



CAMP DAVY CROCKETT

"BUILDING TOMORROW'S LEADERS"

2023 SEASON
LEADER'S GUIDE





CAMP DAVY CROCKETT
SEQUOYAH COUNCIL • EST. 1972



Welcome to Camp Davy Crockett



Welcome to the 2023 summer camp season at Camp Davy Crockett. Our summer camp staff is looking forward to seeing you and your scouts this summer and to having yet another fantastic season with you.

Camp Davy Crockett, located in the foothills of the smokies, has 1865 acres of beautiful outdoors including 8 miles of shoreline on Cherokee lake. Camp Davy Crockett has all the ingredients for fun: motor boats, sailboats, canoes, kayaks, swimming pool, paddle boards, rifle range, shotgun range, archery range, as well as over 50 merit badges and other programs.

Since we wrapped up the 2022 camp season, we have been working hard, and we have an outstanding program prepared for you, so please make an effort to read this guidebook, as it will help answer most of the questions you may have.

We have several programs that offer a variety of adventures for your unit. Some of those are Sailing, Welding, Automotive Maintenance, Golf, Crockett's Advanced Shooting Sports Program, Frontier Camp, C.O.P.E., and many more.

It is now time to get your scouts excited for camp!

Again, we welcome you to Camp Davy Crockett. We look forward to the interactions and relationships that will develop this summer. Please feel free to contact us with any questions or concerns prior to or during your stay at Camp Davy Crockett.

Yours in Scouting,

Dale Douthat
Camp Director
423-205-7272
CampDirector@CampDavyCrockett.org

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Why Attend Camp Davy Crockett

Camp Davy Crockett has a quality staff dedicated to the fun and well-being of the Scouts and Scouters that attend each year.

Camp Davy Crockett offers over 50 Merit Badges as well as other fun and challenging programs.

Camp Davy Crockett is a Nationally Accredited Summer camp with a 5-year accreditation!



THE PURPOSE

The purpose of Scout camp is to build strength through day-to-day activities of pure Scouting for patrols, troops, 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.



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.

- Organization before camp is critical! Troops and Scouts must make choices regarding what they want to accomplish during their stay at Camp Davy Crockett. Units that come unprepared will be denying their Scouts a great camp experience as they work to catch up.
- Read this Guide entirely. The information contained in this guide will help returning as well as new units navigate the registration process for Camp Davy Crockett.
- Camp Davy Crockett Staff. Our staff has a reputation for having a great relationship with the Scouts and Leaders who attend camp. Please help us work together to give our youth the best possible experience.
- Ask questions. Our Council Office staff is ready to answer your questions prior to arriving at Camp Davy Crockett, and our Summer Camp staff will answer any questions that you have once you arrive, so do not hesitate to ask.

Two Types of Scout Camping

Traditional Camping:

Campers are housed in two-person canvas tents on wood platforms with cots or in a cabin with built-in bunk beds (you will need to bring your own sleeping pad or air mattress). Meals will be provided in our new dining hall.

Provisional Camping:

Scouts who are unable to attend during their unit's week at camp, or wish to attend an additional week of camp (at a reduced rate of \$175.00), should consider attending camp as a provisional camper. Scouts who would like to attend as a provisional camper need to fill out the provisional scout form found on the camp's website and send it to the council office.

Making a Reservation

To make a reservation for Camp Davy Crockett, go to scoutingevent.com/713-CDC2023

You will need the following information when you make your reservation:

Your Summer Camp Coordinator's Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Daytime Phone: _____

Email: _____

Estimated number of Male Scouts: _____ Female Scouts: _____

Male Adults: _____ Female Adults: _____

The week you would like to attend: _____

Campsite Preference (List 3): _____

Pre-Camp Information & Procedures

	Fees Before May 1st	Fees After May 1st
Scouts	\$330	\$350
Additional Week (Scouts)	\$175	\$200
All Adult Leaders	\$125	\$150

Camp Sessions	
Week 1	Jun 11 - 17
Week 2	June 18 - 24
Week 3	June 25 - July 1
Week 4	July 2 - 8
Week 5	July 9 - 15

The camp fees listed above are to be paid in installments. The first payment of \$25 per Scout is due when registering for camp. The second payment of \$100 per Scout is due February 28. The third payment of \$100 is due March 31. The balance of all camp fees are due by May 1. A late fee of \$25 will be added for each Scout not paid in full by May 1. It is possible to add Scouts after this date, pending available space.

A limited number of partial camp scholarships will be available for deserving in-council Scouts. This will cover no more than 50% of the basic camp fee. A campership form is available as part of the online registration of the Scout. All camperships are to be completely filled out and submitted no later than May 1.

Campsite Capacities

Campsite	Tent Capacity	Cabin Capacity	Campsite	Tent Capacity	Cabin Capacity
Beaver	16	32	Fox	10	32
Black Bear	26	64	Gray Squirrel	20	48
Bobcat	18	56	Grizzly Bear	14	24
Buffalo	18	32	Mountain Lion	22	32
Coyote	30	N/A	Owl	10	24
Deer	24	N/A	Raccoon	20	32
Elk	10	32			

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*** or other special needs. Units who have special needs requests should indicate so during the online registration process. ** this does not include life choices*

Refund Policy

The Sequoyah Council will process refunds for summer programming fees under these conditions:

- Greater than 60 days from camp session = Full refund minus deposit
- 30 to 60 days from camp session = 50% refund minus deposit
- 30 days or less = transferable, but no refund

Requests must be made in writing and submitted to the council service center via mail, fax, or email. Requests must give Scout's name, unit number, and the reason for the request.

Mailing address: Sequoyah Council, BSA
129 Boone Ridge Drive
Johnson City, TN 37615
Fax: 423-952-6960

Email: michael.wolfe@scouting.org

Leaders in Camp

All units are required to have at least two adult leaders in camp at all times. This policy is required by the Boy Scouts of America. All leaders must be registered members of the BSA and must meet the qualifications for the leadership position in which they serve. The unit leader must be at least 21 years of age. Additional leaders must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit to camp must meet all of the above requirements.

Leaders may rotate when necessary; however, we recommend having consistent leadership throughout your unit's stay at camp. The rotation of leaders can give way to situations that are not conducive to the positive influences of a week of summer camp.

Units that rotate leaders during the week can fill a leader space with more than one person staying in different parts of the week. For example, one leader might stay the first half of the week and another the second half of the week. If two leaders do not stay in camp at the same time, they use only one leader space and pay the fee for one leader space. Leaders should plan to share tents/cabins since the camp will only provide one tent for every two leaders or 1 cabin for every four leaders.

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/



Pre-Camp Information & Procedures

When Class registration opens, you will be able to use our online system to sign your scouts and leaders up for classes and programs at Camp Davy Crockett. To assist you with this process, we have included a Scout Registration Worksheet at the end of this guide and on our website forms page. Please reproduce these for each of your Scouts. You will need the information at the top of that form for each Scout when you register them. You will also need your adult leader's latest Youth Protection Training date.

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 at the office.



Mattresses and/or sleeping pads are not provided.
Please make arrangements to bring air mattresses or sleeping pads with you if needed.



The Advancement Program

Camp Davy Crockett offers advancement programs for Scouts of all levels, including Eagle Bound Program, C.O.P.E., Frontier Camp, and merit badges for all skill levels.

Planning your Unit’s Program at Camp

To get the most out of your summer camping experience, time should be dedicated to planning your Unit’s program prior to arriving at camp. We encourage the Scouts to take a front seat in planning their own experience at camp. Regardless of their rank, Scouts will be able to plan a schedule that allows them to get the most out of camp and the Scouting program. First-year campers can find details about an exciting summer camp experience in the Eagle Bound Program on page 11. Older Scouts may want to sign up for programs geared towards them, while all Scouts can discover more about the merit badges offered at Camp Davy Crockett beginning on page 12. Remember that a Scout’s week at camp should not be solely measured or defined by making progress towards rank advancement or earning merit badges and other awards. It will be remembered based on their experiences and adventures, daring to try new things, failing and succeeding, and trying it themselves. It is a good idea not to overschedule your Scouts. **You should allow them at least one open period during the day so that they can take advantage of other activities (open shoots, open swims, and open boating) during those sessions.**

Merit Badge Registration

Camp Davy Crockett offers Merit Badge preregistration. Registering for merit badges before arrival will allow Scouts, leaders, and camp staff to better prepare for the Scout’s week at camp. Merit badge preregistration will be completed online by your camp liaison. The unit’s liaison will receive a link to the online registration once it opens and we have received your campsite deposit.

This year Camp Davy Crockett will be offering the following new programs:

Landscape Architecture	Photography
Electronics	Farm Mechanics
Signs, Signals & Codes	

While we try to keep all merit badge classes open, safety and materials sometimes dictate that certain classes be limited in size. Any Scouts who did not get to preregister or need to amend their schedules will have the opportunity to do so during check-in on Sunday (based on class availability). **The Merit Badge Schedule worksheet is found in the appendix. This worksheet allows Scouts to better schedule their merit badges.**



Challenging Outdoor Personal Experiences

COPE offers two related programs for summer camp: the climbing merit badge in the morning and the COPE program in the afternoon. Campers can choose to attend one or both classes. The level of the challenges offered by these two programs requires campers to be at least 13 years old to participate.

Campers choosing the climbing merit badge will have a fun, interactive, hands-on learning experience as they are taught proper climbing, rappelling, and belaying techniques as well as rope types and care, knots, and safety. Climbers will finish the week understanding how to choose where to climb and to assess the safety of that choice, know what equipment is needed for the adventure, and what to do in case of an emergency.

The COPE program utilizes the elements of the upper and lower COPE ropes courses to allow campers to progress in their comfort levels, abilities, and personal growth. Campers will initially face team challenges at lower heights and advance to high-adventure elements such as the Flying Squirrel and Pamper Pole. Scouts will be challenged physically and emotionally to help build character.



Eagle Bound Program

The Eagle Bound program is a great place to start for scouts who are looking for a rank advancement class. This 3-hour session is available in both the morning and afternoon and will cover requirements from the 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.

Merit Badge Program

The merit badge program is the cornerstone of the summer camp program.

Most merit badges can be completed at camp, however, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills.

It is a good idea **not to** over-schedule your Scouts. **You should allow them at least one open period during the day so that they can take advantage of other activities (open shoots, open swims, and open boating) during those sessions.**

Age, Maturity, and Skill Level

Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet age, maturity, and skill-level requirements for all sessions. On the first day of sessions, instructors will verify participant qualifications to ensure all required qualifications are met. Please note the programs listed that have specific requirements for enrollment.

Partials & Pre-Requisites

Some Scouts will complete only sections of badges that are very difficult or have prerequisites. They then can complete them with another counselor at home. As stated in national policy, partial merit badges can be completed up until the Scout turns 18.



Program Opportunities



Items denoted with this symbol are new this year!

Class Catalog

Camp Davy Crockett Summer Camp 2023: Week 1 June 11-17 at Camp Davy Crockett

Camp Davy Crockett 2023 (Scheduled Classes)

CD235 9-12 PM
Swimming Pool Shelter

Days: Mo Tu We Th



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 following requirements:

Minimum Age: 15

Maximum Age: 99

Maximum number of participants: 6

CD237 5-6 PM
Swimming Pool Shelter

Days: Mo Tu We Th



Mile Swim BSA

Mile Swim BSA

Maximum number of participants: 10

CD238 5-6 PM
Swimming Pool Shelter

Days: Mo Tu We Th



Snorkeling BSA

Snorkeling BSA

Maximum number of participants: 12

CD239 9-12 PM
Eagle Bound Shelter

Days: Mo Tu We Th

Eagle Bound

Boy Scout Tenderfoot rank advancement

Boy Scout Second Class rank advancement

Boy Scout First Class rank advancement

Maximum number of participants: 35

CD239 2-5 PM
Eagle Bound Shelter

Days: Mo Tu We Th

Eagle Bound

Boy Scout Tenderfoot rank advancement

Boy Scout Second Class rank advancement

Boy Scout First Class rank advancement

Maximum number of participants: 35

CD2312 9-12 PM
Rifle Range

Days: Mo Tu We Th



Crockett's Frontier Advanced Shooting Sports

A fun-filled experience while taking part in rifle, shotgun, archery, flu flu archery, knives, hawks, Cowboy Action Shooting, Steel Challenge (SASP), and black powder shooting.

Additional Fee: \$40.00

Minimum Age: 14

Maximum number of participants: 10

CD2314 2-4 PM
C.O.P.E. Shelter

Days: Mo Tu We Th



COPE

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.

Additional Fee: \$10.00

Minimum Age: 13

Maximum number of participants: 10

CD2315 10-11 AM
Swimming Pool Shelter

Days: Mo Tu We Th



Learn to Swim

This class is designed to help Scouts learn to swim and be able to pass the BSA Swim Test.

Maximum number of participants: 15

Program Opportunities

CD2315 3-4 PM
Swimming Pool Shelter

Days: Mo Tu We Th



Learn to Swim

This class is designed to help Scouts learn to swim and be able to pass the BSA Swim Test.

Maximum number of participants: 15

CD2318 9-10 AM
Fred's Place

Days: Mo Tu We Th



Exploration

Exploration Merit Badge.

Maximum number of participants: 25

CD2319 9-10 AM
OA Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2319 2-3 PM
OA Shelter

Days: Mo Tu We Th



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Maximum number of participants: 25

CD2320 10-11 AM
OA Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2321 11-12 PM
STEM Center

Days: Mo Tu We Th



Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

Maximum number of participants: 12

CD2321 2-3 PM
STEM Center

Days: Mo Tu We Th



Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

Maximum number of participants: 12

CD2323 10-12 PM
Fred's Place

Days: Mo Tu We Th



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.

Maximum number of participants: 12

CD2323 2-4 PM
Fred's Place

Days: Mo Tu We Th



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.

Maximum number of participants: 12

CD2325 11-12 PM
OA Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 25

Program Opportunities

CD2327 9-10 AM
Trading Post Shelter

Days: Mo Tu We Th



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."

Maximum number of participants: 12

CD2327 3-4 PM
Trading Post Shelter

Days: Mo Tu We Th



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."

Maximum number of participants: 12

CD2329 11-12 PM
Trading Post Shelter

Days: Mo Tu We Th



Fish and Wildlife Management

Wildlife management is the science and art of managing the wildlife - both animals and fish - with which we share our planet. Maintaining the proper balance and the dynamics that go with it requires humankind's attention. We use this stewardship tool to help minimize or eradicate the possibility of extinction of any given species. We want our descendants to have the opportunity to experience the same animal diversity that we now enjoy.

Maximum number of participants: 25

CD2330 2-3 PM
Raccoon Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2332 10-12 PM
Raccoon Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2333 10-11 AM
Ecology Porch

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2335 9-10 AM
Handicraft Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 20

CD2336 2-3 PM
Handicraft Shelter

Days: Mo Tu We Th



Leatherwork

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.

Maximum number of participants: 20

CD2338 10-11 AM
STEM Center

Days: Mo Tu We Th



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.

Maximum number of participants: 25

Program Opportunities

CD2339 11-12 PM
Handicraft Shelter

Days: Mo Tu We Th



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

Maximum number of participants: 20

CD2342 9-10 AM
Raccoon Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2343 3-4 PM
Ecology Porch

Days: Mo Tu We Th



Mammal Study, Reptile and Amphibian 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.

Maximum number of participants: 25

CD2345 9-10 AM
Ecology Porch

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2345 2-3 PM
Ecology Porch

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2346 3-4 PM
Raccoon Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2347 9-10 AM
Pioneering Shelter

Days: Mo Tu We Th



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.

Minimum Age: 13

Maximum number of participants: 8

CD2347 10-11 AM
Pioneering Shelter

Days: Mo Tu We Th



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.

Minimum Age: 13

Maximum number of participants: 8

Program Opportunities

CD2348 11-12 PM
Pioneering Shelter

Days: Mo Tu We Th



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?

Maximum number of participants: 25

CD2349 3-4 PM
OA Shelter

Days: Mo Tu We Th



Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

Maximum number of participants: 25

CD2350 2-4 PM
Pioneering Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2352 9-10 AM
STEM Center

Days: Mo Tu We Th



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.

Maximum number of participants: 15

CD2353 3-4 PM
STEM Center

Days: Mo Tu We Th



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.

Maximum number of participants: 15

CD2354 2-3 PM
STEM Center

Days: Mo Tu We Th



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.

Maximum number of participants: 15

CD2357 9-11 AM
STEM Center

Days: Mo Tu We Th



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."

Maximum number of participants: 8

Prerequisites: Bring your own Clubs if you have them.

CD2358 9-11 AM
STEM Center

Days: Mo Tu We Th



Welding

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

Minimum Age: 13

Maximum number of participants: 8

CD2358 2-4 PM
STEM Center

Days: Mo Tu We Th



Welding

The new Welding badge and pamphlet was released by BSA, and Scouts could begin earning the badge on February 24, 2012.

Minimum Age: 13

Maximum number of participants: 8

Program Opportunities

CD2359 10-12 PM
Maint. Shop

Days: Mo Tu We Th



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.

Minimum Age: 13

Maximum number of participants: 8

CD2360 9-10 AM
Swimming Pool Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 20

CD2360 2-3 PM
Swimming Pool Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 20

CD2361 9-10 AM
Swimming Pool Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 20

CD2361 10-11 AM
Swimming Pool Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 20

CD2361 2-3 PM
Swimming Pool Shelter

Days: Mo Tu We Th



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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.

Maximum number of participants: 20

CD2361 3-4 PM
Swimming Pool Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 20

CD2362 9-10 AM
Lakefront

Days: Mo Tu We Th



Motorboating

With the fun of operating a motor boat comes the responsibility of 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.

Minimum Age: 13

Maximum number of participants: 8

Program Opportunities

CD2362 11-12 PM
Lakefront

Days: Mo Tu We Th



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.

Minimum Age: 13

Maximum number of participants: 8

CD2362 2-3 PM
Lakefront

Days: Mo Tu We Th



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.

Minimum Age: 13

Maximum number of participants: 8

CD2362 3-4 PM
Lakefront

Days: Mo Tu We Th



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.

Minimum Age: 13

Maximum number of participants: 8

CD2363 10-11 AM
Lakefront

Days: Mo Tu We Th



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.

Maximum number of participants: 24

CD2363 2-3 PM
Lakefront

Days: Mo Tu We Th



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.

Maximum number of participants: 24

CD2363 3-4 PM
Lakefront

Days: Mo Tu We Th



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.

Maximum number of participants: 24

CD2364 9-11 AM
Lakefront

Days: Mo Tu We Th



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.

Maximum number of participants: 8

CD2364 2-4 PM
Lakefront

Days: Mo Tu We Th



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.

Maximum number of participants: 8

CD2364 4-6 PM
Lakefront

Days: Mo Tu We Th



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.

Maximum number of participants: 8

Program Opportunities

CD2365 9-10 AM
Lakefront

Days: Mo Tu We Th



Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

Minimum Age: 13

Maximum number of participants: 12

CD2365 2-3 PM
Lakefront

Days: Mo Tu We Th



Kayaking

A basic-level merit badge for flat-water kayaking - whitewater kayaking will still fall under Whitewater merit badge.

Minimum Age: 13

Maximum number of participants: 12

CD2366 10-11 AM
Lakefront

Days: Mo Tu We Th



BSA Stand Up Paddleboarding

Stand Up Paddleboarding

Minimum Age: 13

Maximum number of participants: 7

CD2366 3-4 PM
Lakefront

Days: Mo Tu We Th



BSA Stand Up Paddleboarding

Stand Up Paddleboarding

Minimum Age: 13

Maximum number of participants: 7

CD2366 5-6 PM
Lakefront

Days: Mo Tu We Th



BSA Stand Up Paddleboarding

Stand Up Paddleboarding

Minimum Age: 13

Maximum number of participants: 7

CD2367 2-3 PM
Archery Range

Days: Mo Tu We Th



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.

Maximum number of participants: 12

CD2369 2-3 PM
Shotgun Range

Days: Mo Tu We Th



Shotgun Shooting

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.

Minimum Age: 13

Maximum number of participants: 10

CD2371 9-3 PM
Frontier Camp

Days: Mo Tu We Th Fr



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.

Additional Fee: \$50.00

Minimum number of participants: 6

Maximum number of participants: 28

Program Opportunities

CD2372 9-12 PM
C.O.P.E. Shelter

Days: Mo Tu We Th



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.

Additional Fee: \$10.00

Maximum number of participants: 12

CD2373 2-4 PM
Sailing Point

Days: Mo Tu We Th



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.

Minimum Age: 14

Maximum number of participants: 14

CD2380 2-3 PM
Rifle Range

Days: Mo Tu We Th



Rifle Shooting (Option A - Modern Cartridge)

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.

Minimum Age: 13

Maximum number of participants: 16

CD2382 11-12 PM
Ecology Porch

Days: Mo Tu We Th



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.

Maximum number of participants: 25

CD2388 11-12 PM
STEM Center

Days: Mo Tu We Th



Engineering

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

Maximum number of participants: 15

CD2390 3-4 PM
STEM Center

Days: Mo Tu We Th



Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

Maximum number of participants: 15

CD2391 10-11 AM
Handicraft Shelter

Days: Mo Tu We Th



Model Design and Building

Model making, the art of creating copies of objects that are either smaller or larger than the objects they represent, is not only an enjoyable and educational hobby: it is widely used in the professional world for such things as creating special effects for movies, developing plans for buildings, and designing automobiles and airplanes.

Maximum number of participants: 20

CD2392 9-12 PM
Rifle Range

Days: Mo Tu We Th

Shooting Sports Apprentice Program

Participants will assist the shooting sports staff on the ranges. Participants will receive shooting time on the ranges.

Minimum Age: 15

Maximum Age: 17

Maximum number of participants: 4

Prerequisites: Must have earned at least two of the following: Archery Merit Badge, Rifle Shooting Merit Badge or Shotgun Shooting Merit Badge.

Program Opportunities

CD2392 2-5 PM
Rifle Range

Days: Mo Tu We Th

Shooting Sports Apprentice Program

Participants will assist the shooting sports staff on the ranges. Participants will receive shooting time on the ranges.

Minimum Age: 15

Maximum Age: 17

Maximum number of participants: 4

Prerequisites: Must have earned at least two of the following: Archery Merit Badge, Rifle Shooting Merit Badge or Shotgun Shooting Merit Badge.

CD2393 2-3 PM
Trading Post Shelter

Days: Mo Tu We Th



Landscape Architecture

Landscape architects design and plan the various outdoor spaces in modern communities - neighborhood parks, soccer fields, school grounds, places of worship, office parks, shopping malls, cemeteries, and lakes - creating outdoor places that people will care about and want to visit.

Maximum number of participants: 25

CD2394 3-4 PM
Handicraft Shelter

Days: Mo Tu We Th



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.

Maximum number of participants: 20

CD2396 11-12 PM
STEM Center

Days: Mo Tu We Th



Farm Mechanics

From the mattock and hoe to the horse and mule, the cotton gin and reaper, the tractor and air seeder - this is the story of farm equipment. Today, most farms are mechanized and farmers can do most of their own maintenance work and make the adjustments needed on their many intricate farm implements.

Maximum number of participants: 15

CD2397 10-11 AM
Trading Post Shelter

Days: Mo Tu We Th



Soil and Water Conservation

Conservation isn't just the responsibility of soil and plant scientists, hydrologists, wildlife managers, landowners, and the forest or mine owner alone. It is the duty of every person to learn more about the natural resources on which our lives depend so that we can help make sure that these resources are used intelligently and cared for properly.

Maximum number of participants: 25

Program Opportunities

CDC Leader Training (Scheduled Classes)

CDCL1 10-5 PM
Possum Lodge

Days: Mo



Scoutmaster/Assistant Leader Specific

The purpose of Scoutmaster Position-Specific training is to provide an active, fun, and positive learning experience for new and experienced Scoutmasters to learn and apply proven techniques for running an effective Boy Scout troop. Scoutmasters will learn how to meet the aims of Scouting by applying the eight methods of the Boy Scouting program during the four main

sessions of the course:

- Patrol Method
- Support Team
- Advancement
- Annual Planning

Additional Fee: \$10.00

Minimum Age: 18

Prerequisites: Youth Protection Training

NOTE: Need to meet at the HQ Building at 9:45 for transportation to Possum Lodge.

CDCL2 9-5 PM
Possum Lodge

Days: Tu We Th



Introduction to Outdoor Leader Skills

The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and Varsity Coach Position-Specific Training, and provides Scouters with the confidence to take youth into the outdoors.

Specifically, this hands-on program gives adult leaders a practical introduction to the patrol method of a youth-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the out-of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

Additional Fee: \$15.00

Minimum Age: 18

NOTE: Need to meet at the HQ Building at 8:45 for transportation to Possum Lodge.

CDCL3 8-5 PM
Headquarters

Days: Tu Th



Wilderness First Aid

Additional Fee: \$50.00

Minimum Age: 18

Maximum number of participants: 12

CDCL4 10-11 AM
Headquarters

Days: We



Leave No Trace Awareness Workshop

Leave No Trace Awareness Workshops cover the Seven Leave No Trace Principles, outdoor ethics, and mission of the Center for Outdoor Ethics.

- Overview of the national Leave No Trace program, including information pertaining to Leave No Trace Front country practices
- The role and function of Leave No Trace Master Educators and Leave No Trace Trainers.
- The role and function of the Center for Outdoor Ethics.
- Overview of the Leave No Trace website and all available resources.
- Overview of how individuals and organizations can join and support Leave No Trace

Minimum Age: 18

CDCL5 9-10 AM
Headquarters

Days: Mo



Safe Swim Defense/Safety Afloat

Minimum Age: 18



Summer Camp registration



Summer Camp Class Catalog



Summer Camp Class Schedule



Summer Camp Class Registration Worksheet



Summer Camp Promotional Video

Program Opportunities

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 1800s. Living in Frontier Camp has an atmosphere and camaraderie different from most traditional base camp experiences.

Participants will enter the 1800s 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 their uniform for the week. The shirt will be theirs to keep. The skills taught will include primitive fire building, basic muzzle-loading, blacksmithing, tomahawk/knife throwing, leatherworking, traps & snares, rope making, and natural dyeing.

Merit badge opportunities: (requires extra evening time to earn) American Culture, American Heritage, Basketry, Indian Lore, Leatherwork, Metal Work (blacksmithing), Rifle Shooting (muzzleloader-er), Textile, and Wood Carving.

There is a program fee of \$50 for Frontier Camp. This fee is for both Youth and Adults wishing to participate in the program.

See the appendix for a list of items that are needed for this program.

Adult Program Opportunities



Safe Swim Defense / Safety Afloat Monday 9 a.m.

Min. Age: Adults Class Fee: None Max Class Size: None

Class Description: Have training and agree to the 8 defenses of water safety. No pre-registration required



Leave No Trace Workshop Wednesday 10 a.m.

Min. Age: Adult Class Fee: None Max Class Size: None

Class Description: Principles of outdoor recreation that seek to minimize the impact on the environment. No pre-registration required



Scout Leader's Merit Badge

The Scout Leader's Merit Badge is an award that may be earned by leaders in camp at their convenience. Its purpose is to encourage leaders to be involved in camp programs and have an enjoyable experience while at Camp Davy Crockett.



Scoutmaster & Assistant Scoutmaster Basic Leader Training Monday 10 - 4:30

This course is a new Scoutmaster's and Assistant Scoutmaster's introduction to the Boy Scouts of America and to the responsibilities, opportunities, and resources that will ensure a successful troop leadership experience.



Introduction to Outdoor Leader Skills Tuesday / Wednesday / Thursday 9 - 3:45

The Introduction to Outdoor Leader Skills (IOLS) course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors.



Wilderness First Aid Tuesday / Thursday

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.

Free-Time Activities



Open Rifle

Available for Scouts and Scouters to come over to the rifle range and shoot. Times are 4:00 - 4:45 Monday - Thursday and Friday 2:00 - 3:30. The fee is a \$1.00 per block of 10 rounds.



Open Shotgun

Available for Scouts and Scouters to come over to the Shotgun range and have fun shooting trap. Times are 4:00 - 4:45 Monday - Thursday and Friday 2:00 - 3:30. The fee is 50 cents per shot or \$5 for 25 shots.



Open Archery

Available for Scouts and Scouters to come over to the Archery range and have fun shooting archery. Times are 4:00 - 4:45 Monday - Thursday and Friday 2:00 - 3:30. There is no charge for this activity.



Open Swim

There are two sessions available for Scouts and Scouters to come to the pool and enjoy the cool water. Times are 11:00 - 11:45 and 4:00 - 4:45 Monday - Thursday and Friday 2:00 - 3:30.



Open Boating

There are two sessions available for Scouts and Scouters to come to the lakefront and enjoy canoeing, rowing & kayaking. Times are 11:00 - 11:45 and 4:00 - 4:45 Monday - Thursday and Friday 2:00 - 3:30.



Polar Bear Swim

There is one session daily available for Scouts and Scouters to come to the pool and get the day started with a swim. The time is from 6:15 AM - 6:45 AM Monday - Thursday



Troop Boating

Troop boating is a time available for units to canoe, row & kayak. Units may sign up for a time with the Aquatics Director. Troop Boating is available for 3 evenings from 7:30 - 8:30 PM. 2 leaders MUST have Safe Swim Defense and Safety Afloat.



Troop Swim

Troop swim is a time available for units to enjoy the swimming pool in the evening. Units may sign up for a time with the Aquatics Director. Troop Swim is available for 3 evenings from 7:30 - 8:30 PM. 2 leaders MUST have Safe Swim Defense and Safety Afloat.

Program Opportunities

Evening Activities



Monday

Opening Campfire is a fun-filled introduction to camp. Meet the staff that helps make Camp Davy Crockett your home-away-from-home for the next week.



Tuesday

Frontier Camp Experience- Campers will get to experience a small part of what frontier campers get to enjoy for the week. Hear campfire stories, shoot a muzzleloader musket, learn about the forge, and throw the tomahawks.



Wednesday

Chapel- Our chaplain, James Sauceman, will have a chapel service prepared and ready to go. James encourages scouts and Scouters to volunteer to help him with different parts of this service.

OA Night- On Wednesday night, after chapel, campers are invited to attend an ice cream social at the OA shelter. This is open to all campers. It is a chance to catch up with other Arrowmen, or to ask questions and get an idea of what the Order of the Arrow is.



Thursday

Staff VS. Scoutmaster Volleyball- Staff issues an open challenge to any scout leader to meet at the volleyball pit for a fun evening of competition.



Branding and Patch Trading- Scouts and Scouters will have a place set up to trade patches, monitored by members of the camp staff. We will also have branding irons with the fleur-de-lis or camp logos for brandable mugs and other brandable objects.



Chaplaincy Programs

The Chaplaincy Program at Camp Davy Crockett is an ever-evolving and challenging endeavor. God is recognized as the driving force behind all parts of the program. It is only through His guidance and blessings that success is ours to enjoy. As expressed in the Scout Oath, let us always keep Him first in what we do. Campers and leaders have two opportunities to attend worship during their week at camp; Sunday and Wednesday evenings at 7:45 PM. Devotions are conducted each day after breakfast and after lunch.

Camp Davy Crockett also has several opportunities for youth and adults to participate in our religious award program.

CDC Religious Award.

There are 5 levels to this program.



To earn the patch, you answer questions and do projects to reflect your faith in God. Additionally, 4 segments may be earned by doing additional projects and essays increasing in depth to your faith in God. These are earned in the following order: Worship, Duty, Service and Future.



Chaplain's Challenge

Follow compass course and answer difficult questions from the Bible.

Individual Bible Trivia

Friday 1 - 2 p.m. - Scouts or adult leaders may come at any point during this time to answer 5 randomly selected questions. Each participant will be recognized. This time also includes a short devotion.

Bible Trivia Relay Competition

Each unit may send one team of five Scouts to compete (a team of less than five may compete, but some Scouts will need to run more than once). Your team will need to agree on a time to compete. Your team will be answering Bible trivia questions while running a timed relay race.

Adult Leader Horseshoe Competition

Friday beginning at 8:30 a.m. Horseshoe pits are in the field across from the quartermaster and trading post building. Sign up for the competition by Thursday at 2 p.m. by giving your name and unit number to the Chaplain.

Check-in Procedures

Units should plan to arrive at your scheduled check-in time on Sunday.

Upon arrival, you will be directed to your campsite to meet your check-in team.

A guide will be assigned to assist the unit through the check-in process. Everyone must have a current health form completely filled out. To best facilitate this process, all members of the unit are asked to arrive at camp at the same time and have all their paperwork ready.

Vehicles are not to be parked in the campsite during the week. Unit vehicles will be permitted into campsites during check-in and check-out for the purpose of loading and unloading personal and unit equipment. While driving in camp, please observe the camp speed limit of 5 miles per hour. No vehicles, including golf carts, will be allowed to operate in camp or be parked in the campsite after check-in on Sunday without permission of the Camp Director. Individuals with special needs should complete the Special Needs Request form, which must be in the Council Office two weeks prior to arrival. For persons requiring mobility assistance, vehicle permits will be issued by the Camp Director during check-in on Sunday. The camp does not furnish transportation for special needs individuals.

NO ONE IS ALLOWED TO RIDE IN THE BACK OF PICKUP TRUCKS.

Camp Tour

Once you have checked in, your unit will take a mandatory camp tour. This tour includes locations of various program areas, the trading post, the dining hall, and other areas of interest. Swim checks will be done during the tour. The camp policy states that swim checks must be taken at camp.

Leader's Meeting

At 5:00 PM on Sunday, there will be a meeting of all Scoutmasters and Senior Patrol Leaders at the Headquarters Training Center. At this meeting, members of the camp staff will give an overview of camp policies, procedures, and special program activities that will be offered during the week. This meeting will also provide an opportunity to answer any questions about your week at summer camp.

Schedules

Your Week At-A-Glance

Sunday	
1:00 - 3:00	Check-In*
5:00 - 6:00	Leader Meeting
6:15	Flag Lowering
6:30 - 7:30	Supper
7:45 - 8:15	Vespers
11:00	Taps
*	Call 423-205-7272 if you will not arrive at your scheduled time.

Monday ONLY	
6:00 AM	Swim Check Make-Ups
5:30 PM	Troop Photos
8:30 - 9:15	Campfire Program

Monday - Thursday	
7:00	Reveille
7:15	Flag Raising
7:30 - 8:15	Breakfast
9:00 - 12:00	Merit Badge Classes
12:15 - 1:15	Lunch
2:00 - 5:00	Merit Badge Classes
5:15 - 6:00	Free Time
6:15	Flag Lowering
6:30 - 7:30	Supper
7:30 - 8:30	Troop Evening Activities
11:00	Taps

Friday	
7:00	Reveille
7:15	Flag Raising
7:30 - 8:15	Breakfast
9:00 - 10:00	Class Make-ups
10:00 - 12:00	Aquatics Events
12:15 - 1:15	Lunch
2:00 - 3:30	Open Activities
3:30 - 5:30	Crockett Challenge
6:15	Flag Lowering
6:30 - 7:30	Supper
7:30 - 8:00	Free Time
8:15	Arrive at Campfire
8:30 - 9:30	Campfire Program
9:30 - 11:00	Free Time
11:00	Taps

Saturday	
7:00	Reveille
7:15	Flag Raising
7:30 - 8:00	Breakfast
8:00 - 9:00	Check-out

Evening Activities	
Monday	Campfire Program
Tuesday	Frontier Camp Evening
Wednesday	Chapel & OA Night
Thursday	Staff vs Scoutmaster Volleyball, Branding, and Patch Trading

Check-Out Procedures

Following are the procedures for checking out:

1. If you are planning to leave Friday night or before breakfast on Saturday, **please let the Camp Director know by supper on Friday.**
2. **Make sure that all trash is out of the campsite.** Take all your trash to the dumpster.
3. Return any equipment checked out from the Quartermaster.
4. Send two scouts to the Headquarters Building for an inspector.
5. After the inspector has signed off on the campsite, your Scoutmaster should come to the Headquarters Building to make a campsite reservation for next summer and to pick up your medical forms, patches, etc.



Camp Facilities

Good Stewardship

Camp Davy Crockett is a year-round camping facility maintained by the Sequoyah Council. The Camp Rangers, Council Camping and Outdoor Programs Committee, and Sequoyah Lodge work hard to maintain and improve the facilities. The continued improvement of our summer camp program is dependent on the care of our facilities. Scouts and Leaders must be good stewards of the facilities, equipment, and environment so that they may remain for others to enjoy in future years.

Campsite Equipment

Each site is equipped with canvas tents on platforms with cots and 8-person cabins (***you should bring your own sleeping pad or air mattress***), based on the capacity of your site. All sites have a latrine, wash facilities, and covered picnic tables. Equipment such as bow-saws, rakes, and shovels may be signed out from the Quartermaster and must be returned prior to departure. Unit leaders are responsible for the proper use and care of all equipment in your site. Your site will be inspected during check-in and check-out. Units will be charged for repair or replacement of property and equipment damaged due to misuse. Please inform the Camp Office of accidental damage as soon as it occurs.

Campsite Inspections

Campsites will be inspected at least twice during the week for cleanliness, safety, and camp craft projects. Units are responsible for all trails leading from the main road to their campsite. They are also responsible for the main road in front of their campsite. Campsite inspection procedures will be discussed further at the Sunday afternoon leader's meeting.

Campsite Policies:

Please make sure your Scouts understand the importance of these policies.

- **Camp Tents/Cabins:** In order to maintain the quality and durability of our tents & cabins, we ask that you not tack, pin, tie or nail anything to the tents or cabins, their poles, or platforms. No open flames or insect spray is allowed in tents or cabins. No hammocks are allowed inside or attached to cabins or shelters. Any damages incurred will be the troop's financial responsibility.
- **Campfires** are a potential hazard in camp, particularly if drought conditions exist. Campers must be cautious with fire following the guidelines of the Camp Fire Guard Plan and Outdoor Code. During times of extreme drought or high heat, a ban on open fires may be imposed. You will be notified if those conditions are in effect.
- **Quiet Time:** Scouts need approximately 8 hours of rest daily. Leaders are expected to set the example by respecting quiet times for the benefit of neighboring campers. Please keep activities to a minimum between the hours of 11:00 p.m. and 7:00 a.m. During those hours, campers may not be out of their site without adult supervision. Scouts should be out of the shower area by 10:30 p.m. and back to their campsite by 11:00 p.m.

Public Areas of Responsibility

Units are expected to cooperate and take their turn cleaning the showers. Shower cleaning must be completed by 9:00 AM each day. Shower cleaning will be considered as part of your campsite inspection score. Unit shower cleaning can be scheduled at the leader meeting on Sunday or during the morning leader meetings.

Campsite Trash

Campsite trash procedures will be communicated during the first leaders' meeting of the week.

Camp Meals

Unless otherwise arranged, all meals are prepared by the Dining Hall staff and are served cafeteria-style. Scouts sit by units. The morning and evening meals will be preceded by a flag ceremony at the parade field. For the midday meal, Scouts will report directly to the Dining Hall. Special dietary needs (does not include life choices) should be reported on the Special Needs Form at least two weeks prior to arrival at camp. We will do our best to accommodate such requests with the food that we have available. For specific dietary requirements, supplements should be brought from home.

Please Note: Scouts must wear shoes and a shirt AT ALL times while in the Dining Hall. A full field uniform is the dress for all evening meals. No food is to be carried out of the Dining Hall.

Patrol Cooking in the Campsite

The Thursday evening meal will be prepared by the patrols/troops at their campsite. This will be an opportunity for troops to fellowship and catch up with each other. It will also give any scout that needs cooking requirements a chance to complete them. Camp Davy Crockett will provide the food for this meal. The troops will need to provide cooking and cleaning equipment. The menu will be Hot Dogs with chips, chill, condiments, beans, and dessert.



Camp Information

Telephone

These numbers should be used until May 27

Sequoyah Council Phone Number: 423-952-6961

Sequoyah Council Fax Number: 423-952-6960

This number should be used between May 27 - July 27

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: michael.wolfe@scouting.org

Postal Mail: Scouts may receive mail at camp. Please send mail addressed:

Scout's name, Troop#
C/O Camp Davy Crockett
142 Scout Camp Rd.
Whitesburg TN 37891

Also, include a return address in case a letter arrives at camp after the Scout has left. Mail should not be sent to camp later than the Wednesday while the unit is at camp. Mail can take from two to four days to reach camp.

Emergency and Safety Procedures

In case of an emergency at camp (i.e. fire, lost camper, lost swimmer, etc.), notify the Camp Director, Program Director, Camp Rangers, and/or the Camp Medical Office immediately. Where an emergency involving a camper is concerned, the appropriate Scoutmaster should be contacted. The medical office is located behind the headquarters building.

In case of severe storms, severe lightning, wind, or any other weather emergency, everyone will report to the nearest shelter until it is safe to return to your campsite. The alarm will sound if it becomes necessary. STAY PUT until the all-clear sounds, even if the alarm stops sounding.



Camp Facilities & Policies

Coming and Going

The safety and security of every Scout is of paramount concern to all Leaders and Staff. To enhance our security efforts, we require parents, leaders, and Scouts to sign in and sign out at the Headquarters Building when entering or leaving camp during the week. Scouts who are leaving camp early will need to check out at the Camp Director's office while being accompanied by an adult from the unit to authorize the departure. Unit leaders should encourage all guests and visitors to depart by 10:00 p.m. If there are particular concerns about an individual Scout's well-being and protection, the unit leader should contact the Camp Director.

Camp Visitors

All visitors MUST check in at the Administrative Office upon arrival at camp. For security purposes, all visitors will be issued an identified bracelet and wear it during their entire visit to the camp.

Family Night

Family Night at camp is Friday evening. The highlight of the evening's activities is the campfire program. If desired, visitors may eat in the Dining Hall on Friday evening. The cost of the meal is \$6. They should notify their Scout's unit leader prior to their visit, who will make arrangements with the Business Manager.

Order of the Arrow

Wednesday is Order of the Arrow Day in camp, and Arrowmen are encouraged to wear their sashes with their uniforms for evening flags and dinner. On Wednesday night after Chapel, there will be an ice cream social held for all campers at the OA shelter.

Trading Post

A full-service trading post is operated at camp. It is stocked with Camp Davy Crockett custom items, including patches and T-shirts; Official Boy Scouts of America merchandise and uniform accessories; handicraft kits; and an assortment of beverages, candy, ice cream, and healthy snacks. In addition to cash and checks, credit cards are accepted. Regular business hours are posted at the Trading Post. The Trading Post is closed during dinner, camp-wide campfires, and Chapel services. Bags of ice are available for purchase.

Lost and Found

A central lost and found area is located at the quartermaster. If you lose something during the week, check with the quartermaster to see if it has been turned in.

Camp Policies

Policies are made for the safety of campers, the protection of equipment, and to provide fairness to all. If rules are broken, it MAY be grounds for expulsion from camp, and the troop will be responsible for securing transportation home.

- No personal pets, bicycles, watercraft, or ATVs.
- No alcoholic beverages, illegal drugs, or drug paraphernalia.
- No smoking in the buildings, cabins, or tents. Smoking will take place out of the presence of Scouts. The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/ or operated by the Boy Scouts of America or at any activity involving the participation of youth members.
- No fireworks are permitted on camp property.
- 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.
- Camp Davy Crockett uses the Scout buddy system.



The following rules or policies were established to provide additional security for adults and youth in the Scouting program. Incidents of abuse or allegations of abuse should not occur with adherence to these procedures.

TWO-DEEP LEADERSHIP

Units must have two registered adult leaders, one of whom MUST be 21 years of age or older. The other leader must be 18 years of age or older. This applies to all Scouting activities.

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

Adult leaders must respect the privacy of youth members in situations such as changing or taking showers and only intrude to the extent that health and safety dictates. Those 18 years of age and older are considered to be adults.

SEPARATE ACCOMMODATIONS

When camping, no Scouts BSA youth is permitted to sleep in the tent of an adult. Separate shower facilities are available for males, females, and youth.

WILDLIFE

All wildlife should be left alone for the well-being of the both 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.

Camp Staff Opportunities

We depend on a highly-skilled, dedicated, and enthusiastic group of Scouts and Scouters to operate Camp Davy Crockett each summer. Serving on camp staff is truly the summer experience of a lifetime. It's a unique chance to learn and share your knowledge, be a leader, work on a team... and touch the lives of the 1,200+ Scouts who will pass through the camp's gates this year.

We hope that you will encourage your best Scouts to apply for staff positions so that we can truly offer the best role models and teachers to all troops who attend Camp Davy Crockett. The staff undergoes extensive training in BSA Policy, First Aid, CPR, Customer Service, Teaching Techniques, Safety, Youth Protection, and many more topics before they ever meet their first camper. Contact the Scout Service Center or visit campdavycrockett.org to fill out an application.

Camp Staff Positions

Counselor-In-Training (Age 14)

Hands-on training, learning to be a summer camp staffer in various areas throughout camp, plus an intensive leadership and teaching skill program. CITs also have the ability to work on merit badges and develop their leadership skills. There is a limit of 1 week of CIT.

Counselor or Support Staff (Age 15+)

Teach merit badge sessions, lead special programs, work in the kitchen, camp office, or trading post.

Senior Staff (age 18+)

Senior staff includes Managers, Area and Assistant Directors, Camp Chaplains, Health Officers, and Commissioners. Area Directors (age 21+) are here to ensure the program within their area is carried out according to the standards of the BSA. They are responsible for the staff members and CITs working in their areas, as well as keeping accurate records of merit badges or specialty awards completed.



Directions to Camp

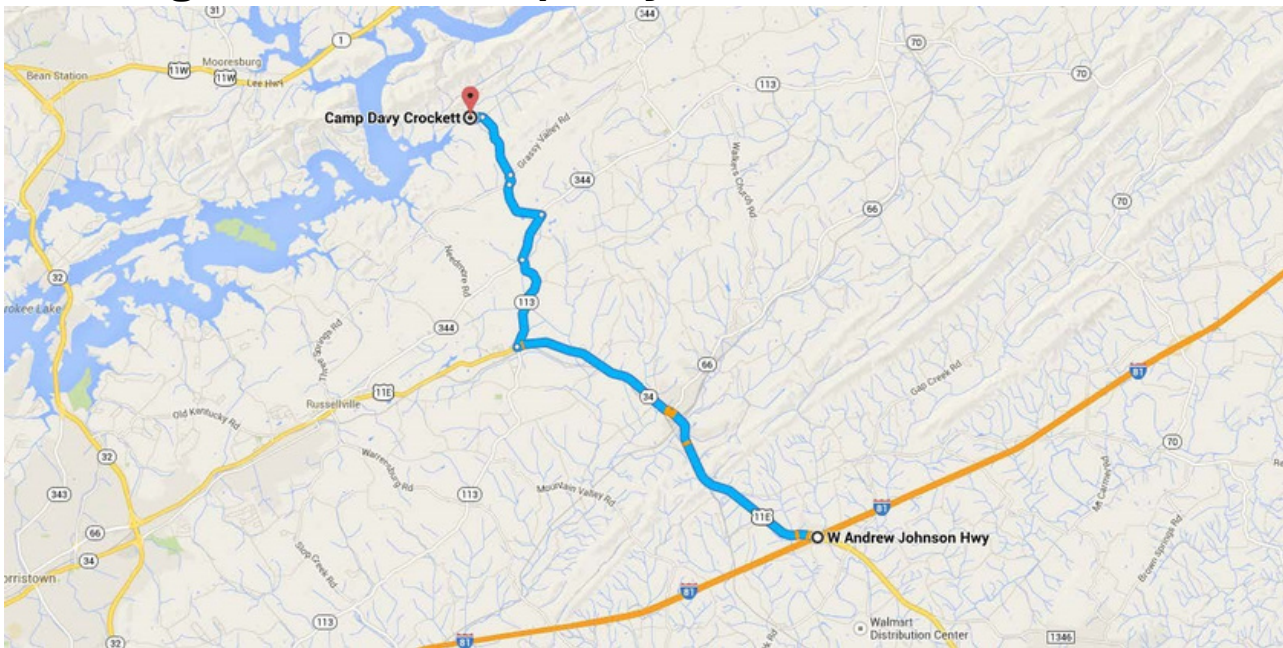
Personal Equipment Checklist

Frontier Camp Equipment List

Scout Class Registration Worksheet

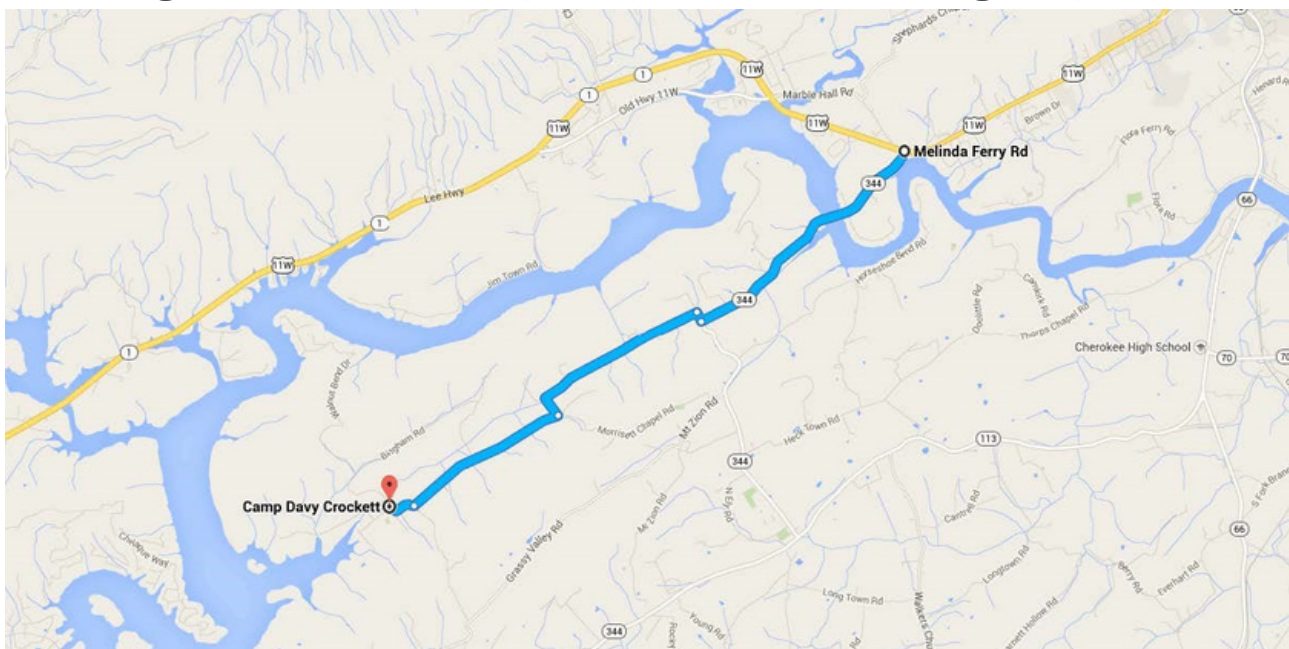
Map of Camp

Driving Directions to Camp Davy Crockett from Interstate 81



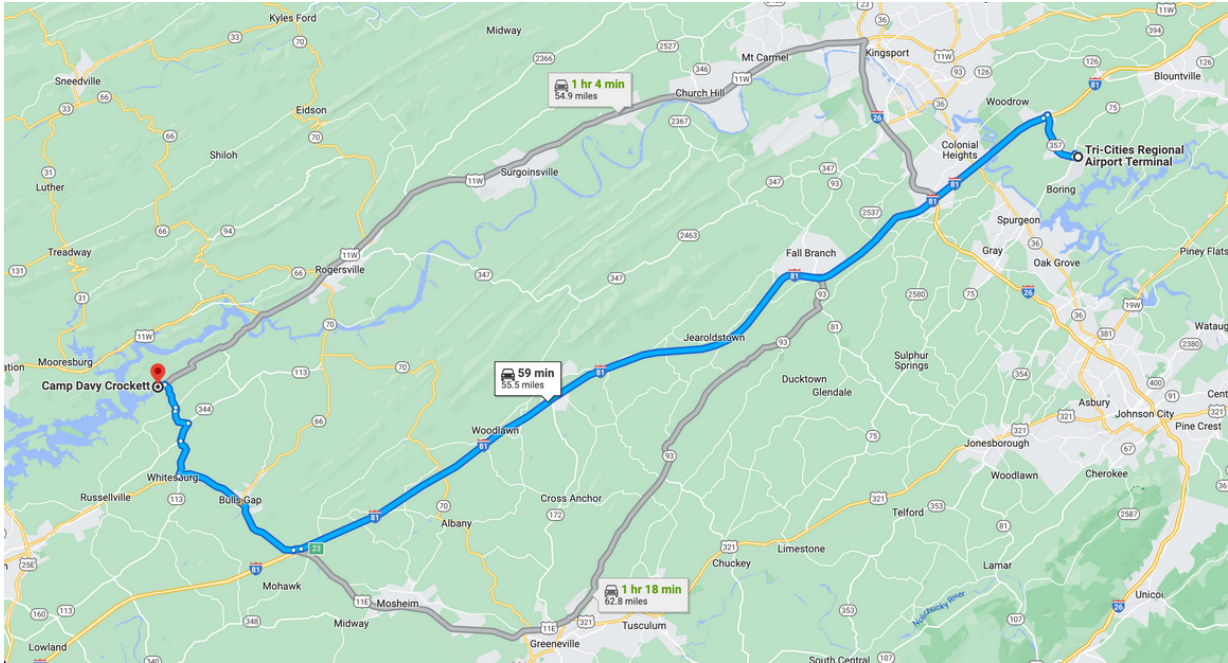
- 1) Take exit 23 onto US 11 E South
- 2) Travel about 6.9 miles then Turn Right on TN 113 N
- 3) After about 2.8 miles turn left on Thompson Road
- 4) In 1 mile continue onto Grassy Valley Road
- 5) Go .2 miles turn left onto Ninny Ridge Rd
- 6) Travel 1.2 miles turn left onto Bingham Road
- 7) In .3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

Driving Directions to Camp Davy Crockett from Highway 11W

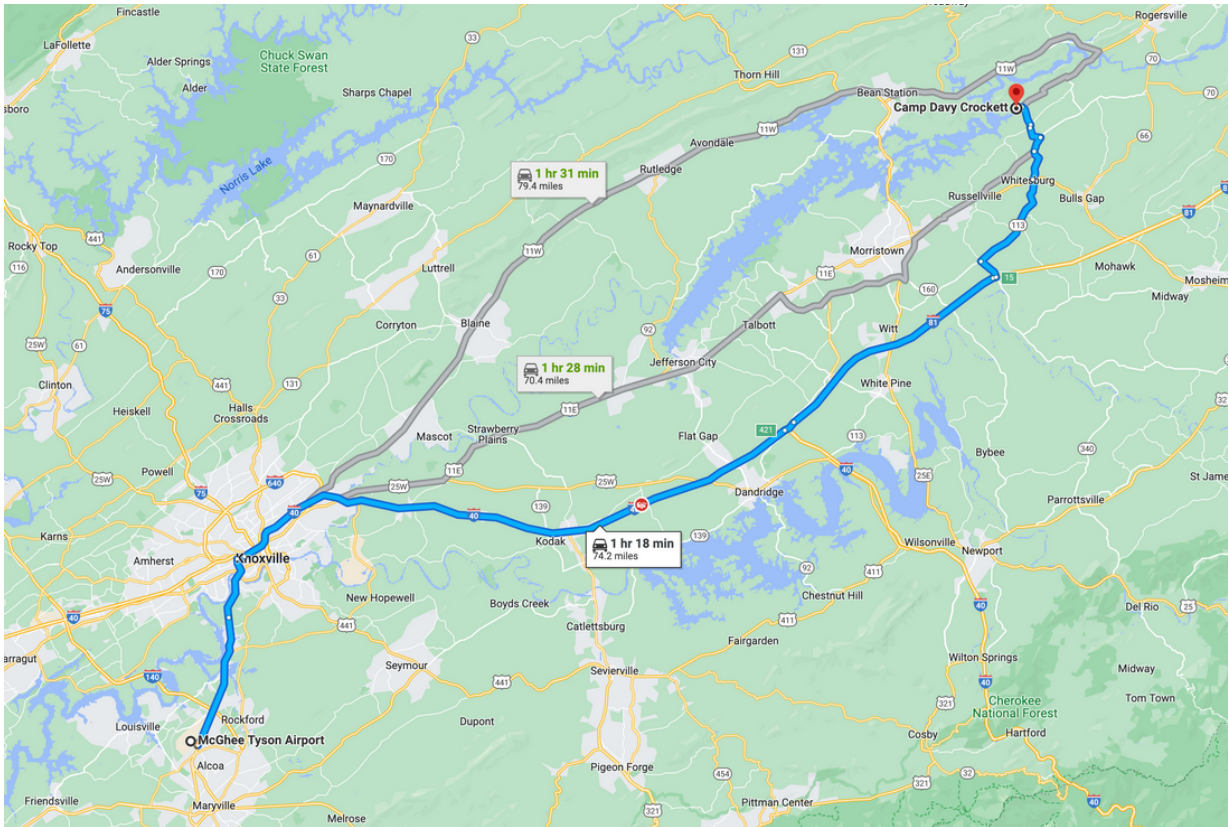


- 1) Turn on Melinda Ferry Road (TN-344S)
- 2) Travel 2.4 miles then Turn Right onto Lee Valley Road
- 3) Travel about 2.4 miles turn Right onto Bingham Road
- 4) In .3 miles turn left into Camp Davy Crockett

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



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





Camp Davy Crockett Personal Packing List

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

Clothing		Camping Gear	
	Official BSA Uniform Shirt		Footlocker or Plastic Tote
	Official BSA Uniform Shorts		Flashlight or Headlamp w/extra Batteries
	Official BSA Uniform Belt		Water Bottle
	Official BSA Uniform socks		<u>Sleeping Pad or Twin Air Mattress</u>
	OA Sash (OA members)		Sleeping Bag or Sheets & Blanket , pillow
	T-shirts (1 per day)		Camp Chair
	Shorts (2+)	Other	
	Long Pants		Insect Repellent
	Socks (1 pair per day)		Sunscreen
	Underwear (1 pair per day)		Medications (clearly marked)
	Jacket/sweatshirt		Folding Camp Chair
	Hiking Boots		Card / Board Games
	Sneakers		BSA Handbook
	Bathing Suit (females need one piece)		Merit Badge Pamphlets
	Rain Gear/Poncho		Bible or Prayer Book
Toiletries			Watch
	Soap (in a carrier or ziplock style bag)		Pocketknife
	Towels (2+)		Notebook / Paper / Pens or Pencils
	Washcloths (2+)		Compass
	Toothbrush		Camera
	Toothpaste		Spending Money (\$25-\$40 suggested)
	Comb or Brush	Items to Leave at Home Sheath knives, axes, saws, fireworks, weapons of any kind & pets.	
	Deodorant		
	Shampoo		
	Shaving Cream & Razor (if needed)		



Camp Davy Crockett Frontier Camp Packing List

Those Scouts and leaders who will be attending Frontier Camp will need to have the following items:

Clothing		Camping Gear
Official BSA Uniform Shirt		Footlocker or Plastic Tote
Official BSA Uniform Shorts		Flashlight or Headlamp w/extra Batteries
Official BSA Uniform Belt		Water Bottle
Official BSA Uniform socks		<u>Sleeping Pad or Twin Air Mattress</u>
OA Sash (OA members)		Sleeping Bag or Sheets & Blanket, pillow
T-shirts (1 per day)		Camp Chair
Earth Tone Shorts (no camouflage) (2+)		Other
Long Pants (no camouflage)		Insect Repellent
Socks (1 pair per day)		Sunscreen
Underwear (1 pair per day)		Medications (clearly marked)
Jacket/sweatshirt		Folding Camp Chair
Hiking Boots		Card / Board Games
Sneakers		BSA Handbook
Bathing Suit (females need one piece)		Merit Badge Pamphlets
Rain Gear/Poncho		Bible or Prayer Book
Toiletries		Watch
Unscented Soap (in a carrier or ziplock style bag)		Pocketknife
Towels (2+)		Notebook / Paper / Pens or Pencils
Washcloths (2+)		Compass
Toothbrush		Camera
Toothpaste		Spending Money (\$25-\$40 suggested)
Comb or Brush		Leather Gloves
Deodorant		Items to Leave at Home Sheath knives, axes, saws, fireworks, weapons of any kind & pets.
Shampoo		
Shaving Cream & Razor (if needed)		

