

Sunday Schedule
1:00 - 3:00 pm Check-In (Howard Lodge)
Swim Checks, Pictures, Camp Tour, Unpack, etc.
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
7:00 pm Eucharist Service (Council Ring)
8:00 pm Scoutmaster Meeting (Howard)
8:00 pm SPL Meeting (Dining Hall)
9:00 pm Opening Campfire (Council Ring)
After Campfire Schedule change meeting (Howard)
11:00 pm Taps-Lights Out & Quiet in Sleeping Areas
Monday Schedule
6:00 am Mile Swim Practice
6:20 am Reveille
7:25 am Breakfast 1 Formation (Dining Hall)
7:30 am Breakfast 1
8:00 am Howard Lodge Opens
8:10 am Breakfast 2 Formation (Dining Hall)
8:15 am Breakfast 2
9:15 am Scoutmaster Coffee (Dining Hall)
9:00 - 10:00 Merit Badge Period 1
10:15 - 11:15 Merit Badge Period 2
11:20 SPL Meeting (Dining Hall)
11:40 am Lunch 1 (no lunch formation)
12:30 pm Lunch 2 (no lunch formation)
1:30 - 2:30 Merit Badge Period 3
2:45 - 3:45 Merit Badge Period 4
4:00 - 5:00 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
7:00 pm Evening Programs
9:00 pm Howard Lodge Closes
11:00 pm Taps-Lights Out & Quiet in Sleeping Areas
Tuesday Schedule
6:00 am Mile Swim Practice
6:20 am Reveille
7:25 am Breakfast 1 Formation (Dining Hall)
7:30 am Breakfast 1
8:00 am Howard Lodge Opens
8:10 am Breakfast 2 Formation (Dining Hall)
8:15 am Breakfast 2
9:15 am Scoutmaster Coffee (Dining Hall)
9:00 - 10:00 Merit Badge Period 1
10:15 - 11:15 Merit Badge Period 2

11:20 SPL Meeting (Dining Hall)
11:40 am Lunch 1 (no lunch formation)
12:30 pm Lunch 2 (no lunch formation)
1:00-1:30 pm Safe Swim Defense/Safety Afloat (Waterfront)
1:30 - 2:30 Merit Badge Period 3
2:45 - 3:45 Merit Badge Period 4
4:00 - 5:00 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)/ Scoutmasters going to Dinner meet at bus stop
6:30 pm Supper 2/ Scoutmaster Dinner
7:00 pm Evening Programs
8:30 pm Pre-ordered Watermelons deliver to campsite *Must order by 9pm on Sunday
9:00 pm Howard Lodge Closes
11:00 pm Taps-Lights Out & Quiet in Sleeping Areas
Wednesday Schedule
6:00 am Mile Swim Practice
6:00 am Thunder 5k (Sign-up and meet at Howard Lodge)
6:20 am Reveille
7:25 am Breakfast 1 Formation (Dining Hall)
7:30 am Breakfast 1
8:00 am Howard Lodge Opens
8:10 am Breakfast 2 Formation (Dining Hall)
8:15 am Breakfast 2
CAMP FEE SETTLEMENT (HOWARD LODGE) 9:00 am – 4:00 pm (ALL TROOPS)
9:15 am Scoutmaster Coffee (Dining Hall)
9:00 - 10:00 Merit Badge Period 1
10:15 - 11:15 Merit Badge Period 2
11:20 SPL Meeting (Dining Hall)
11:40 am Lunch 1 (no lunch formation)
12:30 pm Lunch 2 (no lunch formation)
1:30 – 5:00 – Big Red Oak Scoutmaster Shoot (register and pay at Trading Post) Meet at bus stop behind dining hall
1:30-5:00 Scoutmaster Specifics (Howard Lodge)
1:30 - 2:30 Merit Badge Period 3
2:45 - 3:45 Merit Badge Period 4
4:00 - 5:00 Merit Badge Period 5
5:30 Supper 1 Formation (Dining Hall)
5:30 Buckskin, Pathfinder, wilderness survival overnight
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
7:00 pm Evening Programs

8:00 pm – O/A Ice Cream Social (Dining Hall)
9:00 pm Howard Lodge Closes
11:00 pm Taps-Lights Out & Quiet in Sleeping Areas
Thursday Schedule
6:00 am Mile Swim Practice
6:20 am Reveille
7:25 am Breakfast 1 formation (Dining Hall)
7:30 am Breakfast 1
8:00 am Howard Lodge Opens
8:10 am Breakfast 2 Formation (Dining Hall)
8:15 am Breakfast 2
10:00 am Scoutmaster Brunch/Tour
9:00 - 10:00 Merit Badge Period 1
10:15 - 11:15 Merit Badge Period 2
11:20 SPL Meeting (Dining Hall)
11:40 am Lunch 1 (no lunch formation)
12:30 pm Lunch 2 (no lunch formation)
1:00-1:30 Scoutmaster Cook-off Judging in Howard Lodge (Bring your own ingredients)
1:30 - 2:30 Merit Badge Period 3
2:45 - 3:45 Merit Badge Period 4
4:00 - 5:00 Merit Badge Period 5
4:00 pm FRC WHITEWATER BUS LEAVES (Howard Lodge)
5:00 - 5:30 pm Troops pick up Dinner Supplies from dining hall if cooking in campsites
5:00 - 11:00 pm Troop Night/Evening Activities
5:00 pm Howard Lodge Closes (Health Lodge open for emergencies)
11:00 pm Taps-Lights Out & Quiet in Sleeping Areas
Friday Schedule
6:00 am Mile Swim
6:20 am Reveille
7:25 am Breakfast 1 Formation (Dining Hall)
7:30 am Breakfast 1
8:00 am Howard Lodge Opens
8:10 am Breakfast 2 Formation (Dining Hall)
8:15 am Breakfast 2
9:00 - 10:55 am Activity Block 1
11:15 am Lunch 1 (no lunch formation)
11:30 am WHITEWATER EXPRESS Bus Leaves (Howard Lodge)
12:00 pm Lunch 2 (no lunch formation)
1:00 - 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 Awards & Campfire
After Campfire Paperwork Meeting (Howard Lodge)
11:00 pm Taps-Lights Out & Quiet in Sleeping Areas
Saturday Schedule
7:00 – 8:00 am Continental Breakfast – Dining Hall
9:00 am – Check-out of Campsites

Evening Program *ALL BEGIN AT 7:00 PM			
Day	Activity	Location	Notes
Monday	Free Swim	Aquatics	
	Second class req. 5C 1 st Class – 6C	Aquatics	Must be enrolled in buckskin or pathfinder
	Dodgeball	Howard Field	
	T-Shirt Tie-Dying	Trading Post	T-Shirt \$6
	Qualification Shoot	Rifle/Archery Range	For those who are in Rifle MB
	Sustainability MB	Howard Lodge	*Intro to MB
	Tuesday	Open Shoot	Rifle/Archery Range
Board Games		Sci-tech	
Free Swim		Aquatics	
Fingerprinting MB		Handicraft	
Night Flyer		Bus Stop to FRAA	Limit 16 - \$5
T-Shirt Tie-Dying		Trading Post	T-Shirt \$6
Outdoor Skills Competition		Outdoor Skills	
Wednesday	Open Volleyball	Waterfront	Troop led
	Open Climbing	Bus Stop to FRAA	Limit 24
	Troop Raft Race/Competitions	Waterfront	Must provide own lashing & materials
	T-Shirt Tie-Dying	Trading Post	T-Shirt \$6
	Duct tape Merit Badge	Sci-tech	Duct tape available in Trading post

All activities with additional fees must be paid for in the trading post before the activity begins.

Thunder Experience

On Friday, there will be (3) two-hour periods and each Troop will rotate through different activities including the projectiles and the new "How to" programs. Below you will find information on the activities that will be available and you will select your Troop's activities when you arrive at camp.

Note:

- The whitewater rafting trips and Big Red Oak Shotgun programs will have an additional cost of \$50.00 per person and MUST be signed up for by noon on **WEDNESDAY** in Howard Lodge.
- Certain activities have minimum age limits so please pass that information along as your Scouts decide which activities to participate in.
- Troops may divide up into groups with each group attending a different activity; however, we encourage patrols to stay together.
- For Tubing, Giant Swing, Zip Line, Climbing/Rappelling, Mountain Biking activities, transportation will be provided to our high adventure camp a couple of miles from Camp Thunder. We have a limited capacity however, so if Troops are able to transport themselves it would be greatly appreciated.

Each Troop will choose from the following activities:

Giant Swing – **Minimum age 13**

- An element at our COPE & Climbing area, participants will soar through the air in this adventure

Zip Line - **Minimum age 13**

- A thrilling zip line ride, Scouts will travel from the top of Eagle Tower to the Dedicated Scout Landing at heights of over sixty feet off the ground!

Rappelling –

- 60' traditional rappelling lanes, and 40' skid rappelling.

Dodge ball –

- **dodge, dip, dive, duck, and dodge**

Tubing on the Flint River – (Requires 2 Adults – at least 1 over 21)

- Relax and cool off as you float down the Flint River

Mountain Biking –

- Explore the Backcountry from atop one of our X-Caliber 5 Mountain Bikes

Projectiles –

- Learn the art of making things fly through the air.
- Enjoy a throwback to yesteryear with sling shots
- Practice skills that could be tied into a Camporee

3 Mile Canoe –

- The river is fairly calm in this area. Perfect for younger Scouts not used to river canoeing.

Big Red Oak Shotgun – **Additional Cost: \$50.00 per person Minimum age 13**

- Sporting clay operations provided by Big Red Oak Plantation
- **These shotgun trips must be signed up for in advance!**

Whitewater Rafting Trip –

Additional Cost: \$50.00 per person

(Note: This activity takes both periods two and three)

- Take a thrilling whitewater rafting trip on the Chattahoochee River in Columbus, GA
- **MUST HAVE SIGNED WAIVER.**
- **Afternoon trip will leave at 11:30 am at Howard Lodge.**
- **Sack lunch is provided.**
- **Be sure to report to Howard Lodge, where the bus will pick you up.**

Archery –

- Test your skills at the archery range – safety orientation will be conducted prior to shooting.

Rifle – **Two sessions in the afternoon – limited based on availability of ammunition**

- 25 Rounds per \$5.00

- Take aim at our rifle range - safety orientation will be conducted prior to shooting.

Merit Badges – choose to work on Chess or Fishing MB

Free Swim/Boating –

- Spend some time at Lake Ini-To at Camp Thunder swimming as well as participating in select boating activities

Service Project – Help the Commissioner Staff by volunteering some of your time to give back. You can find this list in Howard Lodge.

Thunder Experience					
	9:00-10:55	1:00-2:50	3:05-5:00	Max	Fee
Giant Swing (13 years or older)		X	X	6	
Zip line (13 years or older)	X		X	16	
Climbing/ Repelling	X	X		8	
Dodge ball	X	X	X	30	
1/2-mile Tubing	X	X		50	
Mountain Biking	X		X	10	
Projectiles: Slingshots/ Throwing Knives, Hatchets, and Axes		X	X	10	
3 Mile Canoe	X		X	16	
Big Red Oak Shotgun	X	X		16	\$50
Whitewater Express *Sign up by Noon on Wednesday		Bus leaves at 11:30 am		50	\$50
Archery shoot		X	X	16	
Rifle shoot		X	X	16	\$5 (25 Rounds)
Chess Merit Badge	X	X	X	20	
Fishing Merit Badge *Must bring own equipment	X	X	X	20	
Free Swim/Boat	X	X	X		
Service Project	X		X	Unlimited	
Golf *Bus leaves from bus stop at 2:00 pm		2-5 pm		16	\$25