2021 SUMMER CAMP PROGRAM GUIDE

CAMP THUNDER



FLINT RIVER COUNCIL (770) 227-4556 LAWHORN@SCOUTING.ORG



Leader's, Parents and Scouts:

We are excited to have you as part of our summer program at Camp Thunder! We had a great alternative summer in 2020. Unfortunately, we chose to cancel overnight summer camp due to the State of Georgia Executive Order and Covid-19. This gave us a unique opportunity to reevaluate our program and make many updates to our camp. We know that Summer Camp 2021 will be our best year to date. We are working hard during the off-season to put together our most exciting programs yet!

This guide contains important information regarding your stay at Camp Thunder. It is designed for adult leaders, parents, and scouts. Please review this guide cover to cover. If you have any questions, please reach out to us via phone or email. We are happy to help.

At Lawhorn, we have a broad range of programs and activities all on one property, Lawhorn Scouting Base. Lawhorn is comprised of two sub camps, Camp Thunder and Flint River Adventure Area. Camp Thunder hosts traditional scouting programs, while Flint River Adventure Area hosts high adventure opportunities. Our buses will shuttle your scouts between the two areas.

Our staff is trained over a 9 month process, and is committed to exceeding your expectations. Our standard is excellence. We are sure our program will create memories that will last a lifetime. Our Scouting families and staff are our top priority. We are working closely with the State of GA, Department of Public Health and the guidelines put forth by the CDC, to ensure that all of our participants are safe. We know that we can provide an excellent and safe program.

We look forward to your visit to Camp Thunder during the 2020 season. Please do not hesitate to contact our Camping Department for any reason; we are here to serve! Adventure awaits at Camp Thunder!

Yours In Scouting,
Flint River Council Camping Team

GERALD I. Lawhorn SCOUTING BASE

CONTACT INFORMATION

Camp Reservations and Camp Information

Camping Department

Phone: 470-481-1057

Email: lawhorn@scouting.org

Mailing Address: 1361 Zebulon Rd, Griffin, GA 30224

Camp Thunder Physical Address and Summer Mailing Address

506 Thundering Springs Rd

Molena, GA 30258

Your Scout may receive mail at this address during summer camp, May 26– July 6.

Troop # and Scout's Name

Camp Thunder at Lawhorn

506 Thundering Springs Rd

Molena, GA 30258

Camp Thunder Phone Number (May 31-July 12)

706-647-9539

Camp Thunder Website

www.flintrivercouncil.org

The website provides the most current information and documentation to help you prepare for camp. All documents in the appendix of this document will be available on the website.

Navigating to Camp Thunder

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

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.

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.

THE SUMMER CAMP EXPERIENCE

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.

The Staff

Our staff hiring and training is a 9-month process. 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.

Food

Our meals are planned and prepared by professionals. You will enjoy well balanced meals and we always offer additional food with our salad bar, soups and potato bar.

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.
1. Help build memories with friends, leaders, and family that will last a lifetime.
2. Teach fundamental skills to each Scout and develop leadership, citizenship, personal well-being, and self-confidence.
3. Create a camp program that is exciting, innovative and meaningful.



GETTING READY FOR CAMP

_____ * Review this Program Guide with the Patrol Leader's Council, Troop Committee, and Scoutmaster. Make notes and record any questions, then contact our Camping Dept.

_____ * Ensure that all youth and adults are registered in the BSA and 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)

_____ Review the Camp Payment Schedule and Cancellation Policy.

_____ **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, 21+ 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.

_____ **Class Registration, April 1, 2021:**

* Register each Scout for their merit badge or high adventure classes
* Register for any evening activities
* Register for The Thunder Experience
* Turn in all troop dietary needs (minimum 30 days prior to arrival)

_____ **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.

2021 SUMMER CAMP FEES

Participant Type	Camp Fees
Youth	$325 *(Flint River Scouts are eligible for a $25 discount)*
Adult Leader	$150 *(see adult leader fee chart for eligible fees waived)*

Camp Fees include meals, campsite beds with mattresses, toilet and shower facilities, and the Thunder Experience.

Payment Schedule

The following schedule is required for all troops.

- $250 Reservation Fee per unit, $200 applied to camper fees and $50 admin fee
- February 1, 2021: 25% of all fees ***This payment is required to maintain your reservation.***
- March 1, 2021: 50% of all fees ***This payment is required to register for merit badges, evening activities, and Thunder Experience on April 1, 2020***
- May 1, 2021: 100% of all fees

If fees are paid after May 15th, a $20 per person late fee will be charged.

Adult Leader Fee Chart

Youth Attending Camp	Number of Free Adults
Less than 5 Scouts	None
5-14	2 Free Adults
15-29	3 Free Adults
30-44	4 Free Adults
45-60	5 Free Scouts

EARLY ARRIVALS

We will accommodate your travel needs to arrive early. You can make arrangements by contacting the Camping Department. Early arrivals begin at noon on Saturdays. There is a charge of $10 per person for early arrivals.

PROVISIONAL SCOUTS

Scouts may attend Camp Thunder on an individual basis, as Provisional Scouts. Provisional Scouts will be provided with experienced 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.

The fee for a provisional Scout is $25 in addition to normal Scout fees.

CANCELLATION POLICY

All cancellations must be emailed to the Camping Department at Lawhorn@scouting.org

Cancellation Date	Refund Amount*
Prior to April 1, 2021	Eligible for Full Refund minus deposit
April 2– May 1, 2021	Eligible for 50% of Total Reservation Fees
May 2, 2021—7 Days Prior to Arrival	Eligible for 25% of Total Reservation Fees
6 Days Prior to Arrival	Not Eligible for Refund

*All refunds will be at the discretion of the Camping Department

Any Scout slots being held without names after May 1, 2021 will be released.

REGISTRATION AND INSURANCE

In accordance with National BSA Policy, every Scout who attends summer camp must be registered with the Boy Scouts of America. All adults attending Camp Thunder for a duration of 72-hours or more must be registered members of the Boy Scouts of America and be trained in Youth Protection. Any adults that do not have a current registration or Youth Protection submitted prior to Camp and are planning on staying in-camp for 72- hours will not be permitted to attend with their Troop. Troops must send copies of their attending adults' current BSA registration cards and Youth Protection certificates into the Camping Department by April 1, 2021 to the Camping Department, lawhorn@scouting.org or by fax to 770-227-9125.

Troops must provide proof that they have troop and/or council accident and sickness insurance coverage. Accident and Sickness insurance is not provided by the Lawhorn Scouting Base nor Flint River Council to units not registered to the Flint River Council.



CHECK-IN SUNDAY

Check– In Time is Sunday 1:00pm– 3:00pm.

Sunday Check-In Procedures

1. 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)

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

One adult will stay at Howard Lodge to turn in all medical forms to health officer and turn in unit insurance information. The unit will undergo a Covid-19 screening. 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. The camp tour will include brief visits to program areas and a dining hall orientation. The tour will end at the waterfront for swim checks.

4. Swim Checks

Swim Checks are to be taken at the given appointment time to avoid a long wait time. Swim Check appointments will be given to troops at check-in. Please change into swim gear before the tour.

5. Adult Leader/ SPL Orientation Meeting

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

CHECK-OUT SATURDAY

Check out is Saturday by 9:00am.

1. Troop Guides will arrive at campsites at 7:30AM 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 taken to the Council Service Center and disposed of after 7 days. It is the responsibility of the parent/troop to pick-up Health Forms left behind.

MEDICAL FORMS

Every person who attends camp must submit a complete and signed BSA Medical Form (Parts A, B, and C). 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.

Pre-Camp Screenings

All units are required to complete a pre-health screening within 72– hours of arriving at camp. 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, must also be included in the screening. As of Wednesday September 29, 2020, all participants must have a negative Covid– 19 test before arriving to camp.

Arrival Screenings

Upon arrival one adult leader 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 the 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. YPT must be followed at all times.
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/ hospital, or pay cash for services provided.

DINING HALL OPERATIONS

Dining Hall Dietary Needs Forms must be received April 1, 2021.

Our Dining Hall staff will be glad to try to see what they can do to help accommodate these needs if at all possible but, we must know by April 1st.

The dining hall operates 2 seating's for each meal and the meal times are below.

Meal	Seating 1	Seating 2
Breakfast	7:30 AM	8:15 AM
Lunch	11:40 AM	12:30 PM
Dinner	5:30 PM	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 should 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, so no camper goes away hungry!

GENERAL CAMP INFORMATION AND POLICIES

LOST AND FOUND

Lost and Found items should be turned into Howard Lodge. Leaders should encourage scouts to mark their belongings with their name and troop number. Lost and Found items will be kept for one week after being collected and then donated to a local charity. Lawhorn Scouting Base and employees will **NOT** be held liable for lost/stolen/damaged belongings.

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 fishing lake. For fishing in the Flint River or along the public road, all Georgia state laws apply including license requirements. Fishing in the lakes on Lawhorn Property do not require a fishing license.

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 in the aquatics area.

This includes swim attire. Male participants MUST wear swim trunks. Female participants MUST wear a modest one piece bathing suit with shorts.

LEAVING DURING CAMP

Should a Scout Master need to leave Camp there is a sign/out sheet in Howard Lodge that must be filled out as they leave and upon arrival. If a youth needs to leave camp the Scout Release from Camp Request form **MUST BE FILLED OUT**. Currently as of Wednesday September 29, 2020, no one must leave camp after arrival. Camp must remain a closed society according to the Executive Orders in place.

VEHICLES

All vehicles must remain parked in one of the camp parking lots. Vehicles are not permitted to drive in camp at anytime.

NO VEHICLES IN CAMPSITES

Only one vehicle in each campsite for emergency purposes only. Do not attempt to move rocks, logs, or other barriers in order to get a vehicle into a campsite or any other area.

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 Thunder t-shirt, belt, or hat! Plus the trading post also has your snacks, drinks, and ice cream. The trading post accepts: cash, check and credit/ debit cards.

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, in-camp messages to troop leadership and announcements.

EMERGENCY PROCEEDURES

Current camp emergency procedures are distributed at check-in and discussed during the Sunday Leaders' Meeting.

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 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 damages are as follows:

Mattresses (rips, cuts, writing):	$255
Bed Frame Replacement:	$305
Tent Rips and Tears per inch:	$50
Tent Replacement 2-man/ 4-man:	$850/ $1200
Tent Rain Fly Replacement:	$345
Environmental Damage (trees):	$50

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, e-cigarettes, vaping products are forbidden outside of specified smoking areas.
- 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 a the showers.
- All campers and visitors must sign-in/sign-out at the camp office.
- Two-deep leadership (2-21yr old Scout BSA registered adults) is required at all times for youth. BSA Youth Protection guidelines must be practiced; leaders and parents must be trained. Scouts BSA youth can not share a tent with adults. All leaders must be registered BSA members.
- 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 fires or open flames are allowed in tents, Adirondacks, cabins, or any other camp structure.

CAMP PACKING LIST

Scouts and Leaders should write their name and Troop number on all items coming to camp.

- ⇒ Scout Field Uniform– Complete. (including: shirt, shorts, belt, socks, and t-shirt)
- ⇒ BSA Medical Form Parts A, B, and C. Include insurance information and parent signature
- ⇒ Extra Clothing– socks, underwear, shoes, etc.
- ⇒ Rain Gear
- ⇒ Swim Suit and Water Shoes
- ⇒ Sleeping Bag or Bedding for a twin sized mattress
- ⇒ Soap, comb, toothbrush, towel and other personal items
- ⇒ Scout Handbook, Pens/ Pencil, Notebooks, and Merit Badge Books
- ⇒ Flashlight
- ⇒ Insect Repellant and Sunblock
- ⇒ Water Bottle
- ⇒ Money for Trading Post items and snacks, $70 recommended
- ⇒ Other items suck as camera, compass, backpack, etc.
- ⇒ Light Sweater or Jacket (we may experience some cool evenings)

On average, afternoon high temperatures are in the mid-90's. Overnight lows usually are in the low– 70's.





ONLINE CLASS SCHEDULING

Important Note: After you enter your class selections, please make sure to complete the checkout process, 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 in your receipt.

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 troop'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's important to complete your class scheduling as early as possible for all your Scouts.

Class scheduling will begin 9:00am on April 1, 2021

You will receive authorization to bring class scheduling when it is available as long as the camping department has received the March 1st payment (50% payment of all total fees).

Class Scheduling Timeline

Fall 2020: Make your reservation and pay the $250 deposit

October/ November 2020: Begin your fundraising, popcorn sales, and planning for summer camp

January 2021: Collect and make your first payment of camp fees (mail, phone, or online). *This payment is due by February 1, 2021 and is 25% of your total fees.*

February 2021: Finalize preparations for class scheduling. Collect and make your second payment of fees. *This payment is due March 1, 2021 and is required to begin class registration April 1, 2021.*

February/ March 2021: 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 1, 2021: Register for Merit Badges (Only for those who have paid 50% of camp fees), Evening Activities, and The Thunder Experience.

Class Scheduling Instructions

The online registration system is the only way to register your Scouts for activities. Limited program changes can be made once your arrive at camp. The camping department will email the unit's login information for class scheduling once 50% of fees are paid. When class registration opens April 1, a unit representative will be able to log in to the 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 class capacities are not expanded once full. Print your unit's schedule from the online system; review each Scout's schedule with them.

Our staff will also be available after opening campfire Sunday to help with last minute changes.

CAMP THUNDER PROGRAM

While at camp, Scouts will experience our program lead by a trained summer camp staff. Scouts can choose from a variety of merit badge courses and high adventure activities and customize their week of fun.

Merit Badge Courses

Scouts should begin planning for their merit badge courses many weeks before coming to camp. Many merit badges take a lot of work both in and out of camp. We are eager to work with your scout on their completion of merit badge requirements. However, we abide by the BSA policy on requirements; we will not amend a requirement. A scout who comes to camp and is registered in a class will not automatically complete the merit badge. A scout's individual effort and responsibility are the predominate factor in whether or not they complete the requirement. 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.

Opportunities for Older Scouts

Each week Scouts can choose different High Adventure activities to include in their schedule. These can include: COPE, Climbing, Flint River Challenge, Rifle, and Shotgun merit badge .These are great opportunities for older scouts!

Buckskin– First Year Scout Program

Buckskin has been designed to give first year Scouts the greatest opportunity to learn basic scout skills. The Scouts will work on Tenderfoot and Second Class requirements. This program is offered during 1st, 2nd, and 3rd periods. Scouts will be able to choose 4th and 5th period classes in addition to Buckskin.

On Friday morning, Buckskin participants will have the opportunity to complete the Second Class requirement for the 5-mile hike. Other scouts and leaders are welcome to participate in this hike as well. Participants will return in time for the afternoon sessions of Friday activities.

Pathfinder– Second Year Scout Program

Pathfinder is for Second Class Scouts working on First Class. This program is offered during 4th and 5th periods;. Scouts will be able to choose 1st, 2nd and 3rd period classes in addition to Pathfinder.

Buckskin/Pathfinder Overnight Campout

On Wednesday evening Scouts in Buckskin and Pathfinder will camp overnight in their program area. They will set up a tent, cook their own dinner and work on rank requirements. Scouts participating in this overnight campout should not be scheduled for waiter duty at Wednesday dinner. (Note: This night may change due to weather.)

What to bring to Buckskin and Pathfinder:

- **Scouts BSA Handbook**
- **Compass**
- **Paper**
- **Sleeping Bag/Sleeping Mat**
- **Personal First Aid Kit**
- **Water Bottle**
- **Pen/Pencil**
- **Swim Suit**

COURSE GUIDE

The next few pages contain information on our camp program for 2021. 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 scouts will find something for them.

This summer we will be offering a camp wide game. Scouts will compete in every level of scouting. Each Unit will be assigned to a patrol. Patrols will compete in every area of camp and scouting life. The winning Patrol will be honored during closing campfire. The troop numbers will be placed on a plaque in our dining hall. This is a great opportunity for all units to show their scouting skills and create a lasting legacy at Camp Thunder.

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 Information about Prerequisites and Items Not Covered in Class

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 rake these classes concurrently and these prerequisites must be completed before camp starts. Scouts may work on requirements not to be completed at camp, prior to camp. If they show proof to their counselor, we will sign off on that MB as completed.

Program Departments

- Aquatics
- University
- Nature Lodge
- Artisan
- Outdoor Skills
- Science and Technology
- Shooting Sports
- Trail to Eagle
- Trade School
- High Adventure Programs
- River Rat

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.

The following course guide is tentative and 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.

Aquatics	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
BSA Lifeguard						Very Physically Demanding. Red Cross or AHA CPR & First Aid certification is a prerequisite. $60 Fee
Canoeing	X		X		X	Must pass BSA swim test
Kayaking & Paddle boarding		X	X	X		Must pass BSA swim test
Lifesaving	Morning Class			Afternoon Class		Physically Demanding– Must have swimming MB prior to camp.
Mile Swim 6:00am						Must pass BSA swim test
Motorboating	X				X	Must pass BSA swim test, 4b must be completed at home.
Rowing		X			X	Must pass BSA swim test
Small Boat Sailing	Morning Class		Afternoon Class			Must pass BSA swim test
Swimming	X	X		X	X	Must pass BSA swim test
Swimming Clinic	X	X	X	X	X	For scouts that cannot pass the BSA swim test (swim lessons)
Snorkeling	X		X		X	Must pass the BSA swim test
Artisan	**9:00am**	**10:15am**	**1:30pm**	**2:45pm**	**4:00pm**	**Additional Information**
Game Design	X		X			
Leatherwork & Woodwork		X	X			Kit Cost: $5
Metalwork	X	X		X	X	Kit Cost: $5
Photography & Art				X	X	Bring Digital Camera. For Art req. 4 & 6 may not be completed at camp
Pottery		X		X		Kit Cost: $5
Woodcarving	X		X		X	Bring knife & Totin' Chip. Kit Cost: $5

Outdoor Skills	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Camping		X	X		X	Req. 9a and 9 b will need to be completed at home.
Cooking	X	X	X		X	Req. 4 and 6 will need to be completed at home.
Search and Rescue	X			X		Req. 7 and 8 will need to be done at home
Orienteering & Geocaching				X	X	Bring a compass
Pioneering		X		X		Older Scouts, need to know lashings and knots
Wilderness Survival	X		X		X	Bring a sleeping bag and ground cloth.
Exploration				X		

University	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Citizenship in the Nation		X	X	X		Scouts will visit FDR's Little White House. $12 Fee
Citizenship in the World	X		X	X	X	Requirement 7c will not be completed at camp
Emergency Preparedness	X		X	X		Scouts must have First Aid Merit Badge. Req. 2c and 8b will not be completed at camp.
First Aid	X	X	X		X	Bring a First Aid Kit
Personal Fitness, Sports and Athletics		X		X		Personal fitness will be started, but not completed at camp
Indian Lore	X		X		X	MB Kit: $5
American Cultures & American Heritage		X				
Archeology					X	
Public Health & Crime Prevention				X		

Nature Lodge	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Forestry	X		X			
Environmental Science	X	X		X	X	Scouts will have nightly home-work to be completed to earn MB
Fish and Wildlife Management			X	X		Req. 5 will not be completed.
Bird Study & Mammal Study		X		X		Bird Study req. 7b will not be completed at camp. Bring binoculars
Nature & Weather	X			X	X	Weather req. 8 will not be completed
Reptile and Amphibian Study & Insect Study		X	X		X	Reptile and Amphibian Study req. 8 will need not be completed.
Animal Science	X				X	

Shooting Sports	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Archery	Morning Class			Afternoon Class		Kit Cost $5.00
Rifle	Morning Class			Afternoon Class		$10.00 Fee
Shotgun	Morning Class			Afternoon Class		**Must be 13** (or have Rifle MB) $15 Fee

High Adventure	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Climbing	X					$10 Fee
COPE			X			$10 Fee
ATV	X			X		$60 Fee
Horsemanship				X		$50 Fee (Will be completed offsite)
River Rat						$10 Fee (River Trek Program)

Trade School	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Welding	X			X		$15
Woodworking	X				X	$10
Auto Maintenance			X			
Plumbing			X			
Surveying		X				
Farm Mechanics				X		

Trail to Eagle	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Buckskin	X					For First Year Scouts.
Pathfinder				X		For Second Year Scouts.
Eagle's Nest	X			X		For Star & Life Scouts

Science and Technology	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Chemistry		X			X	
Digital Technology		X			X	
Energy and Nuclear Science			X	X		Req. 4 may not be completed at camp
Engineering		X			X	Requirement 4 may not be completed at camp
Graphic Arts	X			X		
Inventing	X		X			Requirement 8 may not be completed at camp
Moviemaking	X		X			
Robotics			X	X		
Space Exploration		X				
Photography & Journalism					X	

New Programs

We are introducing two new program areas this year Eagles Nest and Trade School. Trade School offers an education tract for your scouts to experience new opportunities. Trade school focuses on the trade industry skills: plumbing, welding, and auto maintenance. The Eagles Nest provides an opportunity for all Star and Life Scouts to learn to write an Eagle project, and practice Eagle Board of reviews.

FLINT RIVER CHALLENGE

Flint River Challenge is a perfect program for older Scouts that still want to attend summer camp but may not be interested in the traditional Scouts BSA program.

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

Proposed activities for Scouts to participate in during Flint River Challenge may include and are not limited to the following:

- **Low COPE/High COPE**
- **Climbing/Rappelling**
- **Zip Line/Giant Swing**
- **Horseback Riding**
- **Rifle/ Shotgun/ Archery**
- **Whitewater Rafting**
- **Backpacking**
- **Tubing**
- **ATV**
- **River Rat Program**
- **Natural Rock Climbing**
- **Black Powder**



Flint River Challenge Participants will decide with their patrol, which activities they will complete during the week. The participants will meet after dinner on Sunday night to design their schedule. Leader's will be given a copy of their schedule on Sunday Night during the Add/Drop meeting following campfire.



TROOP ACTIVITIES AT CAMP

Campfires

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!

*We like for all troops to participate. Please prepare a skit and have it approved by the Program Director by noon on Friday. You may also present any awards to your scouts. A common custom is to present an activity uniform t-shirt to your favorite staff member.

Family Night– Friday

Invite your families to experience the camp atmosphere, observe activities, and stay for dinner and campfire. Family members may arrive anytime after 4:30 pm and must check in at the camp office. Families taking part in dinner can purchase meal tickets when they check-in for $6. Families can camp on the FRAA side Friday night in a platform tent for $7 per person. Please contact the camping department to reserve your spot. Scouts must stay with their troops at Camp Thunder.

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.

Leaders will meet with Camp Management:

- Directly after the opening campfire on Sunday— brief meeting for minor schedule changes for scouts in Howard Lodge.
- An Adult Leader meeting will be held each morning, Mon. - Wed. 10am in the Dining Hall to discuss any concerns or needs you may have.
- A Senior Patrol Leader meeting will be held each day at 11:15am in the Dining Hall.
- Directly after the closing campfire on Friday— 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 travelling 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, participants must be able to average a 29-minute mile. Runners will register in Howard Lodge. Registration will close on Tuesday Evening.

The Mile Swim

The Mile Swim is a great camp experience for your Scouts! Practice for the mile-swim is Monday through Thursday at 6:00am. The Mile Swim is Friday at 6:00am. Scouts must attend 3 of the 4 practice swims to participate in Friday's official swim.

Evening Activities

Monday through Wednesday, Scouts can participate in evening activities throughout camp. Activities begin at 7pm.

Monday	Tuesday	Wednesday
Free Swim	Free Swim	Free Swim
T-Shirt Tie-Dying ($10)	T-Shirt Tie-Dying ($10)	Black Powder Shooting
Open Shoot– Rifle	Qualification Shoot	Buckskin/Pathfinder Overnighter
Volleyball	Merit Badge Classes	Wilderness Survival Overnighter
Field Games	Volleyball	Life Size Chess
Merit Badge Classes	Games at Sci-Tech	Open Climbing
Totin' Chip	Night Flyer	Merit Badge Classes
Line & Tender	Life Size Chess	Free Swim

Nightly Merit Badge Classes

Scouts may participate in additional Merit Badge Classes in the evenings. MB Classes will include but are not limited to: Astronomy, Chess, Collections, Electronics, Sculpture, Fingerprinting and many more!

TROOP NIGHT– THURSDAY

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, please turn in the Troop Night Cook-In Form on Sunday at Check-In with your choice of these four options:

1. Prepare dinner in your campsites, all the fixin's will be provided by the dining hall. Pick up 4-5pm Thursday. Troops will need to bring cooking utensils and mess kits.
2. Bring food into camp from a local restaurant
3. Take the troop out to eat
4. Take part in Thursday Thunder at the Atlanta Motor Speedway

Thursday Thunder at the Atlanta Motor Speedway

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, races start at 6:15 p.m.

$5 per person to attend for all Scouts and Leaders - *wear field scout uniform*

- No preregistration required (Participants will pay at the Speedway)



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!

THE THUNDER EXPERIENCE! - FRIDAY

Friday at camp is filled with troop events camp wide games and adventure activities.
There will be 3– 2 hour blocks set up for your Troop to rotate through the different activities.
Block 1: 9am– 10:55am, Block 2: 12:55pm-2:50pm, and Block 3: 3:05pm– 5:00pm
The full list of choices and complete schedule will be sent out in the Spring and each troop will make their selections when they register for classes on April 1, 2020. Every troop is guaranteed an adventure, but some have limited capacitates and will fill up quickly. Choices for the adventure will include:

1/2 mile Tubing on the Flint River	Sporting Clays at Big Red Oak- $50	Merit Badge Study Hall—An opportunity to work on incomplete merit badges from camp.
Archery	Rifle Shooting	Fishing
Climbing and Rappelling	Mountain Biking	Whitewater Rafting- $75, all day
Zipline (min age 13)	3 mile Canoeing on the Flint River	Tomahawk and knife throwing
Giant Swing (min age 13)	Boating on Lake Ini-To	Chess Merit Badge
Ultimate Frisbee	Free Swim	Service Projects
Rifle	Shotgun	Black Powder
Horseback Riding	ATV	Natural Rock Climbing

ADULT PROGRAMS AND ACVITITIES

The fun and adventure of camp isn't just for the Scouts! The following are some of the activities that will be available for Adults:

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! A/C and coffee will be available all day.

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, transportation is not provided.

Adult Leaders' Dinner

On Tuesday evening, be sure to come to the best dinner in camp at 6:30pm. Meet at the bus stop at 6:15pm. Visit with our Scout Executive and some of our Flint River Council board members during the feast.

Adult Leaders' Brunch and History

Enjoy a gourmet brunch on Thursday at 10:00am in the dining hall. Learn about camp's unique history and explore some of our high adventure base. Tour leaves from the bus stop after Thursday Brunch.

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.

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.

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 new leaders.

Scoutmaster Merit Badge

Check off all the requirements on this Camp Thunder award and earn a patch at the end of the week!

Other activities include:

- Lifeguard Training
- American Red Cross CPR/ First Aid Training
- Scoutmaster Cook Off
- Scoutmaster Shoot Off
- Scoutmaster Golf
- Scoutmaster Scavenger Hunts

SWIM CHECK

All Scouts and Adults attending camp must take a BSA swim check. This check must be taken annually by all who plan to enter the water.

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 checks 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 checks before camp should present a copy of the results at check-in, which will be certified by the aquatics director. A copy of the certifiers card must be present. The aquatics staff reserves the right to re-check any person in their swimming ability while at camp.

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

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: 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.

PRE-CAMP SWIM CHECK PROCEEDURE

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

Administration of Swim Check Options

Option A (at camp)

Aquatics program personnel administer the swim classification check at camp upon appointment given at check-in.

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

The unit arranges swim classification checks 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 check) certification card. Cards must be within the valid certification period.

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

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.

**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 pre-camp 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

TROOP #:_____ CAMPSITE:_____ WEEK #:_____

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

EVENT	NUMBER OF PEOPLE
Tuesday Scoutmaster Dinner 6:30pm	
Thursday Scoutmaster Brunch 10:00am	
Thursday Night Dinner, Troop Night	If staying in camp, fill out bottom portion of this page.
Friday Family Night Dinner, number of anticipated guests*	
Saturday Breakfast, pick up from dining hall	

***** Family Night dinner guests must purchase tickets in Howard Lodge, $6/ each

TROOP NIGHT COOK-IN FORM

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 staying in camp, 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.

Number of people eating in camp:_____

Meal Options (pick one):

_____ Spaghetti and Meat Sauce

Includes: pasta, ground beef, tomato sauce, Italian seasoning, dinner rolls, butter, salt and pepper, and drink mix. Perfect for stove top cooking.

_____ Chili and Rice

Includes: Ground beef, kidney beans, peppers, onions, tomato paste, chili powder, rice, corn, chips, butter, and drink mix. Perfect for stove top cooking and Dutch oven cooking.

_____ Shepard's Pie

Includes: ground beef, mashed potatoes, corn, peas, Worcestershire sauce, dinner rolls, butter, salt and pepper, drink mix. Perfect for Dutch oven cooking.

_____ Campfire Foil Packs

Includes: Ground beef, potatoes, carrots, onions, peppers, Worcestershire sauce, dinner rolls, butter, salt and pepper, drink mix, aluminum foil. Perfect for campfire cooking.

Dessert Options (pick one):

_____ Cobbler for Dutch Oven Cooking _____ Cookies (pre-made)

_____ Yellow Cake Mix and Fruit Filling

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.

(470) 481-1057

WWW.FLINTRIVERCOUNCIL.ORG

SAMPLE SCHEDULE

Sunday Schedule
1:00 - 3:00 pm Check-In (Howard Lodge)
Swim Checks, Pictures, Camp Tour, Unpack, etc.
5:45 pm Supper Formation (Dining Hall)
5:50 pm Supper
7:15 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
7:00 am Reveille
8:00 am Howard Lodge Opens
8:05 am Breakfast Formation (Dining Hall)
8:10 am Breakfast
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)
12:00 pm Lunch (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
5:45 pm Supper Formation (Dining Hall)
5:50 pm Supper
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
7:00 am Reveille
8:00 am Howard Lodge Opens
8:05 am Breakfast Formation (Dining Hall)
8:10 am Breakfast
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)
12:00 pm Lunch (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
5:45 pm Supper Formation (Dining Hall)
5:50 pm Supper
6:25 pm Scoutmasters going to Dinner meet at bus stop
6:30 pm Scoutmaster Dinner
7:00 pm Evening Programs
8:30 pm Pre-ordered watermelons delivered to campsite *Must order by 5PM 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
7:00 am Thunder 5k
8:00 am Howard Lodge Opens
8:05 am Breakfast Formation (Dining Hall)
8:10 am Breakfast

CAMP FEE SETTLEMENT (HOWARD LODGE) 9:30 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
11:30 am Little White House Trip
11:20 SPL Meeting (Dining Hall)
12:00 am Lunch (no lunch formation)
1:30 – 5:00 Big Red Oak Scoutmaster Shoot (register and pay at Trading Post) *Provide own transportation.
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 Buckskin, Pathfinder, wilderness survival overnight
5:45 pm Supper Formation (Dining Hall)
5:50 pm Supper
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
7:00 am Reveille
8:00 am Howard Lodge Opens
8:05 am Breakfast Formation (Dining Hall)
8:10 am Breakfast
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)
12:00 pm Lunch (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) pickup from Howard Lodge
5:00 - 11:00 pm Troop Night/Evening Activities
6:00 pm Howard Lodge Closes
11:00 pm Taps-Lights Out & Quiet in Sleeping Areas
Friday Schedule
6:00 AM Mile Swim
7:00 am Reveille
8:00 am Howard Lodge Opens
8:05 am Breakfast Formation (Dining Hall)
9:00 - 10:55 am Activity Block 1
11:30 am WHITEWATER EXPRESS bus leaves (Howard Lodge)
12:00 pm Lunch (no lunch formation)
1:00 - 2:50 pm Activity Block 2
3:05 - 5:00 pm Activity Block 3
5:45 pm Supper Formation (Dining Hall)
5:50 pm Supper
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 Continental Breakfast – Dining Hall
7:00 am - 9:00 am – Check-out of Campsites

SAMPLE


CAMP
THUNDER
LAWHORN
SCOUTING BASE