



CAMP
THUNDER



Camp Thunder



Leader's, Parents and Scouts:

Thank you for choosing to be part of our summer program at Camp Thunder! I am honored to be returning as your camp director for Thunder this year, and I am excited to see all the adventures we will have this season.

This guide contains important information regarding our philosophy of how a camp should operate and 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.

Please use this guide along with the class scheduling tools available on our registration page to prepare for a great visit to Thunder.

We look forward to your visit to Camp Thunder during the 2024 season. Please do not hesitate to contact me for any reason; I am here to serve! Adventure awaits at Camp Thunder!

Wyatt Goldman

Program Executive
Camp Director

charles.goldman@scouting.org



SCHEDULING

Camp Thunder programs are split into three blocks of time: morning, afternoon, and evening. Each block provides a different type of program experience for Scouts making their week at Thunder productive for advancement as well as fun!

BREAK FAST	1	2	3	4	LUNCH	5	6	DINNER	7
	MORNING					AFTERNOON			EVENING

MORNING | 1 - 5 | ADVANCEMENT

Mornings are dedicated to advancement through our comprehensive offering of many different merit badges and our Buckskin First Year Scout Program. A wide variety of programs is available to make sure that even older scouts have an opportunity to experience something new every year.

Note that some morning programs require two, three or even all four morning program blocks.

AFTERNOON | 6 | OPEN TIME

Scout camp is a time for Scouts to have FUN and experience all that Scouting offers. Our afternoon program is designed for Scouts to engage in programs that they find attractive without the structure of pre-registration for most programs. Head to the ranges to work on shooting qualification or use free time to complete those more difficult merit badges. Program areas are also available to scouts that do not have classes in those areas. Take an afternoon to take a few shots on the range or enjoy a cool dip during open swim.

EVENING | 7 | TROOP & PATROL TIME

After dinner, many program areas are open just like in the afternoon. Scouts can head to their favorite area or try something new. From opening and closing campfires to the Flag Retirement Ceremony, there are many activities your troop will want to attend as a troop. This is a time for social interaction and relaxation. Join us for Ice Cream social night or tie dye a shirt! There are many opportunities to engage or observe.

Camp Thunder

CONTACT INFORMATION

Camp Reservations and Camp Information

Camping Department

Phone: 770-227-4556

Email: rachel.moody@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 29 – June 23.

Troop # and Scout's Name

Camp Thunder at Lawhorn

506 Thundering Springs Rd

Molena, GA 30258

Camp Thunder Phone Number

334-401-8206 - Daytime

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.

Camp Thunder

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 an on-going 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 supplement our regular menu with specials that vary each day such as salad bars.

Our Philosophy

We strive to create the Scouting experience of the year for every Scout who attends camp. We want your Scouts to HAVE FUN while earning the advancements they need to continue on their personal journey to Eagle. Our camp program is designed to offer a balance between classroom learning, outdoor experiences and social interaction.

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, and family that will last a lifetime.
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.



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: 706-982-9473.

* 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. A female leader 21+ must accompany all female troops.

* 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, March 1:

* Register each Scout for their merit badge or high adventure classes

* Register for any evening activities

* 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.

Camp Thunder

2024 SUMMER CAMP FEES

Participant Type	Camp Fees
Youth	\$330 per scout. all MB fees included.
Adult Leader	\$150 (<i>see adult leader fee chart for eligible fees waived</i>)

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

Payment Schedule

The following schedule is required for all troops.

- ◆ \$250 Reservation Fee per unit
- ◆ February 1: 25% of all fees ***This payment is required to maintain your reservation.***
- ◆ March 1: 50% of all fees ***This payment is required to register for merit badges, evening activities on March 1***
- ◆ May 15: 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 on Saturdays. From your arrival on Saturday until check-in begin on Sunday your troop will furnish their own food and assistance will not be available unless there is an emergency.

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.

CANCELLATION POLICY

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

Cancellation Date	Refund Amount*
Prior to April 1	Eligible for Full Refund minus deposit
April 2– May 1	Eligible for 50% of Total Reservation Fees
May 2 -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 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 overnight, 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 and current Youth Protection submitted thorough their registration prior to Camp and are planning on staying in-camp overnight, will not be permitted to attend with their Troop. Troop members must register with their Member ID and Adults must enter their true Youth Protection dates. (A Scout is Trustworthy)

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.



Camp Thunder

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 adult will also receive a program packet containing all Scout schedules. 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.

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 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. Please ensure your campsite is in the same condition as when you found it.
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.

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 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.

Camp Thunder

DINING HALL OPERATIONS

Dining Hall Dietary Needs Forms must be received April 1.

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 meal times are below.

Meal	Seating 1
Breakfast	7:30 AM
Lunch	12:30 PM
Dinner	6:00 PM



Formations will take place 10 minutes before each breakfast and dinner 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.

Waiters 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 wipe off tables and 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, etc. are available for any hungry campers.

Camp Thunder

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.

LEAVING DURING CAMP

Should a Scoutmaster 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**.

VEHICLES

All vehicles must remain parked in one of the camp parking lots. Vehicles are not permitted to drive in camp at anytime. A golf cart is allowed provided you bring a handicapped placard, fire extinguisher and first aid kit that must remain on the cart at all times. Absolutely NO ATVs or UTVs will be allowed.

NO VEHICLES IN CAMPSITES

A maximum of one vehicle in each campsite for emergency purposes with approval of Camp Director or Ranger. 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 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.

CAMP MAIL

Mail is delivered to howard lodge, if you are expecting a letter or package please come by and someone will check and see if it has arrived. Please avoid sending valuables and perishable items in the mail as well.

Camp Thunder

EMERGENCY PROCEDURES

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 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 and must be registered with Camp Director).
- 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 in 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
- 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 Thunder

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 such 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 on-line registration software (Black Pug). MB class selection and high adventure programs are located under the additional activities drop down box at the top of the registration screen. Whitewater rafting are located on the Update Information Button of the Registration Contact section. All that is required is the count of participants attending the trips. Rosters will be collected at time of departure during Camp. 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 March 1, 2025

Class Scheduling Timeline

Fall 2023: Make your reservation and pay the \$150 deposit

October/ November 2023: Begin your fundraising, popcorn sales, and planning for summer camp

January 2024: Collect and make your first payment of camp fees (mail, phone, or on-line).

This payment is due by February 1, 2023 and is 25% of your total fees.

February 2024: Finalize preparations for class scheduling. Collect and make your second payment of fees. *This payment is due March 1, 2024 and is required to begin class registration April 1, 2024.*

February/ March 2024: 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.

March 1, 2024: Register for Merit Badges (Only for those who have paid 50% of camp fees), Evening Activities, and The Thunder Experience.

Class Scheduling Instructions

The on-line registration system is the only way to register your Scouts for activities. Limited program changes can be made once you arrive at camp. When class registration opens March 1, a unit representative will be able to log in to the troop's registration and select MB Classes and High Adventure Programs for Scouts. Be aware that courses are first-come, first-served and class capacities are seldom expanded once full. Print your unit's schedule from the on-line 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

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, 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 Trail to First Class requirements. This program is offered for two periods during the morning MB schedule. Scouts will be able to choose 3rd and 4th period classes in addition to Buckskin and to participate in afternoon open time and evening troop and patrol activities. Second year Scouts who have significant work remaining on their Trail to First Class will benefit from the program. They will be encouraged to develop leadership and teaching skills during those times that a skill is being taught that they have already mastered.

Buckskin participants will have the opportunity to complete the Second Class requirement for the 5-mile hike during the afternoon open time on Tuesday. Other scouts and leaders are welcome to participate in this hike as well.

Buckskin Overnight Campout

On Wednesday evening Scouts in Buckskin 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 camp out should not be scheduled for waiter duty at Wednesday dinner. (Note: This night may change due to weather.) AS SUPPLIES ARE LIMITED, PLEASE BRING A TENT FOR THE CAMPOUT IF YOU HAVE ONE.

What to bring to Buckskin :

- Scouts BSA Handbook
- Compass
- Notebook/Pad
- 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 2024. 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.

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.

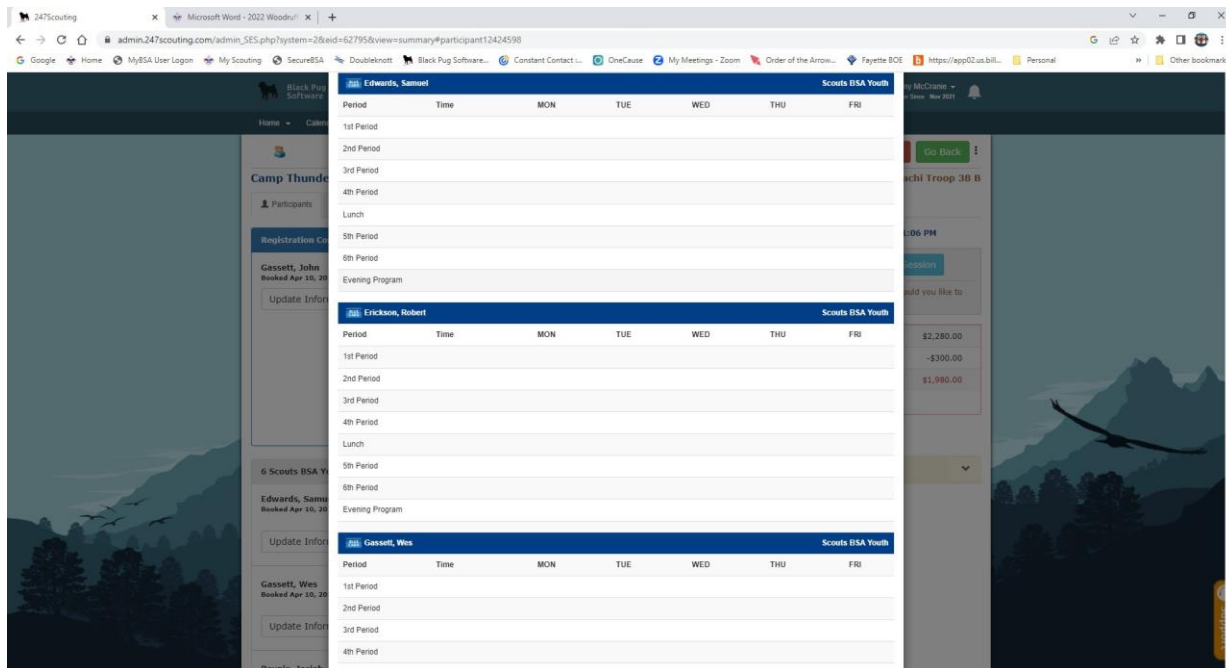
Important Information about Prerequisites and Items Not Covered in Class

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 take 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

- Handicraft
- Aquatics
- Buckskin
- Climbing
- High Adventure
- Life Skills
- Nature
- Outdoor Skills
- Shooting Sports
- Sci-Tech
- Trade School

Class Selection



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 on-line class scheduling in March.

MERIT BADGES

RECOMMENDED FOR ALL SCOUTS



SWIMMING

RECOMMENDED FOR 2ND YEAR+ SCOUTS



LIFE SAVING



CANOEING



KAYAKING



SMALL BOAT SAILING



ROWING



MOTOR BOATING

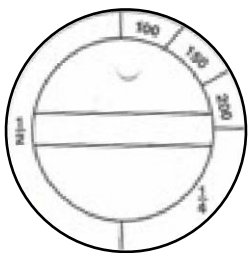


AQUATICS

Aquatics merit badges and summer camp go hand-in-hand. Thunder provides all equipment. All aquatic merit badges require Scouts to qualify as BSA Swimmer during the swim check. Scouts should wear swim wear that is suited for active water sports, such as swim trunks or board shorts for males and one-piece suits or tankinis for females.



CLASSES & CERTIFICATIONS



SWIM LESSONS
Not a merit badge



BSA LIFEGUARD
Must be 15 years old

BSA Lifeguard is an all day, full week program. It is a certification, not a merit badge.



MERIT BADGES

RECOMMENDED FOR ALL SCOUTS



ART



GRAPHIC ARTS



MOVIEMAKING



MUSIC



PHOTOGRAPHY
Requires Cyber Chip



POTTERY & SCULPTURE

AFTERNOON DROP-IN MERIT BADGES



***WOOD CARVING**
Budget \$10



***LEATHERWORK**
Budget \$20



***BASKETRY**
Budget \$15



FINGERPRINTING

Wood Carving, Basketry, and Leatherwork merit badges may require more than one afternoon to complete.

*May require purchase of a kit at the Trading Post depending on what project the Scout chooses.



Artisan

Thunder's Handicraft Pavilion provides a great environment for Scouts to explore their creative side. Some merit badges are taught in formal morning sessions while others are offered in the afternoon as drop in activities. The Pavilion is also open in the afternoon for anyone wanting to practice their wood carving, leatherwork or basketry skills.

MERIT BADGES

RECOMMENDED FOR 1st & 2ND YEAR CAMPERS



Buckskin

Buckskin is Thunder's first year camper program designed to complete all requirements on the Trail to First Class that are not time based. The program takes 2 periods and offers the opportunity to complete an overnighter and 5 mile hike



RECOMMENDED FOR 3RD YEAR+ CAMPERS



CLIMBING



COPE

COPE is an experiential program and not a merit badge

CLIMBING

The Climbing Merit badge is 2 periods in length.



MERIT BADGES

LIFE SKILLS

All merit badges are held during the morning session periods. First Aid and Personal Fitness merit badges are offered during the afternoon periods as well.

RECOMMENDED FOR ALL SCOUTS



FIRST AID



RECOMMENDED FOR 2ND YEAR+ CAMPERS



PERSONAL FITNESS

Req. 1 b and 8 not completed at camp



EMERGENCY PREPAREDNESS

RECOMMENDED FOR 3RD YEAR+ CAMPERS



CITIZENSHIP IN THE NATION



CITIZENSHIP IN THE WORLD



COMMUNICATION

MERIT BADGES

RECOMMENDED FOR ALL SCOUTS



FISHING

Fishing poles are available for use during instruction, must bring own tackle.



NATURE & MAMMAL STUDY



WEATHER

RECOMMENDED FOR 2ND YEAR+ CAMPERS



ARCHAEOLOGY

Requires out of class fieldwork



GEOLOGY & MINING IN SOCIETY



INSECT STUDY



REPTILE & AMPHIBIAN STUDY

Req. 8 not completed at camp



FORESTRY & PLANT SCIENCE

Plant Science req. 5 not completed at camp



OCEANOGRAPHY



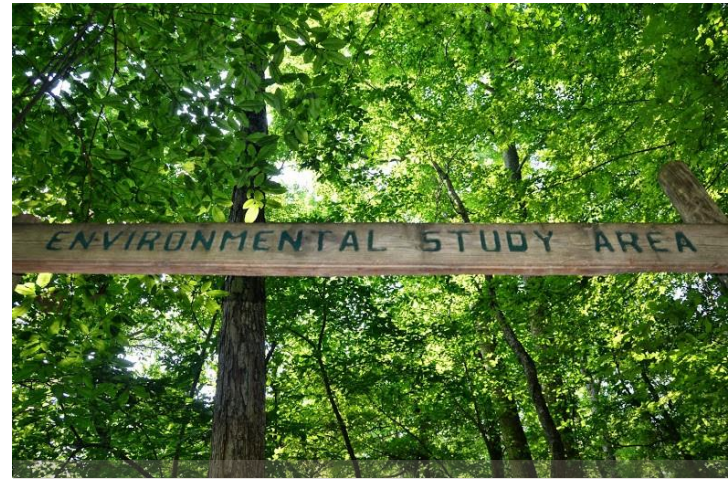
BIRD STUDY

RECOMMENDED FOR 3RD YEAR+ CAMPERS



ENVIRONMENTAL SCIENCE

Requires out of class fieldwork



NATURE

Many Nature merit badges are academic and instruction is based on the youth having completed a specified level at school. Some Nature merit badges require extensive fieldwork and projects. Scouts should plan to spend some afternoon or evening time to complete these badges.



MERIT BADGES

RECOMMENDED FOR 2ND YEAR+ CAMPERS



COOKING

Req. 4c, d & e not completed at camp



CAMPING

Req. 4b, 5e, 7b, 8d and 9a, b & c not completed at camp



PIONEERING



ORIENTEERING



GEOCACHING



SEARCH & RESCUE



**SIGNS, SIGNALS,
& CODES**



**WILDERNESS
SURVIVAL**



OUTDOOR SKILLS

Outdoor Skills are the heart of Scouting's outdoor program. In addition to traditional Scout skills, the merit badge offerings have expanded to include many new merit badges that appeal to modern camping enthusiasts.



MERIT BADGES

RECOMMENDED FOR 2ND YEAR+ CAMPERS



ARCHERY



RIFLE SHOOTING

FOR SCOUTS AGE 14+



SHOTGUN SHOOTING

Must be 14 years old
to enroll

Scouts should commit additional time in the afternoon and/or evening sessions to develop shooting skills and complete the shooting qualification requirements. In addition, during one of the afternoon sessions, Scouts must provide time to either clean a rifle (about 30 minutes) for the rifle shooting merit badge. The camp provides all equipment and supplies for shooting sports. Please do not bring personal firearms or archery gear to camp.

SHOOTING SPORTS

Camp Thunder offers instruction in Archery, Rifle Shooting, and Shotgun Shooting merit badges under the direction of Boy Scouts of America National Camping School Shooting Sports Directors, National Rifle Association and/or USA Archery certified instructors. All instructors in the shooting sports program are certified according to BSA, NRA and/or USA Archery standards.



MERIT BADGES

RECOMMENDED FOR ALL SCOUTS



ASTRONOMY
Requires evening observation time



CHESS



RADIO



***SPACE EXPLORATION**
Budget \$15

RECOMMENDED FOR SCOUTS AGE 13+



GAME DESIGN



ROBOTICS & DIGITAL TECHNOLOGY

Requires Cyber Chip

RECOMMENDED FOR FOR SCOUTS AGE 14+



WELDING
Must be 14 to enroll in Welding merit badge



STEM

Thunder's Sci-tech Pavilion is the place to explore the fast paced world of science, technology, engineering and math. In the afternoons, the lab will be open for playing with robots and working on STEM related merit badges.



*Requires purchase of a kit at the Trading Post.

MERIT BADGES

RECOMMENDED FOR ALL SCOUTS



**AUTOMOTIVE
MAINTENANCE**



**FARM
MECHANICS**



PLUMBING

RECOMMENDED FOR SCOUTS AGE 13+



ELECTRICITY



WOODWORKING



WELDING



Trade School

The Sidney Lee/Chandler Trades Pavilion provides all the equipment, work space and tool for Scouts to take a deep dive into Trades Merit Badges



Camp Thunder

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

Camp operation is a very dynamic thing and in order to assure that Units are informed and engaged there will be a series of meetings for Scoutmasters and Senior Patrol Leaders during the week.

- 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 in Howard Lodge. Scoutmasters inside and Senior Patrol Leaders on the porch. This is a time for information, MB Drop/Add and introduction.
- An Adult Leader meeting will be held each morning immediately following breakfast in the Dining Hall to discuss any concerns or needs you may have.
- A Senior Patrol Leader meeting will be held each day immediately following lunch in the Dining Hall to go over afternoon and evening activities and answer questions.
- 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 traveling Scouts and adults in their obligations, we will hold two services during the week. An interfaith service and a Catholic service. Other devotional and prayer opportunities will be available. All are welcome to attend.

Mile Swim

Earn the Mile Swim Patch. The Mile Swim will take place on Friday morning around Lake Ini-to. Participants must attend at least 2 of the 4 practice sessions held each morning at the Aquatics area.

Camp Thunder

ADULT PROGRAMS AND ACTIVITIES

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.

Adult Leaders' Steak Dinner

On Thursday evening, be sure to come to the best dinner in camp at 6:00pm. Meet at the bus stop at 5:45pm. 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.

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!

Scoutmaster Shoot Off

Each Unit is invited to enter an adult representative in the Rifle, Shotgun and Archery Shooting Competition.

Camp Thunder

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: One who can jump feet first into water that is over their head in depth, swim 75 yards in a strong manner using one of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting back stroke. The 100 yards must be swum continuously 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

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 lifeguard's (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.

Camp Thunder

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.				

Sample Class Schedule

FLINT RIVER COUNCIL SUMMER CAMP 2023: Camp Thunder Summer Camp Week 1 at Gerald Lawhorn Scouting Base

Event Information

FLINT RIVER COUNCIL SUMMER CAMP 2022
June 04, 2023, 01:00 PM
518 Thundering Springs Rd
Molena, GA 30258

Attendee Information

Joe Scout
Troop 100
Registrant Scouts BSA Youth



Time	Period	Class #	Class Name	Su	Mo	Tu	W	Th	Fr	Sa
12:45 PM - 02:00 PM	Lunch									
08:30 AM - 09:20 AM	1st Period	SC46	Emergency Preparedness Instructor: Nolan Gill		M	T	W	H	F	
09:30 AM - 10:20 AM	2nd Period Location: Life Skills	SC44	Citizenship in the World Instructor: Nolan Gill		M	T	W	H	F	
10:30 AM - 11:20 AM	3rd Period Location: SciTech	SC15	Moviemaking Instructor: Galadriel Steen		M	T	W	H	F	
11:30 AM - 12:20 PM	4th Period Location: Aquatics	SC8	Swimming Instructor: Shane Thornton		M	T	W	H	F	
02:00 PM - 04:45 PM	5th Period	SC5	Motorboating Instructor: Shane Thornton		M	T	W	H	F	
03:30 PM - 04:45 PM	6th Period	SC5	Motorboating		M	T	W	H	F	

Camp Thunder

