

# CAMP SEQUOYAH – GREATER ALABAMA COUNCIL

## HEALTH & SAFETY



### YOUTH PROTECTION

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

### ADULT LEADERSHIP

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

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

### NO ONE-ON-ONE CONTACT

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

### RESPECT OF PRIVACY

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

### NO SECRET ORGANIZATIONS

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

### HAZING PROHIBITED

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

### YOUTH LEADERSHIP

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

### BUDDY SYSTEM

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

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

### ACCOMMODATIONS

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

### CONSTRUCTIVE DISCIPLINE

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

### BEHAVIOR GUIDELINES

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

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## HEALTH & SAFETY



### HEALTH LODGE

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

#### TRIPS TO THE HOSPITAL OR DOCTOR

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



### MEDICATIONS

All youth medications must be registered with the Camp Health Officer and then dispensed to the campers by the medical staff or an authorized unit leader. All medications checked in must be in the original containers and marked with the Scout's name, troop number, and original medication information. Do not cover the information and instructions on the medications. Dosages and schedules must be the same as on the package; changes must be in writing. Medication in pillboxes and non-original containers will not be accepted. Please send only enough medication to be administered during the week at camp.

The Camp Health Officer will work with the Scoutmaster to ensure that Scouts are taking their medication. It is the primary responsibility of the Scout and their Scoutmaster to know when they should be taking their medication.

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

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



### UNIT LEADER FIRST AID

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

### HEALTH AND SANITATION

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

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

### INSECT BITES

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

### DEHYDRATION & HEAT EXHAUSTION

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

### HOMESICK CAMPERS

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

### LEAVING CAMP EARLY

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

# CAMP SEQUOYAH – GREATER ALABAMA COUNCIL



## VISITORS & FAMILY NIGHT

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

If a parent or guardian needs to visit at other times during the week, please park in the parking lot, sign-in at the camp office and speak with the camp leadership. The appropriate Scout leader will then be contacted. Visitors will be issued a visitor pass to be worn.

## VALUABLES

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



## LOST & FOUND

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

## ADDITIONAL POLICIES

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

## EMERGENCY PROCEDURES

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

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



### MEDICAL EMERGENCY

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



### SEVERE WEATHER

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



### FIRE

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



### Lost or Missing Scout

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

## RESTRICTED AREAS

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



# EAGLE BOUND

Located behind the Medic Lodge, Camp Sequoyah offers an amazing and unique Trail to First Class Program (TTFC). Scouts who participate in the program will earn the Swimming and First Aid merit

badges and complete the rank requirements listed below. The program focuses on completing requirements that tend to be more difficult for the troop to complete on their own. Participants will earn a special Eagle Bound Program patch to commemorate their experience.

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



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

### ADULT VOLUNTEERS:

Scouts participating in the program are often new and inexperienced and additional adult leadership is needed. If any adult volunteers wish to help with Eagle Bound, please speak with the Eagle Bound Director at the Adult Orientation Meeting. Adults who volunteer to help will complete IOLS training.

## Eagle Bound Program Overview

### EACH DAY SCOUTS SHOULD BRING:

Scout Book, Notebook, Pen or Pencil, Water Bottle, Wear or Bring your Swimsuit, Towel, Sunscreen



**SWIMMING MERIT BADGE**



**FIRST AID MERIT BADGE**



### **SCOUT RANK:**

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



### **TENDERFOOT RANK:**

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



### **SECOND CLASS RANK:**

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



### **FIRST CLASS RANK:**

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