
	Railroading	Composite Materials	
	Welding		
	Radio	Electronics	
Fred's Place	Truck Transportation	Chess	
Eagle Bound	Pulp and Paper	Crime Prevention	
Shop	Automotive Maintenance		
	Bugling		

Sunday Classes		
	9:15 - 12:15	2:00 - 5:00
COPE Shelter	COPE	COPE
Pool Shelter	Ambulance	Ambulance
Handicraft Shelter	Dairy Farming	Dairy Farming
OA Shleter	Woodturning	Woodturning
Ranges		Crockett's Frigid Frontier Marksmanship
STEM Center	Masonry	Masonry
	Master at Arms	Master at Arms
	Taxidermy	Taxidermy
	Beekeeping	Beekeeping
Fred's Place	Tracking	Tracking
Eagle Bound	Foraging	Foraging
Frontier Camp	Blacksmithing	Blacksmithing

Crockett Badges		
Ambulance (1910 - 1911)		The original merit badge was replaced by First Aid and was only available for one year. The focus of the class is how to prepare a person for transport and assist the ambulance crew. Activities include bandaging and transport options.
Bee Keeping (1911 - 1995)		The original merit badge was available until 1995 and then discontinued. The class will focus on the importance of bees and honey production. Activities will include building a superstructure and spinning honey.
Blacksmithing (1911 - 1952)		The original merit badge was available untll 1952 and then replaced by Metalwork. The class focuses on how to use the forge and anvil, and how different items are made. Activities include firing the forge, hammering, bending, forming, and heat treatment.
Foraging (1938 - 1976)		The original merit badge was available until 1976 and then discontinued. The class will focus on plants that were used for food and medicine in the area.
Dairy Farming (1911 - 1975)		The original merit badge was available until 1975 and then replaced by Animal Science. The class will focus on differences in milk, milking systems, and how milk is used in different products. Activities include milking and butter making.
Masonry (1911 - 1995)		The original merit badge was available until 1995 and then discontinued. The class will focus on laying block, brick, and stone. Activities will include mixing mud and building a structure.
Master at Arms (1910 - 1911)		The original merit badge was discontinued and was only available for one year. The focus of this class will be on different physical contests. Activities will include arm wrestling, thumb wrestling, etc.
Taxidermy (1911 - 1952)		The original merit badge was available until 1952 and then discontinued. The class will focus on different types of skins and their uses. Activities include the tanning process and how skins are used.
Tracking (1915 - 1952)		The original merit badge was called “Stalking” and was available until 1952. It was reintroduced in 2010 for one year as Tracking. The class will focus on animal identification through their tracks. Activities will include track identification and casting.
Wood Turning (1930 - 1952)		The original merit badge was available until 1952 and then discontinued. The class focuses on wood lathes, tools, and different types of wood. Activities include making useful items using a wood lathe.

Adult Classes				
Class	Location	Fees	Sessions	
Crockett's Frigid Frontier Advanced Marksmanship Program (May attend 1 session)	Ranges	Additional fee: $25.00	Saturday	Sunday
			9:15 am - 12:15 pm	
				2:00 pm - 5:00 pm
Introduction to Outdoor Leader Skills (Will attend both days, all day)	Dining Hall Porch	Additional fee: $25.00	Saturday	Sunday
			9:15 am - 9:55 pm	9:15 am - 9:55 pm
NRA Range Safety Officer	Staff Lodge	Additional fee: $25.00 Note: an additional $40 due to NRA for members and $175 for non members upon completion	Saturday	
			9:15 am - 7:15 pm	
ILST (Youth Class)	Trading Post Shelter	N/A	Saturday	
			9:15 am - 5:00 pm	
Wilderness First Aid Certification (Will attend both days, all day)	Shop	Additional fee: $75.00	Saturday	Sunday
			9:15 am -5:15 pm	9:15 am -5:15 pm
COPE	COPE Shelter	Additional fee: $5.00	Saturday	Sunday
			9:15 am - 12:15 pm	2:00 pm - 5:00 pm
			9:15 am - 12:15 pm	2:00 pm - 5:00 pm

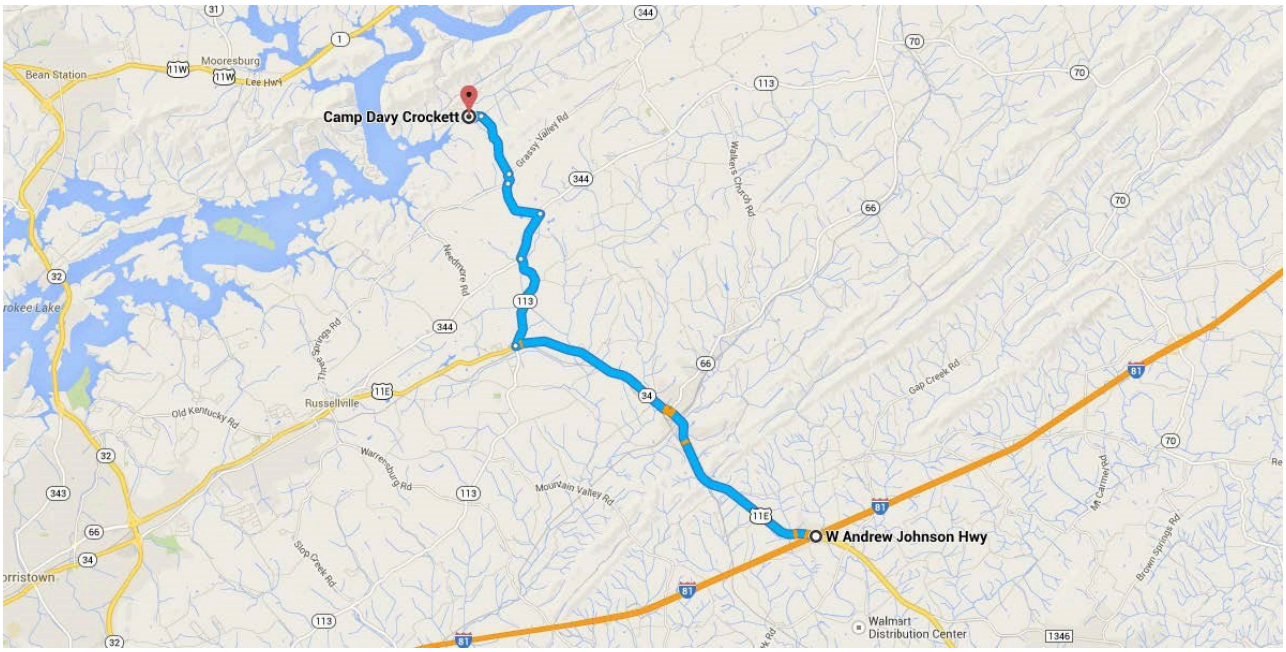
Directions to Camp

Personal Equipment Checklist

Map of Camp

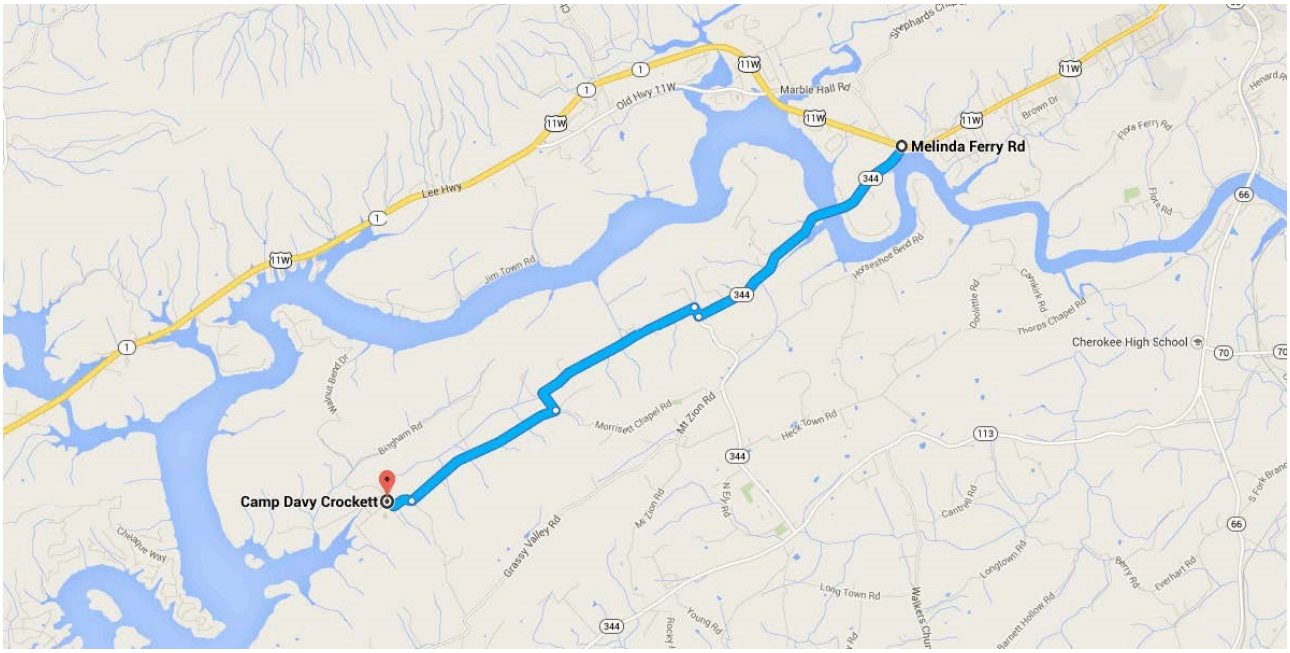
INFORMATION SUBJECT TO CHANGE
We have made every effort to include the most up-to-date information in this guide, however, depending on camp enrollment, staffing, changes in the national BSA program, and/or circumstances beyond our control, the information in this guide may need to be changed. Changes will be made at the discretion of the camp administration. If changes are needed, they will be announced in the Pre-Camp Leader Meeting, Crockett Chatters, at check-in, or during leader meetings.

Driving Directions to Camp Davy Crockett from Interstate 81



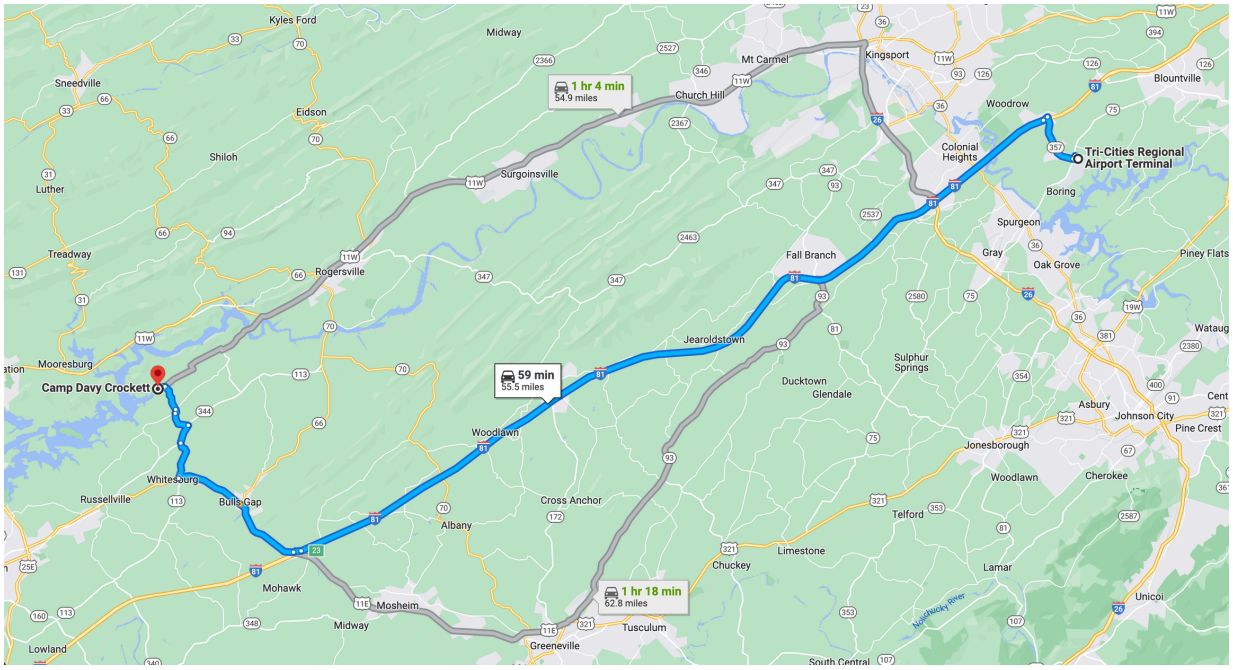
1) Take exit 23 onto US 11 E South
2) Travel about 6.9 miles then Turn Right on TN 113 N
3) After about 2.8 miles turn left on Thompson Road
4) In 1 mile continue onto Grassy Valley Road
5) Go .2 miles turn left onto Ninny Ridge Rd
6) Travel 1.2 miles turn left onto Bingham Road
7) In .3 miles turn left into Camp Davy Crockett

Driving Directions to Camp Davy Crockett from Highway 11W

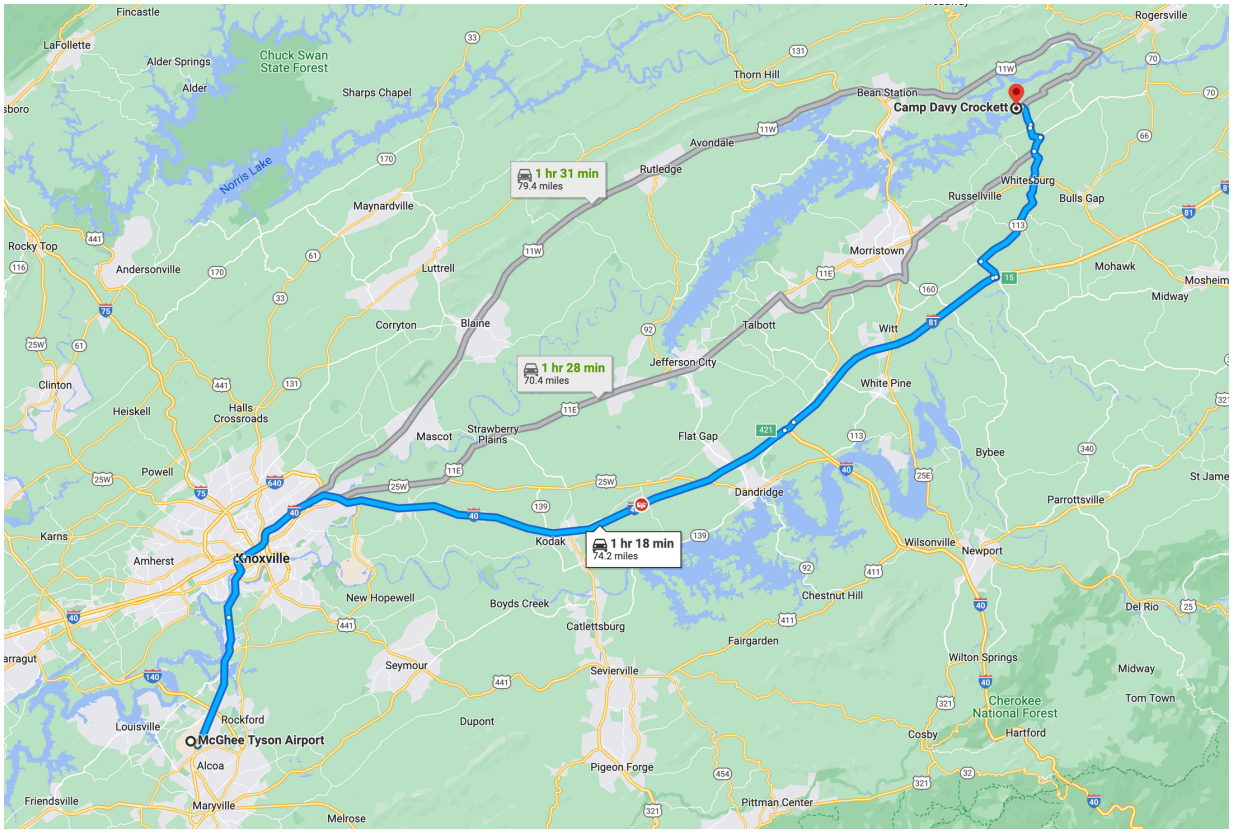


1) Turn on Melinda Ferry Road (TN-344S)
2) Travel 2.4 miles then Turn Right onto Lee Valley Road
3) Travel about 2.4 miles turn Right onto Bingham Road
4) In .3 miles turn left into Camp Davy Crockett

Tri-Citites Airport (TRI) 55.5 Miles / 59 minutes



McGhee Tyson Airport (TYS) 74.2 Miles / 1 hour 18 minutes



CAMP DAVY CROCKETT

Camp Davy Crockett Winter Camp Packing List

This list is provided as a simple guideline to plan what you will need for your week in camp. Your Unit Leader may have some other suggestions which do not appear on this list. We recommend packing your clothing in a footlocker or plastic tote.

	Clothing
☐	Official BSA Uniform Shirt
☐	Official BSA Uniform Pants
☐	Official BSA Uniform Belt
☐	Official BSA Uniform socks
☐	OA Sash (OA members)
☐	T-shirts / Long Sleeves (1 per day)
☐	Pants (1 pair per day)
☐	Socks (1 pair per day)
☐	Underwear (1 pair per day)
☐	Coat / Sweatshirts
☐	Gloves / scarves/ hats
☐	Winter Boots
☐	Sneakers
☐	Rain Gear/Poncho
☐	Thermals (to dress in layers)

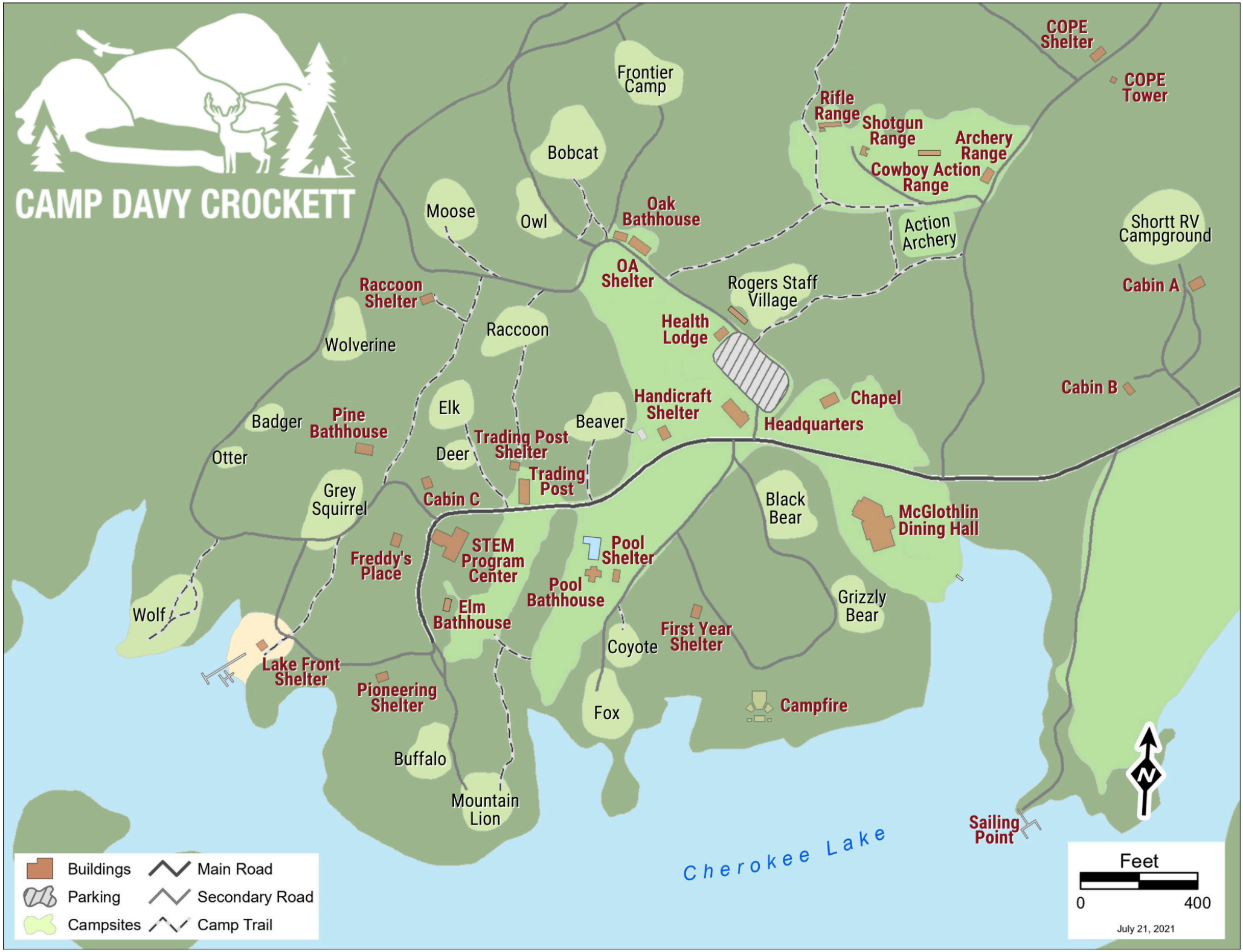
	Toiletries
☐	Soap (in a carrier or ziplock style bag)
☐	Towels (2+)
☐	Washcloths (2+)
☐	Toothbrush & Toothpaste
☐	Lip Balm
☐	Comb / Brush
☐	Deodorant
☐	Shampoo
☐	Shaving Cream & Razor (if needed)

	Camping Gear
☐	Footlocker or Plastic Tote
☐	Flashlight or Headlamp w/extra Batteries
☐	Water Bottle
☐	**Sleeping Pad or Twin Air Mattress (30in x 76in)**
☐	Sleeping Bag or Sheets & Blanket , pillow
☐	Floor Covering

	Other
☐	Medications (clearly marked)
☐	Card / Board Games
☐	BSA Handbook
☐	Merit Badge Pamphlets
☐	Bible or Prayer Book
☐	Watch
☐	Pocketknife
☐	Notebook / Paper / Pens or Pencils
☐	Compass
☐	Camera
☐	Spending Money ($75-$100 suggested)
☐	Camp Chair
☐	
☐	

Items to Leave at Home

Sheath knives, axes, saws, fireworks, weapons of any kind & pets.


CAMP DAVY CROCKETT
COPE Shelter
COPE Tower
Frontier Camp
Rifle Range
Shotgun Range
Archery Range
Cowboy Action Range
Bobcat
Moose
Owl
Oak Bathhouse
Action Archery
Shortt RV Campground
OA Shelter
Raccoon Shelter
Rogers Staff Village
Cabin A
Raccoon
Health Lodge
Wolverine
Cabin B
Handicraft Shelter
Chapel
Elk
Badger
Pine Bathhouse
Beaver
Headquarters
Trading Post Shelter
Deer
Otter
Trading Post
Grey Squirrel
Cabin C
Black Bear
McGlothlin Dining Hall
Pool Shelter
STEM Program Center
Freddy's Place
Pool Bathhouse
Wolf
Elm Bathhouse
Grizzly Bear
First Year Shelter
Coyote
Lake Front Shelter
Pioneering Shelter
Campfire
Fox
Buffalo
Mountain Lion
Sailing Point
Cherokee Lake
N
Buildings
Parking
Campsites
Main Road
Secondary Road
Camp Trail
Feet
0
400
July 21, 2021