



2019

Leader's Guide



TABLE OF CONTENTS

WELCOME LETTER	3
CONTACT INFORMATION.....	4
THE SUMMER CAMP EXPERIENCE.....	5
GETTING READY FOR CAMP CHECKLIST	6
2019 SUMMER CAMP FEES.....	7
EARLY ARRIVALS	7
PROVISIONAL SCOUTS.....	7
CANCELLATION POLICY	8
REGISTRATION AND INSURANCE.....	8
CAMP THUNDER PROGRAM INFORMATION	9
ONLINE CLASS SCHEDULING AND TIMELINE	10
COURSE GUIDE	11-14
FLINT RIVER CHALLENGE	15
TROOP ACTIVITIES AT CAMP.....	16-17
TROOP NIGHT– THURSDAY	17-18
THE TUNDR EXPERIENCE– FRIDAY	18
ADULT PROGRAMS AND ACTIVITIES	19
CHECK-IN– SUNDAY.....	20
CHECK-OUT SATURDAY.....	20
MEDICAL FORMS.....	21
DINING HALL OPERATIONS.....	22
GENERAL CAMP INFORMATION AND POLICIES	23-24
CAMP PACKING LIST	25
SWIM TEST AND PRE-CAMP SWIM TEST	26-27
UNIT SWIM CLASSIFICATION RECORD	28
UNIT ROSTER AND SWIM CHECK REPORT	29
SCOUT RELEASE FROM CAMP REQUEST	30
PRESCRIPTION MEDICATION RECORD	31
UNIT PRE-CAMP HEALTH SCREENING FORM	32
DIETARY NEEDS FORM	33
DINING HALL FORM	34
CLASS SCHEDULING WORKSHEET	35
SAMPLE SCHEDULE	36
GETTING TO CAMP THUNDER	37





Dear Leaders,

We are excited to have you as part of our summer programs at Camp Thunder! We had another great summer in 2018 and are ready to make 2019's camp even better! We have worked hard this off-season to put together our most exciting programs yet!

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

At Lawhorn, we have a broad range of programs and activities all one property, with the opportunity for both traditional programs at Camp Thunder and high adventure programs for your older Scouts at the Flint River Adventure Area.

Our staff is committed to exceeding your expectations. Your camp experience will be filled with adventures you will never forget. Your adventure awaits at the Lawhorn Scouting Base this summer!

We look forward to you being our guests this summer at Lawhorn Scouting Base. Please do not hesitate to contact our Camping Department for any reason; we are here to serve!

Yours In Scouting,

Thomas Waggoner

Flint River Council Program Specialist and 2019 Summer Camp Director



CONTACT INFORMATION

Camp Reservations and Camp Information

Monica Clay, Camp Customer Service Specialist

Phone: 470-481-1057

Email: Monica.Clay@scouting.org

Mailing Address: 1361 Zebulon Rd, Griffin, GA 30224

2019 Summer Camp Director

Thomas Waggoner, Flint River Council Program Specialist

Phone: 470-481-1062

Email: Thomas.Waggoner@scouting.org

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 26-July 6)

706-647-9536

Camp Thunder Website

www.flintrivercouncil.org/campthunder

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.



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. We are prepared for emergencies and understand that Scouts and Scouters are in our care.

The Staff

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

Food

Our meals are planned and prepared by professionals. You will enjoy well balanced meals and we always offer additional food to what is served.

Our Philosophy

We strive to create the Scouting experience of the year for every Scout who attends camp. Leadership, personal growth & development, and duty & responsibility are the key ideals in Scouting and are the basis for everything we do.

Our Mission

Provide a week long, life changing opportunity for every Scout. Above all else we will:

1. Ensure that every Scout has a chance for a life changing experience.
2. Help build memories with friends, leaders, 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 CHECK-LIST

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

_____ 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, page 7 and Cancellation Policy, Page 8.

_____ **Troop Committee:**

- * Arrange for at least 1 adult and SPL to review any correspondence sent out by our Camping Department.
- * Arrange for necessary adult leadership, minimum 2 adults at all times.
- * Arrange for necessary transportation to and from camp.

_____ **Patrol Leader's Council:**

- * Develop a list of troop and patrol equipment to take to camp.

_____ **Individual Registration:**

- * Register each individual (Scout and adult) online.
- * Discuss class schedules individually with Scouts and preparations required prior to camp.

_____ **Class Registration, April 1, 2019:**

- * 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.



2019 SUMMER CAMP FEES

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

Camp Fees include seventeen 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, 2019: 25% of all fees *This payment is required to maintain your reservation.*
- ⇒ March 1, 2019: 50% of all fees *This payment is required to register for merit badges, evening activities, and Thunder Experience on April 1, 2019*
- ⇒ May 1, 2019: 100% of all fees

If fees are paid after May 25th, 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 Adults

EARLY ARRIVALS

We can accommodate your travel needs to arrive early. You can make arrangements by contacting the Camping Department. Early arrivals begin at noon on Saturdays. It is \$10 per person for early arrival.

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, 2019	Eligible for Full Refund
April 2– May 1, 2019	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, 2019 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, 2019 to Monica Clay, monica.clay@scouting.org or faxed 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.



CAMP THUNDER PROGRAM

While at camp, your Scouts will experience out top notch program lead by trained summer staff. Your Scouts can choose from a variety of merit badge courses and high adventure activities to customize their week of fun!

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. Just because a Scout comes to camp and is registered in a class does not mean that they will 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.

High Adventure Opportunities

Each week Scouts can choose different High Adventure activities to include in their schedule. These can include: COPE, Climbing or Mountain Biking. 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 BSA skills. The Scouts will work on Tenderfoot and Second Class requirements. This program is run 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 Scouts will have the opportunity to complete the Second Class requirement for the 5-mile hike on Friday morning. Other Scout and leaders are welcome to participate in this hike as well. Participants on this hike will return in time for the afternoon sessions of the Friday activities.

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 and 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 Wednesday dinner. Note: This night may change due to weather.

What to bring to Buckskin and Pathfinder:

- | | | | |
|----------------------|--------------------------|---------------|------------------------------|
| - Boy Scout Handbook | - Water Bottle | - Pen/ Pencil | - Paper |
| - Compass | - Personal First Aid Kit | - Swim Suit | - Sleeping Bag/ Sleeping Mat |



ONLINE CLASS SCHEDULING

Important Note: After you enter your class selections, please make sure to save the reservation, log out and log back in to make sure the classes are entered correctly. You will also receive an e-mail with confirmation showing the class selections 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, 2019

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 2018: Make your reservation and pay the \$250 deposit

October/ November 2018: Begin your fundraising, popcorn sales, and planning for summer camp

January 2019: Collect and make your first payment of camp fees (mail, phone, or online). This payment is due by February 1, 2019 and is 25% of your total fees.

February 2019: Finalize preparations for class scheduling. Collect and make your second payment of fees. This payment is due March 1, 2019 and is required to begin class registration April 1, 2019.

February/ March 2019: 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, 2019: 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 you your unit’s login information for class scheduling once 50% of fees are paid. When class registration opens April 1, you will be able to log in to your troop’s registration and use the online class scheduling module to register Scouts in classes. Be aware that courses are first-come, first-served and class capacities are not expanded once full. Print your unit’s schedule from the online system; review each Scout’s schedule with them.

Online schedules can be changed online up until Saturday midnight the week before your arrival at camp. Our staff will also be available after opening campfire Sunday to help with last minute changes.



COURSE GUIDE

The next few pages contain information on our camp program for 2019. Our curriculum has been developed through a unique collaboration of Scoutmasters, summer camp staff, and our council's camping and advancement committees. We are proud of the variety of programs offered. Every one of your Scout's will find something for them.

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

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

Important Information about Prerequisites and Items Not Covered in Class

You will find that some of our class offerings include prerequisites or requirements that will not be completed at camp. In some cases, a merit badge must already have been earned prior to summer camp. We do not permit Scouts to take these classes concurrently and these prerequisites must be completed before camp starts. Other requirements will not be covered in class as they are not able to be completed at camp for a particular reason. Requirements completed before arrival to camp will not be signed off on.

Program Departments

- ◆ Aquatics
- ◆ Cultural Studies and Life Skills
- ◆ Nature Lodge
- ◆ Handicraft
- ◆ Outdoor Skills
- ◆ Science and Technology
- ◆ Shooting Sports
- ◆ Specialty Programs
- ◆ High Adventure Programs

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

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 minor changes could be made as we make final plans. Any updates will be made available in time to prepare for online class scheduling in April.



Aquatics	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
BSA Lifeguard						Very Physically Demanding. Red Cross or AHA CPR & First Aid certification is a prerequisite. \$60 Fee	16- must have proof	
Canoeing	x		x			Must pass BSA swim test		12
Kayaking & Paddle boarding		x		x		Must pass BSA swim test		12
Lifesaving	Morning Class			Afternoon Class		Physically Demanding- must have swimming MB prior to camp.		12
Mile Swim 6:00am						Must pass BSA swim test		
Motorboating	x				x	Must pass BSA swim test, 4b must be completed at home.	15	
Rowing		x			x	Must pass BSA swim test		12
Small Boat Sailing	Morning Class		Afternoon Class			Must pass BSA swim test		12
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		
Snorkeling			x		x	Must pass the BSA swim test		
Whitewater			Afternoon Class			Must pass the BSA swim test		12

Handicraft	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Game Design	Morning Class		Afternoon Class					
Leatherwork		x	x			Kit Cost: \$15		
Metalwork	x	x		x	x	Kit Cost: \$15	12	
Photography & Art				x	x	Bring Digital Camera. For Art req. 4 & 6 may not be completed at camp		
Pottery		x	x	x		Kit Cost: \$8		
Woodcarving	x		x		x	Bring knife & Totin' Chip. Kit Cost: \$6		

Outdoor Skills	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
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.		
Geocaching	x			x		Req. 7 and 8 will need to be done at		
Orienteering				x	x	Bring a compass		
Pioneering		x		x		Older Scouts, need to know lashings and knots		12
Wilderness Survival	x		x			Bring a sleeping bag and ground cloth.		



Culture Studies and Life Skills	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Citizenship in the Community	x	x			x	Requirements 3 & 5 may not be completed at camp. Scouts must research their own community.		
Citizenship in the Nation	x	x	x	x		Scouts will visit FDR's Little White House. \$10 Fee to cover transportation and admission		13
Citizenship in the World	x		x	x	x	Requirement 7c will not be completed at camp		13
Communications	x		x	x		Requirements 5 & 8 will need to be completed at home		12
Emergency Preparedness			x	x		Scouts must have First Aid Merit Badge. Req. 2c and 8b will not be completed at camp.		12
First Aid	x	x	x		x	First Aid Kit \$8.00 Fee		
Personal Fitness & Sports & Athletics		x			x	Personal Fitness req's 1 & 8, Sports, req. 4 & 5, Athletics req's 3 & 5 will need to be completed at home. Recommended for Scouts who participate in an organized team or individual sport.		
Salesmanship & Entrepreneurship		x	x					13
Search and Rescue					x			
Theater					x			12

Nature Lodge	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Astronomy	x		x			Req. 4c may not be completed (weather dependent)		
Environmental Science	x	x		x	x	Scouts will have nightly homework to be completed to earn merit badge		13
Fish and Wildlife Management			x	x		Req. 5 will not be completed at camp		12
Fly-Fishing	Morning Class					Scout should bring fly-fishing gear		
Mammal Study & Bird Study		x		x		Bird Study req. 7b will not be completed at camp. Bring binoculars		
Nature & Weather				x	x	Weather req.8 will not be completed at		
Reptile and Amphibian Study & Insect Study		x			x	Reptile and Amphibian Study req. 8 will need to be completed at home; Scout must care for an amphibian		



Science and Technology	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Chemistry		x			x	Kit Fee \$6		12
Composite Materi-				x				12
Digital Technology		x			x			
Energy and Nuclear Science			x	x		Bring a notebook. Energy Req. 4 will not be completed at camp. Nuclear Science Req 4 may be completed at camp		
Engineering		x			x	Requirement 4 may not be completed at		
Graphic Arts				x				13
Inventing	x		x			Requirement 8 may not be completed at		
Moviemaking	x		x					
Robotics	x		x	x				12

Shooting Sports	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Archery	Morning Class			Afternoon Class		Kit Cost \$5.00		
Rifle	Morning Class			Afternoon Class		\$5.00 Fee		12
Shotgun	Morning Class			Afternoon Class		Scouts will be most successful at shotgun if they have the Rifle Merit Badge already and are physically able to hold a shotgun straight out and aim for an extended period of time. \$15 Fee		13

Specialty Programs	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Buckskin	Buckskin					For First Year Scouts. See page for more		
Pathfinder				Pathfinder		For Second Year Scouts, See page for more info		

Adventure Programs	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information	Min. Age	Sug. Age
Climbing	Morning Class					\$10 Fee		12
COPE			Afternoon Class			\$10 Fee	13	
Biking/ Mountain Biking	Morning Class		Afternoon Class			Good physical condition is a must, recommended for older Scouts. Will complete several Cycling Merit Badge Requirements	13	



FLINT RIVER CHALLENGE

The Flint River Challenge is a program where older Scouts BSA and Venturers camp at our high adventure area and participate in various high adventure activities. Crews must provide 2-deep adult leadership throughout the week for activities and camping. All Scouts by date of arrival.

Each Crew will be assigned guides that will work with them throughout the days. Crews will create their own schedule on Sunday when they arrive with their guide bases on their interests.

Proposed activities for Crews to participate in during Flint River Challenge:

- ⇒ Target Shooting Paint Ball Course
- ⇒ Low COPE
- ⇒ High COPE
- ⇒ Climbing and Rappelling on the Towers
- ⇒ Climbing and Rappelling on Natural Rock
- ⇒ Zip Line/ Giants Swing/ Flying Squirrel
- ⇒ Initiative Games
- ⇒ Whitewater Rafting (evening activity, \$75 Fee)
- ⇒ River Canoeing
- ⇒ Shotgun, Rifle, or Pistol Shooting (evening activity)
- ⇒ Tubing
- ⇒ ATV
- ⇒ Raft Races



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



TROOP ACTIVITIES AT CAMP

Campfires

Come experience the tradition and legend! OPENING CAMPFIRE: Sunday evening, we'll kick off the week with excitement!

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

*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 lunch 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 \$5 per person. You can contact the camping department to reserve. 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.

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

- An Adult Leader meeting will be held each morning, Mon. - Wed. 10am in the Dining Hall for you 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 will be a brief meeting to hand out class reports, and a chance for Troop Leaders to ask Camp Leaders any questions about MB completion.
- Directly after the opening campfire on Sunday will be a brief meeting for minor schedule changes for Scouts.

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.

Troop Raft Races

Troops will compete in building and racing their raft on Lake Ini-To. Troops will need to provide their own lashing equipment.

Thunder 5K

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



The Mile Swim

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

Watermelon Slurp

Watermelons are available to be delivered to your campsite Tuesday evening. Watermelons are \$12.00 and can be purchased online through May 1, 2019. Watermelons cannot be purchased at camp.



Evening Activities

Monday thru Wednesday, Scouts can participate in evening activities throughout camp. These all begin at 7pm. Please note that some require early sign-ups as part of your class registration, these are indicated with a *

<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>
Open Waterfront	Open Waterfront	Black Powder Shooting
T-Shirt Tie-Dying (\$10)	T-Shirt Tie-Dying (\$10)	(purchase tickets in Trading Post)
Qualification Shoot	Open Shoot– Rifle	Buckskin Overnighter
Open Volleyball	(purchase tickets in Trading Post)	Wilderness Survival
Field Games	Open Volleyball	Overnighter
	STEM Activities	Troop Raft Races
	Night Flyer*	Open Climbing*
		T-Shirt Tie-Dying

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

1. Prepare dinner in your campsites, all the fixin's 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 starting at 6:15 p.m.

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

- No preregistration required

Concessions available— *at the main concession stand C23.*

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

There are several local restaurants in the area where you can schedule a meal during travel to Atlanta Motor Speedway. Call the Camping Department now to help plan this fun event!

Troops must provide their own transportation to the track (approx. 45 minutes). Everyone should bring rain gear and ear protection.



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, 2019. Every troop is guaranteed an adventure, but some have limited capacities and will fill up quickly. Choices for the adventure will include:

Tubing on the Flint River	Sporting Clays at Big Red Oak- \$50, troops must provide transportation	Golf– troops must provide own transportation
Archery	Rifle Shooting	Fishing Merit Badge
Climbing and Rappelling	Mountain Biking	Whitewater Rafting- \$65, all day
Zipline (min age 13)	Canoeing on the Flint River	Tomahawk and knife throwing
Giant Swing (min age 13)	Kayaking on Lake Ini-To	Chess Merit Badge
Ultimate Frisbee		



ADULT PROGRAMS AND ACTIVITIES

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

Scoutmaster Lounge

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

Scoutmaster Sporting Clays

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

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 & Adventure Tour

Enjoy a gourmet brunch on Thursday at 10:00am in the dining hall— be sure to bring your appetite! Learn about camp's unique history and explore some of our high adventure base. Tour leaves from the bus stop after Thursday Adult 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 (Tuesday and Wednesday 1:30 at Waterfront)

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

Trek Safely

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

Climb On Safely (Monday 7:00pm at Howard Lodge)

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

Scoutmaster Position Specific Training

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

Scoutmaster Badge of Merit

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



CHECK-IN SUNDAY

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

Sunday Check-In Procedures

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

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

Please have the following items ready when you arrive:

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

1. Commissioner Check-In

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

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

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

3. Camp Tour and Campsite Inspection

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

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; all troops must be out of their campsites and parking lots by this time.

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



MEDICAL FORMS

Every person who attends camp must submit a complete and signed the most current version of the 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 (form on page 42). This form must be turned in immediately upon check in and participants as indicated must be left at home. This screening may be done all at once or over the phone via the Scout parents so long as an accurate temperature can be obtained. Adults attending camp need to also be included in the screening.

Arrival Screenings

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

Outbreak Procedure

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

Hospital or Doctor Visit

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

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



DINING HALL OPERATIONS

Dining Hall Dietary Needs Forms must be received April 1, 2019.

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.

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

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

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

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

Responsibilities of Waiters:

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

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

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

Trays and Utensils:

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

Handwashing:

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

Seconds & Extra Food:

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



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.

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.

LEAVING DURING CAMP

Scouts and adults should have no reason to leave camp except for an emergency or offsite scheduled activities. If a Scout must leave camp for an emergency, they must be under the supervision of 2-deep qualified adults. There is a sign-out/sign-in book at the camp office that must be filled out for each trip from camp.

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 the Camp Director can issue a camp vehicle permit. 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 or hat! Plus the trading post 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 PROCEDURES

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

DAMAGE TO CAMP FACILITIES

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

Mattresses (rips, cuts, writing):	\$255
Bed Frame Replacement:	\$305
Tent Rips and Tears per inch:	\$25
Tent Replacement 2-man/ 4-man:	\$850/ \$1,120
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 is forbidden.
- No fixed-blade sheath knives.
- No firearms or any kind of ammunition may be kept in the possession of any Scout or adult.
- No pets or other animals should be brought to camp (registered service animals permitted).
- No aerosol cans in campsites.
- All white gas lanterns, propane lanterns, stoves, etc. are to be filled and stored only by adults. Fuel must be secured and locked away.
- Closed-toed shoes must be worn at all times. Sandals may only be worn at the waterfront and at the showers.
- All campers and visitors must sign-in/sign-out at the camp office.
- Two-deep leadership is required at all times for youth. BSA Youth Protection guidelines must be practiced; leaders and parents must be trained.
- No 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 (optional)
- ⇒ 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, \$68 recommended
- ⇒ Other items such as camera, compass, backpack
- ⇒ 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



SWIM TEST

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

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

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

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

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

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

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

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

Swimmer: 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 TEST PROCEEDURE

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

Administration of Swim Test Options

Option A (at camp)

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

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

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

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

Swimmer Test

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

Beginner Test

A precise statement of the beginner test is as follows:

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

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



Unit Swim Classification Record

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

Special Note:

Although swim tests may be conducted prior to summer camp, the aquatics director is expected to review or retest any Scout or Scouter whose skills appear to be inconsistent with his or her classification. Additionally, the Aquatics Director is authorized to retest any Scout or group of Scouts when he or she is reasonably concerned that 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.				



use to make swim tags.

UNIT ROSTER & SWIM CHECK REPORT

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

[illegible]

Campsite: _____ Troop Guide: _____



SCOUT RELEASE FROM CAMP REQUEST

INSTRUCTIONS

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

Scout Requested to be Released: _____

Home Address: _____

Home Council _____ Council City HQ _____

Troop # _____ Campsite _____

Reason for Request to Leave _____

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

Adult Accompanied By: _____

Date of Return: _____ Time: _____

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

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

Parent's or Guardian's Signature _____

Address _____

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

(C) _____

Troop Leader Approval _____

ON-SITE RELEASE

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

Signed By Troop Leader _____ Troop # _____ Date _____

Signed By Camp Headquarters _____ Date _____

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



PRESCRIPTION MEDICATION RECORD

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

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

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

Phone _____ Physician Signature_____

Make copies as needed.



UNIT PRE-CAMP HEALTH SCREENING FORM

Unit: _____ Date of Screening: _____

Conducted By: _____

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

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

[illegible]

DIETARY NEEDS FORM

Food allergy and religious dietary information

The foodservice department at Camp Thunder is committed to ensuring that all participants have the best meals that we can provide. We understand that many people are allergic to foods that we use every day in our kitchens. A scout should always be reverent, so we also work to accommodate those participants that must follow dietary guidelines of their religion.

If you have any allergies to food, please complete the form below. This form is very important to the foodservice department. We want everyone to have enough food. For you to have adequate food, we need to know of any allergies we need to work around. It is also important for us to know the severity of your allergies, so that we may ensure that you do not encounter those food items.

Participant name: _____ Unit: _____

Council: _____ Leader name in camp: _____

Home contact person: _____ Phone: _____

Dates attending Camp Thunder: _____

Food allergies:

Yes

No

Describe: _____

How severe is this allergy?

Moderate

Strong

Severe

Suggested food replacements: _____

Any other information that we need to know? _____

Religious Needs:

Yes

No

What can we do to help accommodate your needs? _____

Please return this form to the camping department no later than 30 days prior to your arrival at camp.

Mail completed form to: Flint River Council, Attn: Camping Department, 1361 Zebulon Road, Griffin, GA, 30224

OR

Email it to: lawhorn@scouting.org



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.

Week Attending _____

Campsite _____



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 Sk
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



GETTING TO CAMP THUNDER, LAWHORN SCOUTING BASE

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.

