

Leader Guide — 2018



Flint River Council
Lawhorn Scouting Base—Camp Thunder
770-227-4556
Lawhorn@Scouting.org

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Dear Scouts and Scouters:

Welcome to the 2018 program guide for Lawhorn Scouting Base. We are excited to have you as part of our summer programs at Camp Thunder and our high adventure programs. We had another great summer in 2017 and are ready to make 2018's camp even better!

This guide has important information you will need for your stay at Lawhorn Scouting Base. It is designed for adult leaders, parents, and youth leadership of your unit. Please make plans to review it completely.

We have worked hard this off-season to put together our most exciting program yet!

At Lawhorn, we have a broad range of programs and activities all on one property, with the opportunity for both traditional programs at Camp Thunder, and high adventure programs for your older Scouts at the Flint River Adventure Area just a couple of miles from Thunder. Our high adventure staff are all age 18 or older with the directors all 21 or older, and they will be camping, eating and spending the entire week with the Scouts. So, while adults from your Troop are welcome to participate in high adventure programs, you are not required to send adult leaders with Scouts in these programs. This unique opportunity allows older Scouts to come to camp with the Troop, but still be able to go off on their own adventures for most of the week.

Our camp staff is committed to exceeding your expectations. They are being carefully selected and trained to assist you. Your camp experience will be filled with adventures you will never forget!

Your adventure awaits at the Lawhorn Scouting Base this summer! You will be awed by the natural beauty of Georgia's Pine Mountain range, thrilled by the array of Scouting adventures found in no other camp, and overjoyed by the friendships and fellowship you will experience.

We look forward to you being our guests this summer at Lawhorn Scouting Base. Please do not hesitate to contact our Camping Department for any reason; we are here to serve! Thank you for choosing us as your summer camp destination, and we can't wait for you to experience **the Gerald I. Lawhorn Scouting Base!**

Yours in Scouting,

Ray Willcocks
VP of Camping

Brian Upson
VP of Properties

Andrea Strawn
Program Specialist



CONTACT INFORMATION



We look forward to working with your troop to make your summer camp experience outstanding. Please don't hesitate to contact us with any questions or needs.

FLINT RIVER COUNCIL– Main Office

770-227-4556, ask for the Camping Department

FLINT RIVER COUNCIL SERVICE CENTER

1361 Zebulon Road

Griffin, GA 30224

Phone—770-227-4556

CAMP THUNDER

506 Thundering Springs Road

Molena, GA 30258

CAMP WEBSITE

www.FlintRiverCouncil.org/Camp

Phone—706-647-9539 (May 27—July 22)

Email— Lawhorn@scouting.org

Our Philosophy

We strive to create the Scouting experience of the year
for every Scout who attends camp.

Leadership, personal growth & development, and

duty & responsibility are the key ideals in
Scouting

and are the basis for everything we do.



Our Mission

Provide a week long, life changing opportunity for
every Scout.

Above all else, we will:

1. Ensure that every Scout has a chance for a life changing experience.
2. Help build memories with friends, leaders, family that will last a life time.
3. Teach fundamental skills to each Scout and develop leadership, citizenship, personal well-being, and self-confidence.
4. Create a camp program that is exciting, innovative, and meaningful.



THE SUMMER CAMP EXPERIENCE

There is something that appeals to young men about packing up their gear and going camping for a week. Six nights and seven days in the woods to experience the mountains, the lakes, and the rivers; it is an adventure! And, an adventure that no troop can duplicate on their own. A week of camp builds memories that will never be forgotten. We look forward to another amazing camp season with you this summer!

An Accredited Camp

Camp Thunder is accredited each summer by the BSA National Camping Accreditation Process . This means that the camp has met strict guidelines in health, safety, and programming. We are prepared for emergencies and understand that Scouts and Scouters are in our care.

Camp Program

To us, program is more than merit badge classes. It is also specialty programs and camp wide games. It includes flag ceremonies and campfires. It's the songs and the cheers. We believe that program is everything you experience, from the time you step out of your car until you are headed back home. We believe we are prepared to deliver one of America's best camp programs. New Scouts will enjoy our Buckskin program, while your older Scouts will be challenged in High Adventure programs. We know that every troop is different and approaches merit badge work in its own way. We have developed a curriculum that has a wide variety and are looking forward to helping you plan the program that is best for you.

The Staff

Our staff hiring and training is a 10-month process, starting the day camp closes the previous year. We hire the best candidates for each position and complete a week long training program before we see any Scouts! We are dedicated, we are enthusiastic, and we are here to serve.

The staff at Lawhorn is top notch and what sets us apart! You will find none better throughout the BSA.

Food

Our meals are planned and prepared by professionals. You will enjoy well-balanced meals and we always offer additional food to what is served. You'll enjoy salad bars, cereal, soup, baked potato bars , seconds, and other items!



PROGRAM



www.flintrivercouncil.org/camping

Lawhorn@Scouting.org
770-227-4556

CAMP THUNDER PROGRAM!

While at camp, your Scouts will experience our top notch program lead by trained summer staff.

Your Scouts can choose from a variety of merit badge courses and high adventure activities to customize their week of fun!

"The camp programs are great! I enjoyed my classes very much."

- Benjamin Maniscalco: Columbus, GA



Merit Badge Courses

Scouts should begin planning and preparing for their merit badge courses many weeks before coming to camp. Many merit badges are easy to earn in a few days at camp, although others take a lot of work both in and out of camp.

Scouts can typically take any merit badge, yet our experience shows that some of the classes are more academic and difficult for our less mature and seasoned campers. We strongly encourage you to help your newer Scouts choose a schedule that will ensure they can succeed!

We are eager to work with your Scouts on their completion of merit badge requirements. However, we abide by the BSA policy on requirements; we will not amend a requirement. Just because a boy comes to camp and is registered in a class does not mean he will automatically complete the merit badge. A Scout's individual effort and responsibility are the predominant factor in whether or not he completes requirements.

Your Scouts may be assigned homework to do in their campsites each night. It is recommended that Scouts have a current merit badge book for each course they are taking. Supplies are available in our Trading Post.

1 day— 1 Merit Badge Program

During week 4 thru week 6 we will be offering different merit badges Monday thru Thursday of the each week where the scouts will take that merit badge all day and finish in one day. This is a great program for scouts that only want to come up to camp for 1 day to complete a merit badge.

STEM Program

During our evening program at summer camp out Sci-Tech Area will be offering STEM activities that will contribute to completing the NOVA awards.

High Adventure Opportunities

Each week Scouts can choose different High Adventure activities to include in their schedules. These can include: COPE, Climbing, Mountain Biking, ATV instruction; or have a whole week of fun with the Flint River Challenge or Mountain Man! See Page 17 for more details.



ONLINE CLASS SCHEDULING

IMPORTANT NOTE: After you enter your class selections, please make sure to save the reservation, log out, and log back in to make sure the classes are entered correctly. You will also receive an e-mail with confirmation showing the class selections on your receipt.

Online Class Scheduling

You will register for merit badge classes, specialty programs, and high adventure programs using our online class scheduling module. It is important that you prepare in advance for your class scheduling. The online module is a “real-time” system, and you will get the most out of it by completing your unit’s entire schedule at one time. Be sure to have a program session at a troop meeting to discuss available classes, then have the Scouts decide on a schedule based on their interests and advancement needs. You will need to provide them with copies of the class schedule and program descriptions. Many classes will fill up quickly, so it is important to complete your class scheduling as early and completely as possible.

Class scheduling will begin 9:00 a.m., April 1st, 2018. You will receive authorization to begin class scheduling when it is available as long as the camping department has received the March 1st payment (total of 50% of all fees paid). Early payment does not receive early registration privileges before April.

Instructions

Fall 2017: Make your reservation and pay the \$250.00 reservation fee, \$200 to be credited to your camp fees and \$50 to be applied as an administrative fee. (The earlier the better as space fills quickly)

October/November 2017: Begin your fundraising, popcorn sales, and program planning for summer camp.

January 2018: Collect and make your first payment of camp fees (mail, phone, or online). This payment is due by February 1, 2018 and is 25% of your total fees. **THIS PAYMENT IS REQUIRED TO MAINTAIN YOUR RESERVATION.**

February 2018: Finalize preparations for class scheduling. Collect and make your second payment of fees (additional 25% for a total of 50% of all fees) due March 1, 2018. **THIS PAYMENT IS REQUIRED TO REGISTER FOR MERIT BADGES ON APRIL 1, 2018.**

February/March 2018: Set aside at least one troop meeting to review summer camp programs and to have Scouts select their desired class schedule. Use the Schedule Worksheet to help collect your Scout’s selections.

April 2018: Collect and make your final payment of fees (Balance Due) which is due May 1, 2018.

When the class registration opens up in April, you will be able to log in to your Troop’s registration and use the online class scheduling module to register Scouts in classes. Be aware that courses are first-come, first-served, and our online module is “real-time”. Class capacities are rarely expanded, so register early! Print your unit’s schedule from the online scheduling module. Review each Scout’s schedule with them and be sure to check online for open spots in classes and to make last minute scheduling changes. Our staff will also send you a copy of your Troop’s class schedules for a final review a week or so before you arrive.

Last minute changes: **Class schedules can be changed online up until Wednesday at midnight the week before your arrival at camp.** Our staff will also be available after opening campfire to help with last-minute changes.

CLASS SCHEDULING ALTERNATIVE: For any leaders who are not confident in their online skills, you may mail, fax, or email your class schedules to the camping department for registration. This may be done any time after April 1, 2018. You will receive a confirmation of your class schedule within a week of its arrival in our office. Class schedules can be sent to:

Camping Department Boy Scouts of America, Flint River Council

1361 Zebulon Road, Griffin, Georgia 30224

Lawhorn@scouting.org

Fax: 770-227-9125



Course Guide

The next few pages contain information on our camp programs for 2018. Our curriculum has been developed through a unique collaboration of Scoutmasters, summer camp staff, and our council's camping and advancement committees. We are proud of the variety of programs offered. Every one of your Scout's will find something for them.

Summer camp is primarily about fun! Too often, younger Scouts create an aggressive class schedule focused on advancement. Please encourage your Scouts to take a variety of classes and work with your Scouts to help create appropriate schedules that mix advancement with adventure and fun. We believe that camp is about outdoor adventure and challenge; a Scout only enrolled in academic classes is missing out.

Many of our programs have age-appropriate suggestions and some have required minimum ages. We encourage you to use these guidelines when Scouts are creating their class schedules.

Important Info about Prerequisites and Items Not Covered in Class

You will find that some of our class offerings include prerequisites or requirements that will not be completed at camp. In some cases, a merit badge must already have been earned prior to summer camp. We do not permit Scouts to take these classes concurrently and these prerequisites must be complete before camp starts. Other requirements will not be covered in class as they are not able to be completed at camp for a particular reason (for example: requires documentation and/or observation for longer than a week, requires task to be done at home, etc.). **Requirements completed before arrival will not be signed off at Camp.**



- The troop may review these items with Scouts at a later time to complete the merit badge

The following course guide is tentative and minor changes could be made as we make final plans. Any updates will be made available in time to prepare for online class scheduling in April.

Occasionally, we may offer additional courses, when skilled instruction is available. If any of your leaders are able to instruct a unique merit badge course to completion, please let us know!

Program Departments

- Aquatics
- Cultural Studies
- Nature
- Handicraft
- Life Skills
- Outdoor Skills
- Science & Technology
- Shooting Sports
- Specialty Programs
- Adventure Programs

Legend for Course Guide					
1-Period (1 hr) class	X				
2-period (2 hr) class					
5-period (full-day) class					
Large bold ages are required minimum ages. Other ages listed are recommended minimum ages.					



NOTE: Any additional costs that are associated with a merit badge will be calculated in your total fees when you register for that merit badge.

Aquatics	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min.Age	Sug. Age
BSA Lifeguard						Very physically demanding– CPR certification is prerequisite, \$20 fee	15	
Canoeing	X		X					12
Kayaking & Paddleboarding		X		X	X	Swimming MB is a prerequisite		12
Lifesaving	Morning Class			Afternoon Class		Physically demanding– must have Swimming MB prior to camp.		12
Mile Swim			X					
Motorboating	X				X	Fuel Cost \$5.00		
Rowing		X			X			12
Small Boat Sailing	Morning Class		Afternoon Class					12
Whitewater			X	X		Must attend WW rafting trip on Friday to complete merit badge. \$40.00 fee		
Swimming	X	X	X	X	X	Must pass BSA swim test		
Swimming Clinic	X	X	X	X		For Scouts who can not pass the BSA swim test		
Snorkeling					X			
Handicraft	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min.Age	Sug. Age
Music & Indian Lore	X				X	Indian Lore Kit Cost: \$15; Music req. 3 will only be completed if Scout is in a school band		
Game Design	Morning Class		Afternoon Class					
Leatherwork		X	X			Kit Cost: \$10.00		
Metalwork	X	X		X	X	Kit Cost: \$10.00	12	
Photography & Art				X	X	Bring <u>Digital</u> Camera; For Art, requirements 4 & 6 may not be able to be completed at camp.		
Pottery		X	X	X		Kit Cost: \$5.00		
Woodcarving	X		X		X	Bring knife & Totin' Chip. Kit Cost: \$6.00		
Cultural Studies	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min.Age	Sug. Age
Archaeology		X			X	Requirement 4C will not be completed at camp		
Citizenship in the Nation	X	X	X	X		Scouts will visit FDR's Little White House (additional \$8.00 to cover the cost transportation & admission)		13
Citizenship in the World	X		X	X	X	Completion of 7c is dependent upon International Scout Staff member		13



Science & Technology	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Architecture		X			X			
Engineering		X			X	Requirement 4 may not be completed		
Chemistry		X			X			12
Composite Materials				X				12
Digital Technology		X			X			
Astronomy	X				X	Requirement 4a-d may or may not be completed (weather dependent)		
Energy & Nuclear Science			X	X		Bring notebook. Requirement 4 in each class will not be completed		
Graphic Arts				X				13
Inventing	X		X			Req. 8 may need to be completed at home		
Moviemaking	X		X					
Robotics	X		X	X				12
Space Exploration	X				X	\$10 for rocket kit; Totin' Chip recommended		
Outdoor Skills	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Camping		X	X		X	Requirements 9a & 9b will need to be completed at home		
Cooking	X	X	X		X	Req. 4 and 6 will need to be completed at home		
Pioneering		X		X		Older Scouts, need to know lashings and knots		12
Geocaching	X			X		Requirements 7 and 8 will need to be done at home		
Orienteering				X	X	Bring a compass		
Wilderness Survival	X		X			Bring sleeping bag and ground cloth		



Nature Lodge	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Environmental Sci.	X	X		X	X			13
Fish & Wildlife Management			X	X		Requirement 5 will need to be finished at home.		12
Mining in Society & Geology			X		X			12
Mammal Study and Bird Study		X		X		For Bird Study, req. 7b will need to be completed at home. Bring binoculars.		
Nature and Weather	X			X		For Weather, requirement 8 will need to be completed at home		
Reptile & Amphibian Study/ Insect Study		X			X	For Reptile & Amphibian Study, Requirement 8 will need to be completed at home		
Forestry		X			X			
Soil & Water Conservation	X		X			Req's 1; Water A, Food A, Energy B or C, Stuff A (all under 2); and 5a* will need to be completed at home. (*5a after camp) If other requirements are done before camp, all but 5a can be completed.		
Life Skills	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Communications	X		X	X		Requirements 5 & 8 will need to be completed at home		12
Crime Prevention & Fire Safety	X			X		Req 11 for Fire Safety may not be able to be completed; Rq 2 for crime prevention will need to be done at home.		
Emergency Preparedness			X	X		Having First Aid MB is a prerequisite. For req. 8c, documentation, signed by Troop leader, may be brought to show kit was prepared or bring materials.		12
First Aid	X	X	X		X	Bring a First aid kit for requirement 2d		
Home Repair & Painting		X			X	Painting req. 4 may not be completed; Home repair req. 5 and 6 may not be completed		
Law	X			X				
Personal Fitness and Sports and Athletics		X			X	For Personal Fitness, req's 1b & 8 will need to be completed at home. For Sports, req's 4 & 5 will need to be completed at home. For Athletics, req's 3 & part of 5 will need to be completed at home. Recommended for Scouts who participate in an organized team or individual sport.		
Salesmanship & Entrepreneurship		X	X					13



Shooting Sports	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Archery	Morning Class		Afternoon Class					
Rifle	Morning Class		Afternoon Class			Class Fee \$5.00		12
Specialty Programs	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Buckskin	Class till 3:00pm					Please see Page 15-16 for more info!		
Search and Rescue Merit Badge				Afternoon Class		Requirement 5 must be completed before camp		

Be sure to also include high adventure activities for Scout schedules! Find these on page 17.

Shotgun, COPE, Climbing, Mountain Biking, ATV, and More!



Buckskin First Year Camper

Buckskin is our first-year Scout program and has been designed to give Scouts the greatest opportunity to learn basic Boy Scouting skills. The Scouts will work on Tenderfoot, Second Class, and First Class requirements. This program is run in the morning and afternoon. Scouts will be able to choose one additional merit badge that is available during the 5th period of the day.

Physical Fitness Test:

Scouts will complete the physical fitness test (Tenderfoot 10a) during Monday's class session. Scouts who have completed this requirement at least 30 days prior to camp will complete the requirement 10b instead.

Buckskin Overnight Campout:

On Wednesday evening the Scouts participating in the Buckskin program will camp overnight at the Buckskin area. They will set up their tent, cook their own dinner, and work on other rank requirements including:

- Fire building/safety requirements
- Cooking requirements

Scouts participating in this overnight campout should not be scheduled for waiter duty for Wednesday dinner. Note: This night may be changed if inclement weather is anticipated.

Scouts will need to bring their tent for this campout and Scouts from the same Troop are encouraged to pair up and share a tent.

Buckskin Hike

Scouts enrolled in the Tenderfoot Buckskin class will have the opportunity to complete the Second Class requirement for the 5-mile hike on Friday morning. Scouts must report to Howard Lodge immediately following breakfast on Friday and must bring suitable hiking shoes and a water bottle. Other Scouts and leaders are welcome to participate in this hike as well.

Participants on this hike will return in time for the afternoon sessions of the Friday activities.

Scoutmasters may opt for their Scouts not to participate in the hike. Please let the Buckskin staff know in advance. Any Scouts who arrive after the group has already departed will be sent back to their campsite for supervision by their adult leaders. Do not schedule these Scouts for waiter duty on Friday breakfast or lunch.

What to bring to Buckskin each day:

- Boy Scout Handbook
- Water bottle
- Pen/Pencil
- Paper
- Compass
- Personal First Aid Kit
- Great Attitude!





Flint River Adventure Area High Adventure Program Information

Units can sign Scouts up for any of our high adventure programs held at the Flint River Adventure Area through the online registration for Camp Thunder

Troops with older Scouts or Venturing Crews can also make a reservation to come exclusively as a high adventure group.

Adventure Programs	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Participants in these classes & programs must be physically fit.								
Climbing	Morning Class				\$10.00 per person Adventure Fee	13		
COPE			Afternoon Class		\$10.00 per person Adventure Fee	13		
Shotgun	Morning Class		Afternoon Class		\$20.00 per person Adventure Fee, *Must be 13 or 12 & earned rifle MB - Leaders/parents to determine ability	13*		
Mountain Biking	Morning Class		Afternoon Class		Will complete several Cycling MB requirements. Recommended for older Scouts; physical fitness is a must			
ATV Program	Morning Class		Afternoon Class		\$40.00 per person Adventure Fee—requires waiver & SM approval (must wear long pants and long sleeve shirt during course)	14	16	
Flint River Challenge						\$40.00 per person Adventure Fee Includes Whitewater Rafting Trip	13	
Mountain Man						\$40.00 per person Adventure Fee Includes Whitewater Rafting Trip		



High Adventure Programs

Scouts can choose to include the following programs into their class schedules:

COPE— Scouts will take part in initiative games, low and high course activities. Are you up for this course that will test your communication, leadership and decision making skills—25 feet up in the trees?!

Climbing— Scouts will spend the week working on the Climbing Merit Badge at our Eagle Mountain Climbing area. Our facility is the largest in the Southeast and includes a 24, 36, and 60 foot climbing towers and a 35 foot natural rock face.

Shotgun— Earn the Shotgun Merit Badge at our state of the art Shotgun range! Each participant will be taught basic safety and shooting skills and given opportunities to shoot while working towards this challenging Merit Badge. Join our NRA certified Shotgun Instructors on the range and learn the parts of a shotgun and shotshell, proper shotgun maintenance and the skills necessary to hit 12 out of 25 targets TWICE!

Mountain Biking— Spend time exploring the Pine Mountain Back Country riding our 25 plus miles of trails! This class is designed to cover the Mountain Biking portion of the Cycling Merit Badge and Scouts will complete the majority of the ride requirements for this high energy Merit Badge! Physical fitness is a must as each class will participate in long trail rides daily. Bikes and equipment are provided.

ATV— In our newest high adventure program, Scouts will learn to safely operate and ATVs and take rides on our designated trails. This course is taught by BSA certified instructors and participants are only allowed to ride on designated trails with the ATV class as a whole. Safety and fun at its best! Scouts **MUST** wear a long sleeve shirt and long pants for every day of class.

"You offer a great package for every level of Scout. My son said it was his best camp experience by far." -Bill Barbuto; Ft. Myers, FL



Mountain Man

**Mountain Man is a program for older Scouts that
want a sense of period history and adventure.**

Have you ever wanted to learn how to set a trap line, make primitive cordage, track and stalk animals, shoot a muzzle-loader, throw tomahawks and knives, make your very own sheath knife!

Can you smell the Dutch ovens filled with stick-to-your-ribs frontier food cooked on the fire you started with pioneer materials?

Can you catch a fish with just your cane pole?

How about building a real wilderness cabin?

The legends of mountain men have remained to this day because there was a lot of truth to the tales that were told. The lives of mountain men were rough, and facing death was a part of life. They faced constant threat of starvation, dehydration, burning heat, freezing cold, and attack by animals or enemies.

Mountain Man is a week-long experience designed as a living history program set in a primitive area of camp. It requires hiking to the program area and campsite. Scouts will leave Sunday evening to go to the high adventure base camp and will hike out to the Mountain Man outpost on Monday morning after breakfast. Additional details available in the spring. Scouts will need to bring \$10 for Thursday dinner after white water rafting. Each participant will receive a Mountain Man era shirt to wear all week at camp.

Items to Bring:

- Flashlight w/fresh batteries
- Pocketknife
- Personal first aid kit
- Sunscreen
- Camera and film
- Large water bottles
- Frame backpack (internal or external)
- Plastic mug/Sierra cup
- Knife/Fork/Spoon
- Ground cloth
- Scout related or appropriate t-shirts
(3 minimum)
- Rain gear
- Hiking boots
- Sleeping bag and pillow
- Shorts
- Belt
- Socks (5 pair minimum)
- Extra closed-toe footwear
- Toiletries



Mountain Man requires a total minimum of 5 participants per week.

Mountain Man has a \$40.00 per person additional adventure fee. Included in this additional fee is a whitewater rafting trip on Thursday evening.



Flint River Challenge

The Flint River Challenge is a program where Boy Scouts and Venturers camp at our high adventure base camp in the Flint River Adventure Area, and participate in various high adventure activities.

Each crew will be assigned staff that will camp, eat, and work with them throughout the week. Our staff will all be 18 or older and two-deep leadership will be provided. For co-ed crews we will have adult male and adult female staff members camping with the crew. **On Thursday night, Scouts in FRC will have the opportunity to eat out if they so desire, please make sure they have around \$10 for a pizza buffet.**

Following is the tentative schedule for the Flint River Challenge. These are only proposed activities.

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning Session	Paint Ball	Finish Overnight Low Cope	Fleet Wars	Aquatics Activities	High Cope
Afternoon Session	Overnight Back Country Hiking & Camping	Climbing/ Rappelling on the Towers	Climbing/ Rappelling at Dripping Rock	Mountain Biking & Shot- gun	High Cope
Evening Session	W/ Initiative Games	Giant Swing	Zip Line	Whitewater Rafting	Friday Feast

Chalk ball - Scouts will have the opportunity to shoot chalk ball markers at various targets. Youth are given 100 chalk balls and move thru a course with specific rules. The goal is to teach safe handling, responsibility, and marksmanship through a fun activity.



Overnight on Monday - An opportunity for the crew to participate in an overnight in the Pine Mountain Backcountry, work together on initiative games, and get to know each other.

Fleet Wars - Two opposing canoe fleets face off on the lake in a foam noodle fight to the finish! Each fleet is marked with a color and each canoe has a paddler and an attacker. The attacker uses the foam noodle and tries to knock flags off of the opposing fleets boats while the paddler defends his boat and steers into attack position. The fleet with the last boat standing wins.

All participants must be 13 years old by date of arrival.

There is a \$40.00 per person adventure fee. Included in this additional fee is the white-water rafting trip on Thursday evening.



TROOP ACTIVITIES AT CAMP

Campfires

Come experience the tradition and legend!

OPENING CAMPFIRE: Sunday evening, we'll kick off the week with excitement!

CLOSING FAMILY NIGHT CAMPFIRE: Friday evening, we'll close the week together with fellowship and fun!



Adult Leader & Senior Patrol Leader Meetings

An orientation meeting for each will be held at 8:00 pm on Sunday. Information will be given out concerning the camp, its policies & procedures, and any specific items related to your camp week. We will also address any specific needs or questions you might have at this meeting.

- It is important that every unit is represented at both the Adult Leader and SPL meetings.

In addition to this meeting the opening night of camp the following will be held:

- An Adult Leader meeting will be held each morning, Mon. - Wed., after breakfast at the front of the dining hall for you to discuss any concerns or needs you may have.
- A Senior Patrol Leader meeting will be held each day following the schedule set at the initial SPL meeting.
- Directly after the closing campfire on Friday will be a brief meeting to hand out class reports, and a chance for Troop Leaders to ask Camp Leaders any questions about MB completion.



A Scout Is Reverent

The final point of the Scout Law is an integral part of camp. To assist traveling Scouts and adults in their obligations, we will hold two services during the week. An interfaith service and a Catholic service. All are welcome to attend.

Thunder 5K

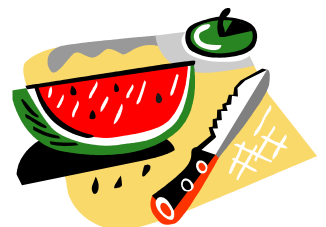
Earn a limited edition 5K patch! The race will be run Wednesday morning at 6:00am. The course will be open for 1 hour and 30 minutes, so participants must be able to average a 29-minute mile. Runners will need to sign up by Tuesday evening in Howard Lodge.

The Mile Swim, Stand Up Paddleboarding, and Snorkeling

These exciting programs have been included in our class programming to give everyone an opportunity to complete this exciting Scouting achievement. Check the Aquatics section of our schedule to sign up for these activities.

Water Melon Slurp

Chilled watermelons are available to be delivered to your campsite Tuesday evening. Watermelons are \$10.00 and can be purchased online or through our camping department. Final orders must be made Sunday when you arrive. We will be getting our watermelons from a local farmer.



Evening Activities

	<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>
All activities start at 7pm	Open Waterfront Night Flyer T-shirt Tie-Dying Open Shoot (Purchase tickets to shoot at Trading Post) Open Volleyball Field Games STEM Activities	Open Waterfront T-shirt Tie-Dying Fingerprinting MB Qualification Shoot Sustainability MB Open Volleyball STEM Activities	Black Powder Shooting Buckskin/IOLS/OLS Overnighter Wilderness Survival Overnighter Leaders Top Shot Open Climbing T-shirt Tie-Dying STEM Activities	Open Climbing T-shirt Tie-Dying Open Shoot Qualification Shoot Open Volleyball STEM Activities

Troop Night!

Thursday night is Troop Night— spend the evening relaxing in your campsite or visit one of the local attractions. Dinner this evening is on your own, here are a few options:

- Prepare dinner in your campsite, all the fixin's provided by the dining hall
- Bring food into camp from a local restaurant
- Go out to eat
- Take part in Thursday Thunder, information below

~~If you choose to cook in your campsite you can send scouts to the dining hall~~
between 4-5pm on Thursday afternoon, troops will need to provide their own cooking utensils and mess kits.

Thursday Thunder

Troops have the unique chance to visit Legends of Racing at the Atlanta Motor Speedway. Plan now for an evening of racing at one of NASCAR's premier tracks!

Gates open at 5:30 w/ races starting at 6:15 p.m.

\$5 to attend for all scouts and leaders - wear scout uniform

- No preregistration required

Concessions available— at the main concession stand C23.

Participate by holding the flag during the singing of the National anthem— takes place around 7:30 and mention it at the gate when buying tickets.

There are several local restaurants in the area where you can schedule a meal during travel to Atlanta Motor Speedway.

Call the Camping Department now to help plan this fun event! 770-227-4556



"Overall very good. It is always good to keep the boys very busy. Thursday Thunder at the races was a big hit." -Hank Strickland; Sharpsburg, GA



The Thunder Experience

This final day of camp is filled with troop events, camp wide games and adventure activities.

There will be (3) two hour blocks set up for your Troop to rotate through the different activities.

The full list of choices and complete schedule will be sent out in the spring and each Troop will be able to select an activity for each of the three periods. Sign-up for these events starting with arrival at camp on Sunday evening. Every troop is guaranteed an adventure, but some have limited capacities and will fill up quickly. Choices for the adventure will include:

- Tubing on the Flint River (River conditions permitting)
- Archery (afternoon only)
- Climbing & Rappelling elements
- Zipline (Min. age 13)
- Giant Swing (Min. age 13)
- Sporting Clays at Big Red Oak Plantation (\$50 fee) for youth and adults
- Rifle Shooting (Afternoon only)
- Mountain Biking
- ATV Riding (1/2 Day -\$40 fee)
- River Canoeing (1/2 day or all day-river conditions depending)
- Kayaking (1/2 day or all day-river conditions depending)
- Chess Merit Badge
- Fishing Merit Badge
- Whitewater Rafting (\$50 fee)
- Tomahawk and Knife Throwing

"Overall great program. You have great facilities and the scouts and adults had a fantastic time!"

-Filip Edstrom; Apopka, FL



Family Night

Invite your families out on Friday to experience the camp atmosphere, observe activities, and stay for dinner and the campfire. Family members may arrive anytime after lunch and must check in at the camp office.

Visitors need to check in at Howard Lodge upon arrival at Camp Thunder.



Meal tickets are \$6.00 for visitors. Meals MUST be paid for in advance at Howard Lodge when they check-in.



Adult Program and Activities

The fun and adventure of camp isn't just for the Scouts! At Sunday's orientation we'll have the full schedule and details but, following are some of the activities that will be available:

Scoutmaster Lounge

We are proud to offer our Scoutmaster lounge as a place for adults to relax, use our Wi-Fi, or play a game of cards. Be sure to pack your laptop or iPad!

Scoutmaster Sporting Clays

On Wednesday afternoon enjoy a round of sporting clays with our camp leadership! \$50 gets you a half round in one of the Southeast's premier sporting clay venues at the Big Red Oak plantation (they also have golf carts available for rent while you are there). This is an off site activity so please accordingly.

Adult Leaders' Brunch

Enjoy a gourmet brunch on Thursday at 10:00am in the dining hall– be sure to bring your appetite!

Adult Leaders' Dinner

On Tuesday evening, be sure to come to the best dinner in camp at 6:30pm. Meet at the bust stop at 6:20pm. Visit with our Scout Executive and some of our Flint River Council board members during the feast.

Service Projects/ Guest Instructors

We are always in need of your expertise, whether its for an improvement to a facility or instructing a special merit badge course. Let us know your talents or interests.

History & Adventure Tour

Learn about camp's unique history and explore some of our high adventure base. Tour leaves from the bus stop after Thursday Adult Brunch.

Safe Swim Defense/ Safety Afloat Class

Join us at the waterfront for this training that helps you plan and safely execute swimming and boating activities in your unit.

Trek Safely

Learn about planning and carrying our a safe trekking experience in your unit.

Leave No Trace Training (Introduction)

Learn the basics of Leave No Trace and how to implement its concepts in your troop.

Climb On Safely

Find out the BSA ins and outs of climbing and how your unit can plan its own climbs safely.

Scoutmaster Position Specific Training

Learn the fundamentals of being a Scoutmaster or Assistant Scoutmaster. Part of the basic training series to wear the "Trained" patch. We will offer this course each week for any of your new leaders.

Outdoor Leader Skills (OLS) Training

In addition to the Scoutmaster Specific Training, we are proud to offer the outdoor skills portion of the Scoutmaster training that will prepare you to deliver a full Boy Scout program to the youth in your unit. For the OLS training, participants will be required to practice outdoor skills including the completion of an overnight campout. Please bring your own tent if at all possible for the overnight campout along with the 10 outdoor essentials



2018 Summer Camp Fees

Participant Type	Camp Fees
Youth	\$300 (<i>Flint River Council Scouts are eligible for a \$25 discount.</i>)
Adults	2 free per unit (minimum of five Scouts) and 1 free adult for every 10 Scouts after the initial 5 (i.e. 15th, 25th, 35th Scouts registered all gain your Troop an additional free adult participant.) \$130 each for additional adult beyond the free adults

Camp Fees: The camp fee includes campsite and beds with mattresses, toilet and shower facilities, seventeen meals, program supplies and activities (excluding some additional merit badge & adventure fees), and the Thunder Experience.

Payment Schedule

The following payment schedule is required for all troops:

- \$250 Reservation Fee per unit, \$200 applied to camper fees & \$50 for administrative fee
- 25% of all fees due by February 1, 2018 **THIS PAYMENT IS REQUIRED TO MAINTAIN YOUR RESERVATION.**
- Additional 25% of all fees (total of 50%) due by March 1, 2018. **THIS PAYMENT IS REQUIRED TO REGISTER FOR MERIT BADGES ON APRIL 1, 2018. (Required to begin online class/program registration by April 1st)**
- Additional 25% of all fees (total 75%) due by April 1, 2018.
- Additional 25% of all fees (total 100%) due by May 1, 2018.

May 25, 2018—Balance of all fees due. If paid after May 25th, a \$20.00 per person late fee will be charged.

Reservation Information

Visit www.flintrivercouncil.org/camping or call 770-227-4556 to make a reservation.

- Campsites are requested on a first-come, first-served basis and are considered a “pencil-assignment.” The reservation fee is required to receive this tentative campsite assignment. We receive many campsite requests that are beyond our capacity so campsite assignments are not guaranteed. It is important to register early and keep us informed of any changes so that we can plan accordingly. **Please follow-up any changes to campsite or significant attendance changes with a call or email to the camping department.** Final campsite assignments will be made the week prior to your arrival, however, units paid in full first will receive priority in final assignments. Changes in a unit’s actual attendance may cause the unit to be moved to another available site and/or share the site with another unit.

Cancellation Policy

Cancellations made prior to May 1, 2018 will be eligible for a full refund and names/spaces must be removed. Any Scout slots being held without names after May 1 will be released.

For any cancellations made after May 1, 2018,

the Camping Department must be notified by email at Lawhorn@scouting.org

Cancellations made 30 days prior to arrival will be eligible to receive a 50% refund. Cancellations made 15 days prior to arrival will be eligible to receive a 25% refund. For any cancellations needing to be made within 7 days of arrival, a no refund will be made available. Adjustments can be made to the number of Scouts and adults attending without penalty until May 1. After May 1, if the total number of adults and Scouts registered drops by more than 15% an additional 25% will be deducted from the refund amount.

Refunds

Any overpayment of camp fees will be documented at check-in. A check for the overpayment will be mailed from the council service center. We are not permitted to issue refunds from camp.



Provisional Scouts

Scouts may attend Camp Thunder on an individual basis, as Provisional Scouts. Provisional Scouts will be provided with experienced adult leadership so that they can participate fully in the camp experience. Provisional Scouts must provide certification that they have accident/sickness insurance coverage. Sign-up for provisional Scouts must be done by contacting the camping department at 770-227-4556. **The fee for a Provisional Scout is \$25 in additional to normal Scout fees as discussed in the pricing section.**

If your troop is willing to assist the provisional Scouts during camp, please let us know.

Registration and Insurance

In accordance with national policy, every Scout and Leader who attends summer camp must be registered with the Boy Scouts of America. Troops must provide proof that they have troop and/or council accident/sickness insurance coverage. *Accident/Sickness insurance is not provided by the Lawhorn Scouting Base nor Flint River Council to units not registered in the Flint River Council.*

Early Arrivals / Late Departures

We can accommodate your travel needs to arrive early or depart late. You can make arrangements by contacting the Camping Department. Saturday arrivals and units staying past 12:00pm on Saturdays of check-out will be charged \$10.00 additional per person.

"The campsite was fantastic.

I found the staff to be really helpful, friendly and courteous and as a result we really had a **great time."**



GETTING TO CAMP THUNDER, LAWHORN SCOUTING BASE

PHYSICAL ADDRESS: 506 Thundering Springs Road, Molena, Georgia, 30258

FROM GRIFFIN: (approximately 45 minutes) US 19 South to first light in Zebulon. Turn right on Georgia Highway 18 West through Concord and Molena to Georgia Highway 74. Turn left on GA 74 to travel east for 2 miles toward Thomaston. Turn right on Lawrence Road and make an immediate right onto Thundering Springs Road. Travel straight for 1/2 mile into the Lawhorn Scouting Base.

FROM NEWNAN: (approximately 1 hour) Georgia Highway 16 east to Senoia traffic light, then turn right onto Georgia Highway 85 South. Travel through Gay to Woodbury, turn left at stop light for Georgia Highways 74/18/109 and travel for ~4 miles. Continue to follow Georgia Highway 74 (stay right toward Thomaston) for 2 miles. Turn right on Lawrence Road and make an immediate right onto Thundering Springs Road. Travel straight for 1/2 mile into the Lawhorn Scouting Base.

FROM FAYETTEVILLE: (approximately 1 hour) Take Georgia Highway 85 South through Senoia and Gay to Woodbury, turn left at stop light for Georgia Highways 74/18/109 and travel for ~4 miles. Continue to follow Georgia Highway 74 (stay right toward Thomaston) for 2 miles. Turn right on Lawrence Road and make an immediate right onto Thundering Springs Road. Travel straight for 1/2 mile into the Lawhorn Scouting Base.

FROM THOMASTON: (approximately 25 minutes) Take Georgia Highway 74 West for ~14 miles. Turn left on Lawrence Road and make an immediate right onto Thundering Springs Road. Travel straight for 1/2 mile into the Lawhorn Scouting Base.

FROM I-75 SOUTH (traveling north): I-75 north to Macon, Georgia at exit 156 for I-475 bypass west. Take exit 5 for Georgia Highway 74 West / Thomaston Road. Follow Georgia Highway 74 West to Thomaston (~32 miles). Continue on Georgia Highway 74 West for ~14 miles. Turn left on Lawrence Road and make an immediate right onto Thundering Springs Road. Travel straight for 1/2 mile into the Lawhorn Scouting Base.

FROM I-75 NORTH (traveling south): I-75 south to McDonough, Georgia at exit 216 for Georgia Highway 155 West to Griffin. Take US 19 South to first light in Zebulon. Turn right on Georgia Highway 18 West through Concord and Molena to Georgia Highway 74. Turn left on GA 74 to travel east for 2 miles toward Thomaston. Turn right on Lawrence Road and make an immediate right onto Thundering Springs Road. Travel straight for 1/2 mile into the Lawhorn Scouting Base.

FROM I-85 SOUTH (traveling north): I-85 north to LaGrange, Georgia at exit 18 for Georgia Highway 109 East to Woodbury. Continue on Georgia Highways 74/18/109 and travel for ~4 miles. Stay to the right to follow Georgia Highway 74 (toward Thomaston) for 2 miles. Turn right on Lawrence Road and make an immediate right onto Thundering Springs Road. Travel straight for 1/2 mile into the Lawhorn Scouting Base.

For custom directions, please contact our camping staff.

Estimated Travel Times From Common Departures

Atlanta Airport: 1 hour, 30 minutes	Birmingham: 3 hours, 30 minutes
Macon: 1 hour, 35 minutes	Orlando: 7 hours, 15 minutes
Savannah: 4 hours, 20 minutes	Miami: 10 hours, 55 minutes
Valdosta: 3 hours, 40 minutes	Nashville: 5 hours, 40 minutes
Columbus: 1 hour, 10 minutes	Charlotte: 5 hours, 35 minutes
Jacksonville: 5 hours, 40 minutes	Tampa: 7 hours, 25 minutes

Camp Thunder Main Gate: 32°57'43.8"N / 84°29'53.3"W

For GPS navigation, if you see a sign for the camp, please follow the signs and disregard your GPS as some GPS units will take you past the camp and down a dirt road.



Camp Facility Information

We are proud to have one of the premier Scouting outdoor facilities in the country. The support of the Flint River Council and Ini-To Lodge have made the Lawhorn Scouting Base the east coast's adventure destination for Scouts. Many of the buildings have been built and maintained by Scouting volunteers, chartered organizations, and the Order of the Arrow.

Some of our premier facilities at Camp Thunder include:

- Situated on the base of Pine Mountain with conveniently located campsites.
- Two private lakes for swimming, boating, and fishing.
- Covered pavilions throughout the camp for programs and troop use.
- Our 325-seat air-conditioned dining hall with giant picture windows.
- Lakefront amphitheater with audio equipment.
- Campsites with Adirondacks or permanently-framed tents with built-in beds.
- Fully stocked Trading Post featuring name brand outdoor gear and plenty of snacks.
- Picturesque chapel on hill above Lake Ini-To.
- Complete health center with exam room and sick quarters.
- Aquatics bath house with changing rooms and outdoor showers for quick rinse-offs
- Permanent pavilions in each campsite with electricity

And, don't forget that Camp Thunder is part of the Lawhorn Scouting Base, which includes:

- Largest council operated climbing center in BSA: 4 towers and indoor wall.
- Low and High COPE course with 2 zip-lines.
- 21-miles of hiking and mountain biking trails
- 3-miles of frontage on the Flint River.
- River Experience Center with outfitter-style fleet of buses and canoes.
- Home to ScoutParents Park and the Grand Pavilion.



*"Overall you have an excellent staff.
I was particularly impressed with
our two Troop guides and the
Aquatics staff"*

-Ric Rohm: Lithia, FL

*"Camp Thunder had a robust
program and it was well supported
by the staff."*

-Joseph Christensen; Savannah, GA



Dining Hall Operations

The dining hall operates 2 seatings (if needed) for each meal and the meal times are below.

Breakfast: 1st Seating - 7:30 am, 2nd Seating - 8:15 am

Lunch: 1st Seating - 11:40 am, 2nd Seating - 12:30 pm

Dinner: 1st Seating - 5:30 pm, 2nd Seating - 6:35 pm

Formations will take place 5 minutes before each breakfast and dinner seating at the flag poles in front of the dining hall. The dining hall is open each day from 7:00am to 8:00pm for access to the restrooms and coffee.

Responsibilities of Waiters:

Each troop will be assigned tables during the camp tour on the day of their arrival. One waiter is needed for every 8 people (2 min. per Troop). Waiters need to report to the dining hall 10-15 minutes prior to the meal. Leaders are asked to help supervise cleanup.

Table Waiters set each place setting with a napkin and silverware. Waiters also fill pitchers and set out any meal items. They also assist with the clean-up of the dining hall, restrooms, and serving hallway. After the meal, waiters must do the following:

1. Wipe off tables.
2. Sweep underneath tables and mop as necessary.

Trays and Utensils:

The plastic trays, glasses, and metal utensils are to be placed in their appropriate dirty location. Scout leaders must provide supervision.

Handwashing:

Handwashing stations and hand sanitizer are available as you enter the dining hall. Adult leaders should coach their Scouts to wash their hands at these stations before each meal.

Seconds & Extra Food:

A salad bar will be available every day at both lunch and dinner. When available, seconds will be offered to all campers. At all meals, regardless of the availability of seconds, peanut butter and jelly sandwiches, and other items such as fruit, soup, etc. are available for any hungry campers. Soup and baked potatoes are offered nightly to supplement meals as well so no camper goes away hungry!



"Salad bar was excellent throughout week! Excellent program with broadest selection of merit badges/programs I've seen and a very responsive staff." -Ned Darden, Milton, FL



Photo Opportunity

During your Sunday tour at Camp; you will go by our lake side council ring. This is the perfect place to stage your Troop photo. If you do not have the ability to take your own photo; please let your Troop Guide know and we will be happy to assist you.

Trading Post

Our trading post is exceptionally well-stocked to serve you. We have camp supplies, crafts, souvenirs, toiletries, and even some uniform items. Don't leave camp without your t-shirt or cap. Plus, the trading post has your snacks, drinks, and ice cream. The trading post accepts cash and credit/debit cards.



Mail Service

Mail service to camp generally takes 2-5 days. Be sure to register and insure all packages.

To write a Scout at camp, the mailing address is:

MAIL- Troop # "Scout's Name"
Camp Thunder at Lawhorn
506 Thundering Springs Rd.
Molena, Georgia 30258

Campsite Mailbox

Every campsite will have a mailbox in Howard Lodge that should be checked each day. Mailboxes will contain any mail delivered to camp, phone messages, messages to Troop Leadership, etc.

Lost and Found

Lost and found items will be turned in at the camp office. **Leaders should encourage Scouts to mark their belongings with name and troop number.** Lost and found items will be kept for one week after being collected, then donated to a local charity.

Quartermaster

Units may pick up latrine supplies and cleaning equipment as needed. Scout leaders may also pick up tools for special camp projects. The troop is responsible for the return of all items checked out in clean, working order, prior to departure from camp. Your camp commissioner will be able to supply the needed supplies to you upon request.

Fishing

Fish may be caught and released back into the lakes. For fishing in the river or along the public road, all Georgia state laws apply including license requirements. Fishing in the lakes on Lawhorn property does not require a fishing license.



Emergency Procedures

This outline is designed to familiarize any camp visitor or employee with the plan on emergency procedures. This will cover possible situations, protective measures, and how situations will be handled. Some situations could include:

- Missing Persons
- Fire, Tornado, Windstorms
- Epidemic or Mass Illness
- Serious Accident or Fatality
- Excessive Heat or Humidity

In the event of an emergency, use the following procedures:

- When the siren is sounded, you will hear one of the following:
 - Three Intermittent Blasts (not continuous):

When two intermittent blasts of the siren are heard, all Scouts and Adult Leaders should report immediately to their campsite. Camp Staff will report to the administration building. Staff members will then serve as runners and go to each campsite with the appropriate instructions. Scout leaders should take a head count and report any missing person to the staff runner. Instructions may require your Troop to stay in the campsite or assemble in another area of camp. Follow the instructions of your staff runner immediately.

- One Continuous Blast:

When one continuous blast of the siren is heard, it indicates that dangerous weather conditions are imminent and that everyone should take cover in a ditch or appropriate tornado shelter. The central bathhouses and the interior of the dining hall are the best shelters to use during hazardous weather.



- In the event of **High Temperature** and **High Humidity**, everyone should drink plenty of fluids. Each person should drink as much as four (4) quarts of water a day. Even those in excellent physical condition should avoid strenuous exercise during these times.

- In the event of **High Humidity**, the camp health officer will remind Scouts and leaders at each meal to continue drinking water.

- In the event of **Lightning**, all outdoor activities will halt and all participants will move to the nearest shelter (not a tree). When the storm passes, Scouts will be advised by the area director as to their next step.

- In the event of a **Chemical Spill**, the Fire Department and Sheriff's Office will be notified.

The "all-clear" signal is the ringing of the camp bell and staff runners will also go to each campsite to inform your unit that the emergency has passed. Normal camp activities will then be resumed



General Camp Rules

At Lawhorn, the foremost rules for personal and group behavior are the ideals found in Scouting. Scouts and Leaders should follow the Scout Oath, Scout Law, and Outdoor Code for all behaviors.

Beyond these ideals, the following rules are enforced at the Lawhorn Scouting Base:

- Fireworks are prohibited.
- Throwing rocks is forbidden.
- **All cars must be parked in one of the camp parking lots.**
- Alcoholic beverages and illicit substances are prohibited.
- Use of tobacco products is forbidden.
- No fixed-blade sheath knives.
- No firearms or any kind of ammunition may be kept in the possession of any Scout or adult.
- No pets or other animals should be brought to camp (registered service animals permitted).
- No aerosol cans in campsites.
- All white gas lanterns, propane lanterns, stoves, etc. are to be filled and stored only by adults. Fuel must be secured and locked away.
- Closed-toed shoes must be worn at all times. Sandals may only be worn at the waterfront and at the showers.
- All campers and visitors must sign-in/sign-out at the camp office.
- Two-deep leadership is required at all times for youth. BSA Youth Protection guidelines must be practiced; leaders and parents must be trained.
- No thru traffic in program areas.
- No running on trails, hills, or stairways.
- Bicycles are not permitted (unless enrolled in high adventure mountain biking).
- **No one may ride in the back of a truck or trailer;** seat belts must be worn by anyone in a moving vehicle.
- Speed limit in camp is 9 mph. Pedestrians always have the right of way.
- No extension cords are allowed.
- No fires or open flames are allowed in tents, adirondacks, cabins, or any other camp structure.
- Anyone leaving camp must sign-out at camp office.
- Campfires must be actively monitored by an adult leader over the age of 21.

SCOUT OATH

On my honor, I will do my best
To do my duty to God and my country,
And to obey the Scout Law;
To help other people at all times;
To keep myself physically strong, mentally
awake, and morally straight.

SCOUT LAW

A Scout is Trustworthy, Loyal, Helpful,
Friendly, Courteous, Kind, Obedient, Cheerful,
Thrifty, Brave, Clean and Reverent

OUTDOOR CODE

As an America, I will do my best to
Be clean in my outdoor manners,
Be careful with fire,
Be considerate in the outdoors and,
Be conservation minded.



Uniform in Camp

The BSA Field Uniform is worn each evening at flag ceremonies, dinner, and the opening and closing campfires. Uniform must always be worn buttoned up and tucked in. Activity uniforms are appropriate for the remainder of the day. Shirts must be worn at all times, except when at the Aquatics area.

Leaving During Camp

Scouts and adults should have no reason to leave camp except for an emergency. If a Scout must leave camp for an emergency, they must be under the supervision of an qualified adult. Please sign out at the camp office prior to leaving and sign back in upon return.

Smoking

Lawhorn Scouting Base is a tobacco-free facility. Adults with tobacco habits may use the secluded area behind the dining hall. Use in any other area will result in dismissal from the property.

Damage to Camp Facilities

All campsites and equipment will be inspected upon check-in and check-out. Any damages will be assessed and documented by the Camp Commissioner and a report given to the camp management. Damages may include lost equipment, defacing tents/buildings, or ecological damages. Please conduct a thorough check-in inspection with your Troop Guide. Sample charges for damage are as follows:

Beds/ Mattress

Mattress (rips/cuts/ writing)	\$255.00
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Bed Frame Replacement	\$305.00
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Tents and Flys

Rips and Tears per inch	\$25.00
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Tent Replacement– 2 man	\$850.00
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Tent Replacement– 4 man	\$1,120.00
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Tent Fly Replacement	\$345.00
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Environmental Damage (damage to live trees, improper trash disposal, scarring of earth) \$50.00

Ammunition, Firearms, and Related Items

Personal weapons and ammunition are not allowed on the Lawhorn Scouting Base. No hunting arrows, ammunition, or rocket engines may be brought on the property.



GETTING READY FOR CAMP

PRE-CAMP CHECKLIST

- _____ Review the Program Guide with the Patrol Leader's Council, Troop Committee, and Scoutmasters. Make notes and record any questions, then contact our camping representatives at 770-227-4556.
- _____ Ensure that all youth and adults complete the appropriate medical forms, collect them and review them. Do not mail medical forms to camp; bring them with you for check-in.
- _____ **Communication with Parents:**
 - * Collect all camp fees.
 - * Communicate time, place, and date of departure to camp and arrival home.
 - * Communicate the camp's mailing address:
506 Thundering Springs Rd., Molena, GA 30258.
 - * Communicate the camp's emergency contact number: 706-647-9539.
 - * Give blank copy of medical form and deadline for them to be complete and returned.
 - * Communicate directions to camp (or direct to website: www.flintrivercouncil.org/camping)
- _____ 25% of Camp Fees due by February 1, 2018. Required to maintain reservation.
- _____ Additional 25% of Camp Fees (total of 50%) due by March 1, 2018. Required to begin online class/program registration on April 1, 2018.
- _____ Additional 25% of Camp fees (total 75%) due by April 1, 2018.
- _____ Additional 25% of Camp fees (total 100%) of Camp Fees due by May 1, 2018.
- _____ Balance of Camp Fees due. If paid after May 25, 2018, **\$20.00 per person late fee will be charged.**
- _____ **Troop Committee:**
 - * Arrange for at least 1 adult and SPL to review any correspondence sent out by our Camping Department.
 - * Arrange for necessary adult leadership, minimum 2 adults at all times.
 - * Arrange for necessary transportation to and from camp.
- _____ **Patrol Leader's Council:**
 - * Develop a list of troop and patrol equipment to take to camp.
- _____ **Individual Registration:**
 - * Register each individual (Scout and adult) online.
 - * Discuss class schedules individually with Scouts and preparations required prior to camp.
 - * Register for classes online (opens in April 1, 2018 for those up-to-date on payments).
- _____ **Going to Camp:**
 - * Final review of checklist.
 - * Collect and review medical forms for signatures and insurance information.
 - * Complete troop roster for check-in with unit insurance policy number.
 - * Conduct pre-camp health screening within 72 hours of departure.



What Scouts Should Bring

- _ Scout Field Uniform– Complete including, shirt, shorts, belt, socks, and t-shirts
- _ Medical form including insurance information and parents signature
- _ Extra clothing– socks, underwear, shoes, etc.
- _ Rain Gear
- _ Sleeping bag or bedding (twin sized mattress)
- _ Swim Suit
- _ Soap, comb, toothbrush, towel, and other personal items
- _ Scout Handbook, pens & pencils, notebooks and merit badge books
- _ Money for crafts, Trading post items and snacks (\$68 recommended)
- _ Other items such as camera, compass, pack, flashlight, insect repellent, sunblock, water bottle
- _ Optional Sweater or Jacket (we may experience some cool evenings)

Our average afternoon high temperatures are in the lower to mid-90s. Overnight lows usually range from the upper 60s to lower 70s.



Medical Forms

Every person who attends camp must submit a complete and signed the most current version of the BSA Medical Form. All parts, including the physicians approval, are mandatory for anyone who is staying in camp longer than 3 days, or participating in any high adventure activities. These forms are due at the time of arrival into camp; please **DO NOT** mail these forms into camp prior to arrival. We encourage you to turn in copies of these forms to camp and keep the originals.

Dietary Needs

Review your youth and adult medical forms in advance of leaving for camp. Give special attention to dietary restrictions. Our dining hall staff will be glad to see what they can do to help accommodate these needs if at all possible but, we must know a minimum 10 days prior to your arrival at camp to help prepare.

Please contact the Flint River Council Camping Department (Lawhorn@scouting.org) a minimum 10 days prior to your arrival at camp to help us prepare.

Pre-Camp Screenings

All units are required to complete a pre-health screening within 72– hours of arriving at camp (form on page 42). This form must be turned in immediately upon check in and participants as indicated must be left at home. This screening may be done all at once or over the phone via the Scout parents so long as an accurate temperature can be obtained. Adults attending camp need to also be included in the screening.

Arrival Screenings

Upon arrival one adult leaver will be required to complete a brief health screening with their unit and sign the arrival screening form. Individuals who are symptomatic will be quarantined.

Outbreak Procedure

In the event of an outbreak, participants with an illness will receive care in a quarantined environment. Others in their campsite will be immediately re-screened for fever/ other symptoms.

Hospital or Doctor Visit

In the event that a Scout requires medical attention from a physician or hospital the following procedure will be followed:

1. It is the responsibility of the unit leadership to provide transportation for members of their unit requiring non-emergency attention. Staff is not available to assist with transportation.
2. At least one adult leaders from the unit will accompany the Scout requiring medical services and must obtain the Scout's medical form before leaving camp property. A minimum of 2 adults is required; you may be accompanied by adults from other units or off-duty staff.
3. Parents or guardians will be notified immediately by the Camp Director or unit leader of any serious illness or injury. Parents who will not be at home while Scouts is at camp must advise adult leaders of contact information in the case of emergency.
4. The Camp Medical Officer must clear all cases requiring outside medical care.
5. The troop is responsible for providing proof of insurance upon arrival at the doctor's office or hospital, or pay cash for services provided.



Arrival Times

Check-In Time is Sunday 1:00pm– 3:00pm. Upon prior arrangement with the Camp Director troops may request a Saturday arrival. Troops arriving before Sunday afternoon registration and/ or staying past Saturday morning check out will be charged \$10.00 per person. Troops arriving early or staying late will be responsible for their own two-deep leadership, medical staff, Saturday dinner, Sunday breakfast and lunch.

Sunday Check-In Procedures

All units must go directly to Howard Lodge upon arrival, please do not go to your campsite.

Each unit will be assigned a troop guide when they arrive that will assist you through the check in procedure.

Please have the following items ready when you arrive:

- Pre- Health Screening Forms
- Medical Forms for all Scouts and adults
- Payment ready for any fees owed
- Unit proof of insurance
- Swim Test Completion Forms (if already completed)

1. Commissioner Check-In

Your unit will be greeted upon arrival at the camp and met by the Camp Commissioner. You will turn in your pre-health screening form and conduct an arrival health screening.

2. Medical Check-In, Business Office, and Program Packet

One adult will stay at Howard Lodge to turn in all medical forms and review them with the health officer and turn in unit insurance information. The adult will also receive a program packet, containing all Scout schedules, this should be reviewed before leaving Howard Lodge. Merit badge class changes will be made after opening Campfire in Howard Lodge.

3. Camp Tour and Campsite Inspection

While one adult remains to complete the medical and business check-in, the remaining Scouts and adults will complete a camp tour with their troop guide. They will proceed to the campsite and complete the Campsite Inventory Form completed and signed. The camp tour will include visits to all program areas, swim tests (if needed), and dining hall orientation.

*Scouts should plan to change into swim trunks prior to going on tour.

4. Adult Leader/ SPL Orientation Meeting

Sunday 8:00pm at Howard Lodge, one representative from each unit is required to attend. The session will include a review of the schedule and program areas.

Checking-Out

Check out is Saturday by 9:00am; all troops must be out of their campsites and parking lots by this time– unless prior arrangements have been made with the Camp Director.

1. Troop Guides will arrive at 7:30am to your campsites to assist with check-out and inspect campsites
2. All trash must be removed from sites and placed in dumpsters.
3. After campsite inspection has been completed, an adult leader must report to the camp office to complete check-out and pick up medical forms. **Medical Forms left at camp will be shredded at 10:00am Saturday.**



Swim Tests

All Scouts and Adults attending camp must take a BSA swim test. This test must be re-taken by all before attending camp.

IMPORTANT INFORMATION!!! A Troop may hold their own Troop swim check in accordance with BSA standards before coming to camp. Planning ahead and completing your Troop's swim tests before camp will expedite check-in, and allow more time for campsite set-up, making for a more relaxed Sunday afternoon!

Units that have already completed their swim tests before camp should present a copy of the results at check-in, which will be certified by the aquatics director. The aquatics staff reserves the right to re-test any person in their swimming ability while at camp.

Any Scouts or leaders that didn't do an early swim test can do so on Sunday. As soon as your unit guide leads you to your campsite, your boys should prepare to take the swim test.

The aquatics staff will make all the buddy tags and the tags will be available for Scouts and Adults when they come down to the waterfront for classes and/or free swims.

All Scouts and leaders will be classified to their swimming ability on the following scale:

Non-Swimmer: One who does not meet the "Beginner" swimmer requirements.

Beginner: One who can jump into water over his head and swim a minimum of 50 feet using any stroke, with at least one sharp turn, but has not met the "Swimmer" requirements.

Swimmer: One who can jump into water over his head, level off and swim 75 yards in a strong manner using the trudgen, crawl, sidestroke, or breast stroke (with proper breath control) and then swim 25 additional yards using the elementary backstroke, then float on his back with a minimum of movement.



Pre-Camp Swim Test Procedures

Swim classifications are to be renewed annually, preferably at the beginning of each outdoor season.

Administration of Swim Test Options

Option A (at camp)

Aquatics program personnel administer the swim classification test at camp upon check-in. This can take several hours depending on volume of individuals needing testing.

Option B (at unit level with council-approved testing personnel)

The unit arranges swim classification tests locally using council-approved resource personnel with training as BSA Aquatics Instructor, BSA Cub Aquatics Supervisor, BSA Lifeguard, Red Cross Water Safety Instructor, Red Cross Lifeguard, or YMCA Lifeguard. When the unit attends summer camp, the Aquatics Director issues completed buddy tags after physical rechecks based on records provided by unit leadership. You must bring a completed swim roster and a copy of the lifeguards (that administered the test) certification card. Cards must be within the valid certification period.

When swim tests are conducted prior to camp, the camp aquatics director shall at all times reserve the authority to review or retest all participants to ensure that standards have been maintained.

Swimmer Test

The swimmer test demonstrates the minimum level of swimming ability required for safe deep-water swimming. The various components of the test evaluate the several different skills essential to this minimum level of swimming ability. A precise statement of the test is as follows:

"Jump feet-first into water over the head in depth, swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be completed in one swim and include at least one sharp turn. After completing the swim, rest by floating."

The test administrator must objectively evaluate the individual performance of the test and in so doing should keep in mind the purpose of each test element.

1. "Jump feet first into water over the head in depth, . . ."

The swimmer must be able to make an abrupt entry into deep water and begin swimming without any aids. Walking in from shallow water, easing in from the edge or down a ladder, pushing off from side or bottom, and gaining forward momentum by diving do not satisfy this requirement.

2. "... swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl;..."

The swimmer must be able to cover distance with a strong, confident stroke. The 75 yards must not be the outer limit of the swimmer's ability; completion of the distance should give evidence of sufficient stamina to avoid undue risks. Dog-paddling and strokes repeatedly interrupted and restarted are not sufficient; underwater swimming is not permitted. The itemized strokes are inclusive. Any strong side or breaststroke, or any strong over-arm stroke (including the back crawl) are acceptable.

3. "... swim 25 yards using an easy, resting backstroke. . . ."

The swimmer must indicate ability to execute a restful, free-breathing backstroke that can be used to avoid exhaustion during swimming activity. This element of the test necessarily follows the more strenuous swimming activity to show that the swimmer is in fact able to use the backstroke as a relief from exertion. The change of stroke must be accomplished in deep water without any push off or other aid. Any variation of the elementary backstroke is acceptable. An over-arm back crawl may suffice, if it clearly provides opportunity for the swimmer to rest and catch his or her breath.



4. "...The 100 yards must be completed in one swim and include at least one sharp turn..."

The total distance is to be covered without rest stops. The sharp turn demonstrates the swimmer's ability to reverse direction in deep water without assistance or push-off from side or bottom.

5. "... After completing the swim, rest by floating."

This critically important component of the test evaluates the swimmer's ability to maintain in the water indefinitely even though exhausted or otherwise unable to continue swimming. Treading water or swimming in place will further tire the swimmer and are therefore

unacceptable. The duration of the float test is not significant, except that it must be long enough for the test administrator to determine that the swimmer is in fact resting and

could likely continue to do so for a prolonged period. Drownproofing may be sufficient if clearly restful, but is not preferred. If the test is completed except for the floating requirement, the swimmer may be retested on the floating only (after instruction) provided that the test administrator is confident that the swimmer can initiate the float when exhausted.

Beginner Test

A precise statement of the beginner test is as follows:

"Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to starting place."

The entry and turn serve the same purpose as in the swimmer test. The swimming can be done with any stroke, but no underwater swimming is permitted. The stop assures that the swimmer can regain the stroke if it is interrupted. The test demonstrates that the beginning swimmer is ready to learn deepwater skills and has the minimum ability required for safe swimming in a confined area in which shallow water, sides, or other support are less than 25 feet from any point on the water.



Sunday Schedule	
Time	Activity
1:00 - 3:00 pm	Check-In
5:25 pm	Supper 1 Formation (Dining Hall)
5:30 pm	Supper 1
6:25 pm	Supper 2 Formation (Dining Hall)
6:30 pm	Supper 2
7:15 pm	Eucharist Service (In front of Health lodge)
7:15 pm	Non-Denominational Service (Chapel)
8:00 pm	Scoutmaster Meeting
8:00 pm	SPL Meeting
9:00 pm	Flag Ceremony (Howard Field)
9:10 pm	Opening Campfire
10:30 pm	Schedule change meeting (Howard)
11:00 pm	Taps/Lights Out

Monday - Wednesday Schedule	
Time	Activity
6:20 am	Reveille
7:25 am	Breakfast 1 Formation (Dining Hall)
7:30 am	Breakfast 1
8:10 am	Breakfast 2 Formation (Dining Hall)
8:15 am	Breakfast 2
9:15 am	Scoutmaster Coffee (Dining Hall)
9:00 am - 10:00 am	Merit Badge Period 1
10:15 - 11:15 am	Merit Badge Period 2
11:40 am	Lunch 1
12:30 pm	Lunch 2
1:00 pm	Senior Patrol Leader Meeting
1:30 - 2:30 pm	Merit Badge Period 3
2:45 - 3:45 pm	Merit Badge Period 4
4:00 - 5:00 pm	Merit Badge Period 5
5:30 pm	Supper 1 Formation (Dining Hall)
5:35 pm	Supper 1
6:25 pm	Supper 2 Formation (Dining Hall)
6:30 pm	Supper 2
7:30 pm	Evening Programs/Howard Lodge Closes
11:00 pm	Taps/Lights Out

On Saturday morning a continental breakfast will be served from in the dining hall from 7:00– 8:00 am. Campsites will be inspected and Camp will be closed by 9:00 am.

Thursday Schedule	
Time	Activity
6:20 am	Reveille
7:25 am	Breakfast 1 Formation (Dining Hall)
7:30 am	Breakfast 1
8:10 am	Breakfast 2 Formation (Dining Hall)
8:15 am	Breakfast 2
9:00 - 10:00 am	Merit Badge Period 1
9:30 am	Scoutmaster Brunch/Tour
10:15 - 11:15 am	Merit Badge Period 2
11:40 am	Lunch 1
12:30 pm	Lunch 2
1:30 - 2:30 pm	Merit Badge Period 3
2:45 - 3:45 pm	Merit Badge Period 4
4:00 - 5:00 pm	Merit Badge Period 5
4:30 - 5:30 pm	Pick up Dinner Supplies from dining hall /
5:00 - 11:00 pm	Troop Night/Evening Activities
11:00 pm	Taps/Lights Out

Friday Schedule	
Time	Activity
6:20 am	Reveille
7:25 am	Breakfast 1 Formation (Dining Hall)
7:30 am	Breakfast 1
8:10 am	Breakfast 2 Formation (Dining Hall)
8:15 am	Breakfast 2
9:00 - 10:55 am	Activity Block 1
11:10am	Lunch 1
12:00 pm	Lunch 2
12:55 - 2:50 pm	Activity Block 2
3:05 - 5:00 pm	Activity Block 3
5:30 pm	Supper 1 Formation (Dining Hall)
5:35 pm	Supper 1
6:25 pm	Supper 2 Formation (Dining Hall)
6:30 pm	Supper 2
8:30 pm	Campfire
After Campfire	Paperwork meeting (Howard Lodge)
11:00 pm	Taps/Lights Out



Unit Pre-Camp Health Screening Form

Unit: _____ Date of Screening: _____

Conducted By: _____

All participants must be included in this screening (adult and youth) within 72 hours of arrival. Record their temperature, and any signs of nasal congestion, sore throat, or cough.

Any participant with a temperature of 100° or more may not depart and must be left at home.

[illegible]

PRESCRIPTION MEDICATION RECORD

Troop_____ Campsite_____	
Scouts Name_____	Parent's Name_____
Address_____	Phone_____
Name of Drug_____	Dosage_____
Medication_____	Strength_____
Reason for medication_____	
When was the medication started?_____ Temporary_____ Permanent_____	
Side effects: (please circle all that apply) reactions to food, dehydration, stress, iodine, other medications, decreased balance, decreased appetite, motor skills, concentration, drowsiness, lethargy, etc.):	
Special storage instructions _____	Quantity In_____ Quantity Out_____
Health Officer Signature_____	Leader Signature_____

Troop_____ Campsite_____	
Scouts Name_____	Parent's Name_____
Address_____	Phone_____
Name of Drug_____	Dosage_____
Medication_____	Strength_____
Reason for medication_____	
When was the medication started?_____ Temporary_____ Permanent_____	
Side effects: (please circle all that apply) reactions to food, dehydration, stress, iodine, other medications, decreased balance, decreased appetite, motor skills, concentration, drowsiness, lethargy, etc.):	
Special storage instructions _____	Quantity In_____ Quantity Out_____
Health Officer Signature_____	Leader Signature_____

I agree to be available for direct communication from the person dispensing or administering the medication. Specific conditions under which I should be contacted regarding the condition or reactions of the scout receiving the medications are: _____

Phone_____ Physician Signature_____

Make copies as needed.



SCOUT RELEASE FROM CAMP REQUEST

INSTRUCTIONS

Scouts desiring to leave camp prior to the troop's departure or not as part of the troop must have a release signed by their parents and approved by the troop leader. Scouts will normally be permitted to leave only when accompanied by their parents. The form below must be used in handling all such departures. In an emergency, it may not be possible for a parent or parents to sign the release. In that situation sufficient information must be recorded attesting to the telephone call or means of communication by which word arrived asking for the release of the scout. This information should document the person from whom the call was received, verify telephone confirmation of the parent asking for release of the Scout and give detailed reasons for the requested release.

Scout Requested to be Released: _____

Home Address: _____

Home Council _____ Council City HQ _____

Troop # _____ Campsite _____

Reason for Request to Leave _____

Date of Release: _____ Time: _____ Method of Travel: _____

Adult Accompanied By: _____

Date of Return: _____ Time: _____

In signing this request for release the BSA, the Flint River Council, the unit leaders, and the Scout's parents or guardians mutually acknowledge that there will be no refund of the camp fee; and that the BSA or its representatives shall not be held liable for any loss or injury to the Scout's person or property.

The request is made by (parents' or guardians' signature except as noted for emergency departure requests).

Parent's or Guardian's Signature _____

Address _____

Telephone (H) _____ Request made (date & time) _____

(C) _____

Troop Leader Approval _____

ON-SITE RELEASE

Before leaving the campsite or troop, scouts must check-out with their troop leader and camp headquarters.

Signed By Troop Leader _____ Troop # _____ Date _____

Signed By Camp Headquarters _____ Date _____

Keep original for use at the time of release. Give parents a copy.



the aquatics staff to use to make swim tags.

UNIT ROSTER & SWIM CHECK REPORT

Date of Arrival _____ # of Youth _____ # of Adults _____ Unit # _____ Council _____

[illegible]

Campsite: _____ Troop Guide: _____



Unit Swim Classification Record

This is the individual's swim classification as of this date. Any change in status after this date, i.e., non-swimmer to beginner or beginner to swimmer, would require a reclassification test under the camp Aquatics Director's supervision.

Special Note:

Although swim tests may be conducted prior to summer camp, the aquatics director is expected to review or retest any Scout or Scouter whose skills appear to be inconsistent with his or her classification. Additionally, the Aquatics Director is authorized to retest any Scout or group of Scouts when he or she is reasonably concerned that precamp swim tests were not properly administered.

Unit Number _____ Date of Swim Test _____

The below signed persons acknowledge that all BSA Swim Test policies and requirements were met.

Name of Council Approved Person Conducting Test

Print Name _____ Signature _____

Credentials _____ (BSA Lifeguard, AI BSA, Red Cross WSI or Lifeguard,

YMCA Lifeguard) **PLEASE ATTACH A PHOTOCOPY OF YOUR CREDENTIALS TO THIS FORM.**

Unit Leader

Print Name _____ Signature _____

	Full Name (Please Print)	Swim Classification		
		Non-Swimmer	Beginner	Swimmer
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				



Dining Hall Form

This form is due to the office manager by 9:00 pm Sunday.

Week _____ Troop _____ Campsite _____

Scoutmaster Dinner (Tuesday)

of Adults attending Scoutmaster Dinner: _____

Watermelon Slurp (Tuesday night)

of watermelons (\$9 each) desired for Troop: _____

Thursday Night Dinner

On Thursday evening we will:

_____ Be picking up food/supplies from the dining hall to prepare dinner in the campsite:

of youth _____ # of adults _____

Or

Not need food from the dining hall because:

_____ We are going to the Atlanta Motor Speedway for Thursday Thunder

_____ We are taking care of our own dinner (visiting a restaurant, bringing in food, etc.)

Scoutmaster Brunch (Thursday)

of Adults attending Scoutmaster Brunch: _____

Family Night (Friday)

of Visitors we are expecting for dinner: _____

**Meal tickets for Friday meals can be purchased in the
Trading Post. Tickets are REQUIRED for all visitor meals!**

All visitors must check in at Howard Lodge before entering camp.

Saturday Breakfast

of youth meals _____ # of adult meals _____



Class Scheduling Worksheet

Troop _____ Scoutmaster _____ Phone # _____

	Scout's Name	1st Period	2nd Period	3rd Period	4th Period	5th Period	1st Alternate	2nd Alternate
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								
14.								
15.								
16.								
17.								
18.								

Use this form to plan out your Scout's schedules. If you are not doing your class registration online, please use this form to submit your schedules.

Week Attending _____ Campsite _____



Camp Thunder Thursday Troop Night Cook-In

On Thursday evening, the dining hall will not provide a cooked meal; instead, units will be provided ingredients to cook their own dinner. Each unit will choose their dinner option from the list below. Units are encouraged to bring their own cooking equipment and mess kits to prepare and eat the meal in their campsite. Recipe sheets with cooking instructions will be available for each meal option; although Troops can be creative and provide their own additional outside ingredients or supplements. Troops are also encouraged to invite staff members to their sites to join them for the meal and the fellowship of Scouting.



Unit: _____

Council: _____

Week: _____ Campsite: _____

Number of People: _____

Meal options: (pick one)

☐ Spaghetti & Meat Sauce

Includes: pasta, ground beef, tomato sauce, Italian seasonings, dinner rolls, butter, salt & pepper, and drink mix.

Perfect for stovetop cooking.

☐ Shepard's Pie

Includes: ground beef, mashed potatoes, corn, peas, Worcestershire sauce, dinner rolls, butter, salt & pepper, and drink mix.

Perfect for Dutch oven cooking.

☐ Chili & Rice

Includes: ground beef, kidney beans, peppers, onions, tomato paste, chili powder, rice, corn chips, butter, and drink mix.

Perfect for Dutch oven & stovetop cooking.

☐ Campfire Foil Packs

Includes: ground beef, potatoes, carrots, onions, peppers, Worcestershire sauce, butter, dinner rolls, salt & pepper, drink mix, and aluminum foil.

Perfect for campfire cooking.

Cracker Barrel options: (pick one)

☐ Cobbler

Includes: yellow cake mix and fruit filling.

Dutch oven cooking option.

☐ Cookies

Includes: Assorted pre-baked cookies.

No baking option.

If you will be providing for your own meals on Thursday (either in camp or at a local restaurant), please do not forget to indicate this on the Dining Hall Form that must be turned in by the Leader Meeting on Sunday evening.



2019 Summer Camp Dates

May 26—June 1—Staff Week

June 2—June 8—Week 1

June 9—June 15— Week 2

June 16—June 22—Week 3

June 23—June 29—Week 4

June 30—July 6—Week 5

July 8—July 13—Week 6 (LDS Week)

July 14—July 18—Webelos Resident Camp

July 18—July 21—Cub Adventure Camp





Call us today to make your reservation for Summer Camp!

770-227-4556

Flintrivercouncil.org/Camping



www.flintrivercouncil.org/camping