

CAMP THUNDER

1995 SUMMER CAMP Flint River Council

=====> IMPORTANT NOTICE !!! <=====

This is alternate prototype draft copy for the 1995. Although some of the information printed here is keyed for Blue Heron the essential layout is recommended for Camp Thunder's guide.
Check everything. This draft should be ready for printing. If anything needs correcting please fax in the correction ASAP! Also look for any omissions, spelling, grammar errors that need to be corrected.

UNIT LEADERS PROGRAM GUIDE

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THE PURPOSE OF OUR LONG TERM CAMPING PROGRAM

Dear Camp Leader,

Camp Thunder, Georgia's newest scout reservation, is now entering its 8th year of providing a quality summer camp program. With modern state of the art camping facilities and equipment the Coastal Empire Council's Camping Committee feels that your scouts will have an unmatched positive, educational, and fun camping experience. While our camp is young we have recruited a very experienced staff with over 300 years of summer camping experience. With its beautiful setting and facilities, Thunder Summer Camp should be the highlight of your troop's year. The purpose of scout camp is to build and strengthen your troop through day to day activities of pure Scouting! While providing your Scouts with an excellent opportunity for advancement, summer fun, and new experiences, you will find many camp activities that will strengthen your patrols and troop. A well trained staff consisting of the "cream of the crop" scouts, recommended by their Scoutmaster, endeavor to help provide each Scout with a memorable long term camping experience. New scouts should receive a fast start toward First Class if they enroll in our revamped "Buckskin First Year Camper Program". Troops will leave with the skills and knowledge to make their year round program more fun and worthwhile.

It is the policy of the Flint River Council - Boy Scouts of America to provide the best possible camping experience to all participating Scouts regardless of race, creed, color, nationality or religious preference.

Camp Thunder is a quality camp. At the beginning of camp last year a team from the B.S.A. Southeastern Regional office evaluated such items as Health & Safety, Staffing, Program, and Facilities and found that Camp Thunder had achieved an "A" standard, the highest score any camp can earn. They will return this year at the start of camp and our goal is to be even better! We thank the hundreds of adult volunteers in our units, at the district & council levels, and the council camping committee, who have work so hard to make all of this possible.

By allowing your Scouts to participate in a Summer Camp program they can make full use of the council's facilities and equipment including many programs an individual unit could never provide for on its own. There are more than 35 advancement opportunities and programs for all ages of Scouts in your troop. We are also available to try and create special program opportunities not in this guide for those units who request them in advance of their week at camp.

This guide has been completely rewritten this year and contains much new information. Even experienced Scouters will want to carefully review its contents in order to become familiar with the new programs so that your questions can be answered. This guide is the second of four parts of your summer camp information packet. The first part you should have received some months ago. It was the folder with all of the camp promotion literature and basic facts about costs of program, etc. Much of that information has been reprinted here. On about June 1st part three of your camp literature, the Honor Unit Guidebook, will be ready at the scout office or upon arrival at camp. When you arrive at camp you will get part 4, master schedule which lists times for all of the programs described in this book as well as any special visitors and programs going on during the week. Our staff awaits your arrival. Be sure that your Scouts don't miss the great experience of Camp Thunder!

Sincerely,

Victor Carpenter
Camp Director Program Director

CAMP THUNDER IS A NATIONALLY ACCREDITED CAMP

CAMP THUNDER

Camp Thunder rests in historic Liberty County near some of the earliest settlements of European colonization in Georgia. Less than 12 miles from the Atlantic Ocean the camp is surrounded by marsh wetlands which form a rich ecosystem supporting a wide variety of plant and animal life . We will also be making use of the Atlantic Ocean & Intercoastal waterway to operate our high adventure sailing program,.

Our 220 acre camp conveniently located just off Interstate 95 features 11 unit campsites with the base camp accented with the sweet smell of Southern Pine with an occasional oak, maple, and Poison Ivy plant! Scouts will want to visit the historic life oak tree which has been dated to be more than 300 years old and who's branches cover an incredible half acre! It's not unusual to spy a deer just after reveille drinking from our lake which is well stocked with crappie, bass and catfish. If you listen closely you can hear an owl hooting at night or see a wild turkey in the woods. Relax in the sun or take a dip in our large aquatics area staffed with trained lifeguards! When your done exploring nature you can even build and launch a rocket right here at Camp Thunder!

In all, we feel that our camp this year will be the best one we have ever offered. Our camp staff & property are here to meet the goals and expectations of your unit. If there is some special need you have at camp just ask, with enough notice some special programs & badges can be offered to meet the particular needs of your Scouts.

IMPORTANT SUMMER CAMP DATES

Unit Camp Promotion Meeting with Parents.....	Month of February - April 1993
Deadline for Troops paying their \$25.00 Hold-A-Site Fee to get a free gift.....	March 31 1993
Deadline for free Thunder Ball Cap when \$15.00 deposit is made.....	April 15 1993
Scoutleader's Camp Orientation Dinner Meeting & Staff Training Session.....	May 8 1993
Last day for a camper to fully paid camp fees at scout office and save \$5.00.....	June 4 1993
Last day to submit a Campership Application.....	June 1 1993
Staff Training Week.....	June 13 - 19 1993
Summer Camp Session Week # 1.....	June 20 - June 26 1993
Summer Camp Session Week # 2.....	June 27 - July 3 1993
Summer Camp Session Week # 3.....	July 4 - July 10 1993
Summer Camp Session Provisional Camping Week.....	July 4 - July 10 1993
Summer Camp Cub Scout Long Term Camp Session.....	July 11 - July 17 1993

HOW TO BRING YOUR TROOP TO CAMP THUNDER

1. **HOLD-A-SITE RESERVATIONS** - Check with the Scout Service Center (404)-227-4556 for availability of sites in the week which you feel would best suit your unit. Each month beginning in January the council newsletter, *Scouting Action*, will show available sites. A hold-a-site reservation form and fee of \$50.00 is needed to hold a site for your unit. Plan early as some campsites are expected to book up fast. See the fee schedule on page 7 for complete details. The council reserves the right to make alterations in sites with excess capacity or by combining small units in larger capacity sites. Furthermore the Council Camping Committee has determined a cut off for any week in which we estimate a camp population of 300 campers & leaders. The Scout Service Center also has additional medical forms & camp promotion flyers. Your \$50.00 can be applied to overall unit registrations fees or can be rolled over after summer camp to reserve your 1996 campsites.
2. **EARLY TROOP PROMOTION** - Talk with the youth leaders of your troop at a Troop Leaders Council meeting. Discuss the possible weeks in which you could attend camp and speak positively about the Summer Camp experience. This is an excellent opportunity to talk with your Age 15 & older scouts about working on staff at summer camp either for two weeks as a Counselor in Training or for the entire summer if they are at least 16.
3. **PARENT CAMP PROMOTION NIGHT** - Plan a showing of the awesome Camp Thunder promotional video with the District Order of the Arrow Camping Promotion Committee during the months of February - April as a part of the OA elections. This can be scheduled at your district roundtable meeting. This meeting should include the parents of all boys who plan to attend camp. A helpful camp promotional flyer is available to give to parents complete details with dates, costs, and what each Scout should bring to camp. At your meeting our camp promotion team will go over the need for a uniform and the required physical exam form. All camp fees are explained on page 4 of this guide.
4. **EXTRAVAGANZA PROGRAM PLANNING RALLY** - On August 23 1994 the council's 1994-95 kickoff will take place with an overview of Summer Camp being made and the major programs reviewed. This will be the best time to plan your unit's Summer Camp promotion program and provide input on what your troop's goals are for Summer Camp.
5. **PRECAMP MEDICAL CHECKS & CONTINUED WEEKLY CAMP PROMOTION** - During this time, continue to remind your Scouts and parents of the dates which you will be attending camp. If additional boys choose to attend, forward their fees and name as they sign up. Make sure each parent has the promotional brochure. The BSA "A Personal Health & Physical Record, Class 2 (#4414) medical form need to be updated by the parents and have been signed by a doctor within the past three years for Scouts attending camp. Adults, staff members, and High Adventure Participants are required to have a Class 3 form (#4412) signed by a physician within the past 12 months. The youth form is not acceptable for adults at camp and medical exams by a physician will not be available on Sunday checkin. Additional Summer Camp promotion is planned for the district Scout Shows and spring camporees.
6. **CAMPERSHIPS & EARNING MONEY FOR CAMP FEES** - Identify boys who may have a problem paying for their Summer Camp experience and try to help them find some way to earn money. All of the boys may wish to work together on a fund earning project like selling Scout Show Tickets or Trails End Popcorn. The Council Service Center has materials designed to encourage Scouts to set up a weekly savings plan for Summer Camp. A limited number of camperships are available. Leaders seeking a campership for one of their Scouts should submit the campership application form in the back of this guide to the council service center no later than April 15th 1995 for consideration.
7. **RECRUITING ADULT HELP** - Several months before camp the unit should begin to recruit adult leadership in order to insure that there are always a minimum of two adults from each troop in camp. "Two deep" leadership is a requirement for all Scouting events. Some smaller troops may combine their adult leadership and stay in the same site for the week.

8. _____ **PRE CAMP ADVANCEMENT PLANNING** - Before school is out, at one of your troop meetings, the boys should be asked to talk with you about the advancements they plan to work on at Summer Camp. You can then use this information and the class pre-registration form in this guide to request the classes and programs your Scouts will want to work on. If the badge requires something which takes 30 days to complete have the Scout start on it 3 weeks before he arrives at camp. If the badge requires something from home (Emergency Kit, etc.) have them bring it with them to camp.
9. _____ **LAST MINUTE DETAILS** - At your next to the last troop meeting before you come to camp, go over all of the materials for camp with the boys. Discuss the merit badges and special programs they will be working on, the equipment they need to bring, and be sure they all have had their updated physicals by this time. Check to see that all fees have been completed and paid at the Scout service center by the 10 day out meeting. This includes any additional fees for any of the High Adventure Programs.
10. _____ **10 DAY OUT BEFORE CAMP ARRIVAL MEETING** - You will receive an invitation to this important meeting which is held at Camp Thunder. Dinner is at 6:00pm, the cost is \$3.00 and the meeting portion of the evening will start at 7:00pm and end no later than 8:30pm. Please call the scout service center with the number of people who will be attending from your troop. If you have never been to Camp Thunder come out early and take time to become familiar with the physical setting of camp. Class sign up requests will be taken up at this time. For more details on our innovative Computerized class sign up system see page 24. In order to hopefully avoid a congestion of Scouts arriving during Sunday check in we will be setting up arrival times. Adults staying all week who want to help instruct a program or if there are special programs or badges you want us to offer should let us know now. If you can not attend the meeting please fax or mail your class sign ups to the Scout Service Center. Also go ahead and fill out your troop roster located in the back of this guide. If you anticipate that you will be bringing more Scouts let us know so we can insure that adequate facilities are in your site on Sunday.
11. _____ **FRIDAY PARENT'S NIGHT:** - Make sure your Scouting mom & dads know to come out to camp on Friday nights to see all of the fun and excitement that is going on at Thunder. Parents should start arriving at around 4:00. Troops are encouraged to have a covered dish supper in their site or if not practical, meals will be served in the dining hall at \$3.00 per plate. Please advise Joe Worthaml how many meals you anticipate visitors from your unit eating when you check in on Sunday.

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CAMP FEE SCHEDULE

Camp registration fee when paid in full by June 4 1993 (\$5.00 Discount).....	\$100.00
Camp registration fee when paid anytime after June 4 1993.....	\$105.00
Camp deposit fee needed to get a free Thunder Baseball hat when paid by April 16 1993.....	\$15.00
Per Scout charges for out of Flint River Council units.....	\$ 0.00
<small>Out of council units must get a tour permit from their home council prior to coming to camp.</small>	
Troop Hold-A-Site reservation fee.....	\$25.00
<small>This fee is a part of, and not in addition to, the regular per Scout registration charges. It will be applied to the final amount due on Scout registrations . These deposits can not be rolled over to hold a site for 1994 without filling out a new Hold-A-Site form</small>	
Visitor Meals in camp Dining Hall.....	\$3.00
<small>Dinner is served Sunday to Friday night, Breakfast is served Monday to Saturday morning, Lunch is served Monday to Friday at noon. For large groups & Friday Family Dinners please advise Kemp Gaskill upon Sunday check in)n on how many you expect to eat</small>	
Per Scout charges for Scouts camping provisionally.....	\$125.00
<small>The third week of camp (July 4-10) is the only time a formal provisional camper program will be offered. During other weeks of camp arrangements must be made with a unit leader in attendance for that week of camp. Those participating in the Sailing High Adventure Program do not need to pay this fee even if their troop is not in camp that week.</small>	
Sailing the Atlantic High Adventure Program Fee.....	\$175.00
Project C.O.P.E. High Adventure Program & Ranger "Wilderness Survival" School.....	No Extra Cost
<small>Project C.O.P.E. also includes free T-Shirt</small>	
Shotgun Shell tokens per shot.....	\$.25
<small>All scouts taking the Shotgun Shooting Merit Badge get a \$10.00 credit to start with. After the first 40 shells a coupon for \$1.00 for 4 shells will need to be obtained from the Trading Post Scouts are never allowed to carry ammunition.</small>	
Rocket launch fee (per launch).....	\$1.00
<small>Includes choice of engine, igniter & wadding. Rocket kits, paint, & glue are purchased separately at the Trading Post.</small>	

Please provide the full name & troop number of each Scout anytime fees are paid. FEES ARE TRANSFERABLE BUT NOT REFUNDABLE. The only valid reasons for a refund would be serious illness, transfer, or summer school. All refund requests must be made in writing within two weeks of attending camp. No refunds will be made at camp.

Spending money for drinks, course supplies and projects are entirely the decision of the boy and his parents. Leaders should advise the parents of any badges in which there will be added costs.

TROOP LEADER FEE POLICY

Adult leaders are free on a reserved basis. At all times there must be a minimum of two adults in camp per unit. Extra adults staying over with the unit who are not preregistered will either need to pay a daily meal fee of \$6.00 or \$2.50 per meal. All adults staying with the unit all week will get a free leader's mug at the Friday closing campfire. Please give Vic the names of these individuals at the Wednesday scoutleader dinner with the Scout Executive.

GENERAL CAMP INFORMATION

LOCATION & DIRECTIONS TO CAMP - Thunder Scout Reservation is located in near the town of Molena GA at the Northwest Corner of Upson County. The Camp is only accessible from Georgia Highway 74. Our camp rests in the lower foothills of the Pine Mountain Chain along Georgia's Fall line. Free maps of both the Canoe Base and the Reservation are included with every leader's guide and are also available at the Scout Service Center. DOT Directional signs are included along Georgia Highway 18 & 74 directing travelers to the camp.

VISITORS - While welcome in camp at any time we especially invite parents to visit camp Friday afternoons after 4:00pm during our open house. Visitor dinners will be available for \$3.00 each. Please have an estimate on how many Friday evening meals we will need to prepare upon Sunday check in. Campsites are accessible to visitors on Sunday afternoons, Friday afternoons starting at 4:00pm and for troop checkout on Saturday morning. Visitors arriving at other times need to check in at the camp office.

LEAVING CAMP - Since we operate a week long program it is important that Scouts attend all parts of it. If a Scout must leave camp one of the adult unit leaders should accompany the Scout to the camp office where a sign in / out clipboard is maintained in the Scoutleader Lodge. All arrivals and departures of scouts, visitors, and adults must be reported in this manner.

LEADERSHIP - Each troop must have two responsible BSA registered adult leaders in camp at all times. On Sunday check in you will be asked to provide the names of the adult leaders who will be staying with your unit throughout the week. Troops sharing a site can also share adult leadership. "TWO DEEP" ADULT SUPERVISION IS REQUIRED AT ALL TIMES IN CAMP!!!

INSURANCE - Health and accident insurance is provided for all Flint River Council Scouts to cover injury or illness which occur while at camp. The camp has made written arrangements with local hospitals and has retained the services of a camp physician. The camp director must be made aware of any visits campers make to doctor's or hospitals while at camp. In non emergency cases the troop's adult leader will be asked to provide transportation to the hospital or doctor.

LEADER'S LODGE - Housed in the building with the camp office this is a great getaway place. Coffee, lemonade and copies of USA Today & The Wall Street Journal are available as well as your campsite inspection forms, Honor Unit point totals, and class situations log book. Just come in and relax.

DINING HALL - Wholesome food will be served in the beautiful camp dining hall. Scouts will be served family style and be seated by troops after a call out assembly before each meal. Sunday supper is the first meal and Saturday breakfast is the last one served. Our menu selections have been carefully reviewed by a certified dietician and are prepared by experienced cooks. All troops will use the table waiter system each meal. Table waiters should arrive 30 minutes early and remain after dismissal until told to go by the dining hall steward. Staff members will each construct a "totem" which table waiters should get before each meal to "invite" various staff members to eat with them. In order to accommodate the large number of parents and visitors on Friday night we will serve cafeteria style with no dining hall program.

GENERAL CLEANLINESS - A Scout is clean! Let's help keep this wonderful camp clean and tidy by not throwing trash on the ground. We will have several campwide cleanups during the week. As part of our Honor Unit competition we will have a daily campsite inspection. Also during the week troops will be assigned on a rotating basis shower house & central latrine clean up duty as part of their campsite inspection. In cooperation with the Keep America Beautiful Campaign we will have a recycling station for aluminum cans brought into camp by scout troops.

IMMUNIZATION - The state of Georgia requires all camp attendees to have adequate immunizations. Most teenagers are not fully protected against all preventable diseases such as Measles, Mumps, and Rubella. Those vaccines listed on the medical form, including tetanus, are required to be current while at camp.

HEALTH & SAFETY - The Health Lodge & Wellness Information Center is available 24 hours a day with a qualified medic on duty. During Sunday medical check in the health officer should be made aware of any special health or dietary needs of scouts or adults. All prescription medications should be brought to the health lodge to be recorded and kept for safe storage & dispensation. Campers requiring regularly scheduled shots or other medications during camp must have their parents make special arrangements with the camp director in writing to provide for such treatments. New this year is the addition of a Camp Wellness Information Center providing regular seminars on health related topics during the camp week. Shoes must be worn at all times. All youth entering camp must have had a medical form signed by a

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physician within the past 36 months. Adults & staff must have had a physical within the last 12 months. These forms are available from the Scout Service Center.

UNIFORMS & CAMP PICTURES - The camp staff will be in, and encourages all Scouts to wear the Class "A" Scout uniform for the evening meal, parents night on Friday, and on Sunday evenings for chapel service & the opening campfire. Scout T-Shirts are recommended for other times. A troop uniform inspection will be one of the Honor Unit events conducted during the week with troop pictures also being made at that time. For more information on Uniform Inspections see the Troop Program Activities section of this guide. For lunch be sure to check out the daily dress up events on page 17 of this guide.

CAMP TRADING POST - The Camp Trading Post is located next to the health lodge. Scout supplies, snacks, merit badge pamphlets, handbooks, arrow kits, handicraft items, sodas, rockets and the ever popular Camp Thunder T-Shirts will be available for your convenience. The Trading Post will also have ice for troop coolers on an availability basis at no charge. Please do not try to get ice from the dining hall. Daily operating hours are posted on the door and listed in the master schedule. Tokens needed for Shotgun Shooting and rocket launches are also sold here. The Trading Post is also the Camp Post Office.

LOST & FOUND - Any item found should be brought to the next meal so we can find its owner. Scouts are urged to only carry enough money to last them the day and may want to turn money into an adult leader in the campsite for safe keeping. If you have a lost item there is a board at the entrance to the dining hall where you can tell us the missing item.

CAMP QUARTERMASTER COMMISSARY - The Camp Commissary is located in the same building as the Trading Post. See Kemp Gaskill, the Business Manager if you need equipment and can't get there during announced hours in the master schedule. Here you can check out camp equipment, toilet paper, axes, light bulbs, fishing poles, rakes, etc. You will also need to turn in any liquid fuel you may have brought for safe storage and daily issuing.

PROVISIONAL CAMP - We encourage every troop to come to camp under its own leadership however we recognize that in some cases that may not be possible. The camp staff also plans a campaign to make campers aware of second week camping opportunities. For these reasons Camp Thunder will provide a provisional camper program during the third week of camp. Arrangements will need to be made with unit leaders coming into camp if a scout wants to attend provisionally during some other week. See page 7 for the fees associated with Provisional camping.

TELEPHONE - The camp office phone (912)-884-3001 is reserved for official use only. No calls can be made on the main camp phone without the approval of the Camp Director, Ranger, Program Director, or First Aid Director. Positively no collect calls are to be accepted from any camp phone. Except for emergencies, messages for scouts & leaders will be delivered at the next scheduled meal. Pay phones are located at the Trading Post & Howard Lodge and are available for staff, adult leaders, and campers to use with the permission of their unit leader

CAMPER MAIL - Parents are encouraged to write a letter to their sons at the start of the week so it can arrive by Wednesday. Also there will be daily outgoing mail with stationary and postage stamps available in the Trading Post. All camper letters should be addressed:

Camp Thunder B.S.A.

Attn: Tommy Tenderfoot Troop #____
Route 1 Box 518 Thundering Springs Road
Molena, GA 30258

VEHICLES - **No vehicles will be permitted during camp beyond the parking lot.** Ample parking is available at the entrance to the camp property. We are primarily concerned with the safety of the boys in walking the camp roads, therefore only official camp service vehicles will be permitted. On Sunday check in one truck or van per troop will be allowed to travel to the campsite to deliver the troop's camping equipment. It must immediately return to the parking lot. No one is allowed to ride in the back of trucks or other uncovered vehicles at any time.

BUILDING DAMAGE & FIRE POLICY - Everyone at camp is expected to use proper care with all camp structures. Accordingly wall graffiti, carving in the wood, etc. will not be tolerated. Your troop host will have check in / check out form for you to sign at the beginning & end of the week. All fires must be in designated fire rings in the campsites. No flames or liquid fuel lanterns are allowed in tents.

ALCOHOL & DRUGS - The use of alcohol and illegal drugs are prohibited and will not be tolerated on Boy Scout property. This policy is strictly enforced

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PETS & ANIMAL CARE - No dogs or other pets are allowed in camp at any time (except seeing eyed dogs for the visually impaired). No animals are to be captured and held by Scouts except under the direct supervision of the Nature Ecology Director when directed to do so as part of a Merit Badge requirement.

TOBACCO USAGE - Adults are asked to use discretion with the use of tobacco in the presence of young people. The Boy Scouts of America has adopted a new smoking policy which bans the use of tobacco products in all camp structures. No smoking or chewing of tobacco is permitted by anyone under 18.

GUNS, AMMUNITION & FIREWORKS - All firearms, ammunition, and Archery equipment needed for camp programs are provided by the camp at the appropriate ranges. Anyone arriving with non camp equipment (including model rocket engines) must turn them into the camp office for storage until needed for their camp program. Fireworks are illegal in Georgia and not permitted on camp property. Pocket knives with blades over 6 inches are also prohibited

LAUNDRY FACILITIES - Laundry facilities for campers are not available on camp property. Adult leaders may want to consider driving into Midway to clean uniforms, see Vic for directions to the laundry.

RESTRICTED AREAS - Scouts are restricted from the staff living quarters & shower building. Please respect each other's campsite by not visiting without permission. Program areas like the waterfront and shooting ranges are only open under the direct supervision of the area directors. Troops should never try and use these facilities without an approved staff member being present.

NO RAIDS ALLOWED - Leaders are asked to review this policy with their troop since those causing injury and property damage will be subject to immediate dismissal from camp with no refunds being made.

CAMP EMERGENCY PROCEDURES - Every serious accident or emergency should be reported to the camp director as soon as possible. The camp maintains a written set of Emergency instructions which are posted in the major buildings. The highlights of these procedures will be reviewed with unit leaders on Sunday night. A steady on siren is for a lost bather drill. All other emergencies will have an off/on 1 minute blast. Campers and troops respond the same to either emergency by assembling on the activity field by troops where unit leaders will conduct a roll call and receive further instructions. All troops will also receive their fireguard charts which should be filled out and posted. Make sure your Scouts understand that the fire extinguishers and other safety equipment is there for a purpose and should not be played with.

SUNDAY CHECK IN PROCEDURE

It's Sunday Afternoon... Welcome to Camp Thunder

---> This is from the Master Schedule you will get upon arrival at camp and is subject to change <---

1:00 - 5:30pm Troop Check in & Orientation. - Troops arriving early must notify Camp Director before arrival. No troops can be checked in for camp before 1pm.

- * Campsite Arrival Arriving troops are greeted at the main parking lot by a staff host & escorted to the campsite where one vehicle per troop can be quickly unloaded and allowed to return to the main parking lot. Your host will stay with you to make sure the site is in good order & prepare the troop for swim tests & medical rechecks.
- * Scoutleaders go to camp office While the troop host & other adult leaders remain in the campsite Scoutmasters should go to the camp office where these items will take place:

1. Confirm advanced camp fees paid at scout office & pay any amount still owed for campers & High Adventure participants. Please bring all receipts previously paid at the scout office. The Camp Director will have a printout from the scout office showing names of scouts & fees prepaid. Also please try to have an estimate for the number of visitor meals we will need to prepare on Friday.
2. You will receive a copy of the camp master schedule of events if you did not already get one at the 10 day out meeting..
3. You can inform the camp director of any problems with your site, especially reporting on any additional tentage or bedding needs. Your troop host will have a sign in sheet to review the camp inventory of items in your site at the beginning and end of camp. A copy of this can be found in the back of your leader's guide.
4. You will be asked to fill out a "two deep" leadership survey of adults (minimum of 2) who will be staying with us.
5. We will have a unit printout of all scouts registered in your troop (in council units only). You will have an opportunity to register any additional scouts coming to camp with your unit who aren't registered with the BSA.
6. You will be able to pick up your class registration schedules providing you submitted them before camp. You will get 2 copies, including a total unit copy showing class times, counselors, and other important information for your adults and individual copies to give to each scout. On the bulletin board in Howard Lodge will be a poster of classes with space still available and any last minute offerings & new classes you might want to take advantage of. You can use this to build schedules for scouts not preregistering or to make drop / add schedule changes. If you did not preregister your scout's classes you should do so at this time with the Camp Registrar. Any additional scouts (or no shows) & provisional scouts camping with your troop need to be reported as well.
7. Our Camp Commissioner will also be on hand to help make your troops stay a more pleasant and successful one. He will be working with the troop hosts to insure that last minute needs are being taken care of. The commissioner is usually in the parking lot with the troop hosts.

- * Troop moves into campsite, While the scoutmaster is completing registration the camp staff host will be working with your Senior Patrol Leader in the campsite to assign scouts their bunks and get them into swimming trunks.

- * Camp Tour Your staff host will then conduct a 45 - 60 minute guided tour of Camp Thunder. The tour will include a brief history of camp & visits to all program areas. We ask that at least one adult leader stay with the troop on this tour. During the tour the scouts will also be visiting the Health Lodge for...

- * Medical Check in The troop host should pick up the health forms from the scoutleader. If any scouts are taking prescription medications, have them bring those items. At the Health Lodge you will turn in your signed medical forms where they will be checked over for completeness and any special conditions that the camp staff might need to be alerted to. Scouts will also get a Health Lodge services orientation. Those scouts turning in completed medical forms will also have their buddy tags issued from the Health Lodge which will be used for the swim tests at the water front.

- * Dining Hall Table Waiter Orientation

- * Swim Check at Waterfront - Scouts can qualify for learner, beginner, or swimmer. Those not passing their swimmers test who want to retake it may do so by appointment or have their scoutmaster make a class change with the Program Director so they can take swim instruction. If we are experiencing inclement weather makeup procedures will be announced.

1:30pm - 5:30pm - Quartermaster Compound Open

2:00pm - 6:00pm - Trading Post Open.

6:00pm - Table waiters Report to Dining Hall 30 minutes early (all meals)

6:20pm - Troops assemble at Flag Pole for retreat (10 minutes before all Breakfast & Dinnern Meals)

6:30pm - Supper (Sunday Only, all other days at 6:00pm).

7:15pm - Participants in all High Adventure Programs meet at the Pavillion behind the Dining Hall.

7:15pm - Scoutmaster Roundtable in Dining Hall with staff leadership.

7:00pm - 8:30pm - Trading Post Open

8:30pm - Vesper Service at Moye Chapel. Class A uniform is highly recommended.

9:00pm - Opening Campfire program & welcome to camp at council ring.

10:30pm- (All other days 10:00pm). Camper Taps.

SATURDAY CHECKOUT

Troops are welcome to leave on Friday but are encouraged to stay through Saturday. After breakfast troops will assemble for a campwide trash pickup and then proceed to their campsite to pack gear and check back in any camp equipment signed out. Leaders should pick up advancement packets at Howard Lodge. These packets will include your camp patches, medical forms, and other important paperwork. Please review these packets for completeness. Area Directors will be on hand to answer any questions. When the troop is ready for checkout

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the staff host will arrive to review the check in / check out sheet with the scoutmaster and check the site over for cleanliness. All troops should have departed camp by 10:00am.

Some troops like Georgia's Piedmont so much they want to stay a little longer to travel to area historical sites, especially troops from outside the Flint River Council. If your unit wishes to arrive in camp early or stay after the regular Saturday checkout time please make arrangements with the Camp Director at least 10 days before arrival. We have information about a number of interesting side trips your troop can go to on Saturdays.

STANDARD DAILY SCHEDULE

---> This is from the Master Schedule you will get upon arrival at camp and is **subject to change**. <---

- 7:00am - Camp Revile
- 7:30am - Breakfast Table waiters report to Dining Hall
- 7:50am - Opening Ceremony at Flag Pole followed by Grace & Breakfast
- 8:35am - Big Idea of the Day & Song, table waiter call up & dismissal.
- 9:00am - 10:00am - Quartermaster Commissary Open
- 9:00am - 11:15am - Trading Post Open
- 9:00am - 4:00pm - Buckskin First Year Camper Program for new scouts.
- 9:00am - 12:00pm Daily Campsite Inspections
- 9:00am - 9:50am Class Period One.
- 10:00am - 10:50am Class Period Two
- 11:00am - 11:50am Class Period Three
- 12:00pm - Lunch Table waiters report to Dining Hall
- 12:15pm - Campers assemble in front of dining hall flag poll for program enrichment comments.
- 12:30pm - Lunch (Troops are dismissed into the dining hall based on Campsite Inspection Score
- 12:45pm - WBSA F.M. 95 is broadcasting "On the Air".
- 1:00pm - Daily Senior Patrol Leader's Council meeting at Dining Hall Pavillion.
- 1:00pm - Dismissal from the dining hall.
- 1:10pm - Camp Free Time, rest period & announced program area activities. (See master schedule)
- 1:30pm - Troop vs. Troop Volleyball Competition and Troop vs. Troop Thunderball Competition. (See Athletic Director at SPL meeting for when your troop is scheduled to play)
- 1:30pm - Daily Boating BY TROOP APPOINTMENT ONLY with the aquatics director. Boating is available Tuesday - Thursday.
- 2:00pm - 3:00 pm - Quartermaster Commissary Open
- 2:00pm - 5:00pm Trading Post Open
- 2:00pm - 3:00pm Class Period Four
- 3:00pm - 4:00pm Class Period Five
- 4:00pm - 5:00pm Troop & Patrol Activity Period.
- 4:00pm - 5:00pm Extra Merit Badge help is available from staff in all program areas.
- 4:00pm - Daily (except Friday) Troop Free Swim/Boating at Waterfront
- 4:00pm - The Archery Range is open for Free Shoot
- 4:00pm - National BSA Summer Camp Postal Rifle Tournament qualifying & open Troop shoot by appointment
- 5:30pm - Unit Uniform Inspection, by appointment with Camp Commissioner
- 5:30pm - Dinner Table waiters report to Dining Hall
- 5:50pm - Assemble at Flag Pole for Retreat and Evening Meal in "Class A" uniforms.
- 6:00pm - Supper Meal & Dining Hall Program
- 7:00pm - Evening Honor Unit Events & activities. (See Master Schedule for each day's events)
- 7:00pm - 9:00pm - Trading Post Open
- 10:00pm - Taps

WHAT TO BRING TO CAMP LIST

SCOUTS:

CLOTHING, BEDDING

- | | | |
|--|--|---|
| <input type="checkbox"/> At least 1 complete scout uniform | <input type="checkbox"/> Sweater or Jacket | <input type="checkbox"/> Swimming Trunks |
| <input type="checkbox"/> T - Shirts (3 minimum) | <input type="checkbox"/> Socks | <input type="checkbox"/> Sturdy Pants (Jeans) |
| <input type="checkbox"/> Underwear | <input type="checkbox"/> Shoes (Tennis & Hiking) | <input type="checkbox"/> Pajamas |
| <input type="checkbox"/> Sleeping Bag & Small Pillow | <input type="checkbox"/> Short Pants | <input type="checkbox"/> Mousquito Netting |
| <input type="checkbox"/> Belt | <input type="checkbox"/> Scout Hat or other headgear | <input type="checkbox"/> Raingear or Poncho |

TOILETLY ARTICLES

- | | | |
|--|-------------------------------------|--|
| <input type="checkbox"/> Toothbrush & Toothpaste | <input type="checkbox"/> Wash Cloth | <input type="checkbox"/> Soap |
| <input type="checkbox"/> Deodorant | <input type="checkbox"/> Towel | <input type="checkbox"/> Comb or Brush |
| <input type="checkbox"/> Sunscreen | <input type="checkbox"/> Shampoo | |

ADVANCEMENT MATERIALS & PAPERWORK

- | | | |
|---|---|--|
| <input type="checkbox"/> Scout Handbook (Required for Buckskin First Year Campers) | <input type="checkbox"/> Fieldbook (Recommended) | |
| <input type="checkbox"/> BSA Requirement Book | <input type="checkbox"/> Pen & Paper / Notebook | <input type="checkbox"/> Merit Badge Books |
| <input type="checkbox"/> Updated Medical Form (Mandatory) | <input type="checkbox"/> Documentation of Merit Badge work already done | |

OTHER USEFUL ITEMS

- | | | |
|---|--|---|
| <input type="checkbox"/> Fishing Gear (if desired or taking MB) | <input type="checkbox"/> Flashlight & Fresh Batteries | <input type="checkbox"/> Camera & film |
| <input type="checkbox"/> Pocket Knife (No Sheath Knives) | <input type="checkbox"/> Compass (if taking Orienteering MB) | <input type="checkbox"/> Personal First Aid Kit |
| <input type="checkbox"/> Canteen | <input type="checkbox"/> Sunglasses | <input type="checkbox"/> Watch |
| <input type="checkbox"/> Items needed for lunch time themes (College T-Shirt, Outrageous tie, funny hat, boxer short Day) | | |
| <input type="checkbox"/> Long Pants, Leather Belt, Leather Gloves, & Good Shoes (for those in the Project C.O.P.E. Program) | | |
| <input type="checkbox"/> Social Security # (If taking the Georgia Certified Hunter Safety course) | | |
| <input type="checkbox"/> O.A. Sash (if member) for Cheerful Service O.A. Awareness Day on Tuesday | | |
| <input type="checkbox"/> Money For Camp T- Shirt, Program Materials & Trading Post Snacks (\$10 - \$35) | | |

Scouts in Swimming or Lifesaving Merit Badges & Lifeguard BSA will also need these items:

- | | |
|--|-------------------------------------|
| <input type="checkbox"/> Long Sleeve Button Down Shirt | <input type="checkbox"/> Long Pants |
|--|-------------------------------------|

Scouts taking the Buckskin First Year Camper Program, Wilderness Survival & Camping Merit Badges will also need these special items:

- | | |
|---|---------------------------------------|
| <input type="checkbox"/> Pack or Backpack (with lashing strips for holding sleeping bag) | <input type="checkbox"/> Ground Cloth |
| <input type="checkbox"/> Small 2 man pup tent (Required for Buckskin & Camping MB ONLY, 2 can share one tent) | |

Also: Some items that we do not want in camp include: Firearms & Bows from home, Fireworks, rocket engines, ammunition, large sheath knives, radios, hand held video games, & Pets from Home !

TROOP & PATROLS:

- | | |
|---|--|
| <input type="checkbox"/> American Flag | <input type="checkbox"/> Troop & Patrol Flags |
| <input type="checkbox"/> Troop First Aid Kit | <input type="checkbox"/> Patrol Leader's Handbook |
| <input type="checkbox"/> Lantern (Not allowed in any permanent buildings) | <input type="checkbox"/> Accident Insurance Policy # |
| <input type="checkbox"/> Scoutmaster's Handbook & Advancement Recordbook & Troop Library Books for youth checkout | |
| <input type="checkbox"/> Materials for camp improvements & possible campfire skit props | |
| <input type="checkbox"/> Items to improve campsite & make stay more enjoyable at camp | |

THE BUCKSKIN FIRST YEAR CAMPER PROGRAM

For new scouts, the Buckskin First Year Camper Program is the place to be! This is a carefully developed program designed to meet the needs of boys who have not yet achieved First Class. The Buckskin program, housed at Fort (????) next to the ???? has a dedicated staff which operates an all day (9:00am-12:00pm & 2:00-4:00pm) session. This program includes both the First Aid & Swimming Merit Badges as well as the opportunity to earn several Handicraft Merit Badges. Although we have had a first year camper program in past years the 1995 program has been given a new identity and for the first time ever each participant will receive a special button that they will help design with their Buckskin Patrol name on it. The Buckskin program reflects the current Tenderfoot - 1st Class Progress Award requirements. We have added more youth staff with a goal of achieving an 8 to 1 camper to staff ratio in order to emphasize the patrol method with a staff member acting as guide for each "patrol".

The Buckskin program is designed to compliment, not replace, the unit's own new scout training program. Major goals of the program are to familiarize scouts with the basic outdoor skills. These goals are achieved through the overnighiter trip, events in the Buckskin Program area, and a Carnival of Scoutcraft Skills event on Fridays. More excitement is provided with the use of multi-media shows including the Paramount Pictures trail to First Class video tape series. Scouts will also have the opportunity to earn items such as the Tote-n and Fire-n Chips. When unit advancements are handed out, unit leaders will receive a special report on each scout showing which progress award items were accomplished during the week.

More than just a way for the new scout to earn a major portion of the Tenderfoot - First Class badge requirements, the program seeks to provide a basic understanding of scouting's Aims & Methods. The Patrol concept is introduced and stressed throughout the week with competitions between the program groups. A short history of scouting and an overview of scouting's high adventure, national, and international aspects will be presented. The Buckskin campers will share what they have learned at the Friday night campfire with a skit for parents called "How Scouting Came to America."

An overview of the entire advancement program is explained, proper uniforming stressed, and ideas presented so the scout can better understand the significance of what occurs at his home scout meeting. Upon completion of the program, if the Unit Board of Review accepts the recommendations of the Buckskin staff, scouts will need to complete those remaining requirements which can not be completed at a scout camp such as the 30 day physical fitness exercise requirement and the participation in troop & patrol activities. In cooperation with the Camp Chaplain special counseling will be available to assist new scouts who may be experiencing homesickness or are having problems adjusting to camp life.

Scoutmasters are encouraged to come to Fort ??? each day to work with their scouts involved in the Buckskin program. A special part of the Buckskin Program for Scoutleaders is a discussion (see master schedule for exact time & location) & orientation conducted by the Buckskin & Program Directors at Fort ????. This seminar is designed to help scoutmasters with a brief overview of the Tenderfoot - 1st Class Progress Award system and to review the progress of their scouts enrolled in the program. During the meeting we hope to make leaders aware of some of the media and materials available to troops.

Scouts taking the Buckskin program should not sign up for any other badges. A scout who has been in the troop for some time and has already advanced to second class may find much of the program repetitive. Those scouts will have the option of setting an appointment with the First Year Camper Director (with Scoutmaster approval) to work on individual Progress Award requirements which they may lack at 4pm each day.

Two "big events" occur in the program during the week. The first we call the "Wednesday Overnighiter". On Friday these & other skills will be demonstrated at a special Carnival of Scoutcraft skills.

Swimming Skills are largely completed during the Sunday swim check and later on in Swimming Merit Badge class. Those scouts unable to pass the swimming test can take Red Cross Swim Instruction. All First Aid skills are covered in depth as part of the First Aid Merit Badge class.

In addition to skill instruction, which includes active lab participation in cooking, knot tying, and compass course reading All scouts will memorize and learn the significance of the Boy Scout Oath, Law, Motto, Slogan, & Outdoor Code. **EACH BUCKSKIN CAMPER SHOULD BRING HIS SCOUT HANDBOOK WITH HIM EACH DAY.** A separate day by day Buckskin First Year Camper Program Schedule is available at the camp office or from the course director.

PROJECT C.O.P.E. (Challenging Outdoor Physical Encounters)

Operating Monday - Thursday from 2:30 - 5:20 this program is an exciting special opportunity for scouts at least 13 years of age. Beginning with the low course three inches off the ground scouts will work their way through a nationally acclaimed program of confidence and character building activities which will build up to the high course. This ropes obstacle course has stations which include rappelling and rope exercises up to 45 feet in the air. "It's better than bungee jumping," the critics have raved. Those completing this certified class will receive a T-Shirt. Project C.O.P.E. is not a Merit Badge but registrations for it should be handled the same way. There is no additional cost for this program.

SURVIVAL TECHNIQUES SCHOOL

This is not a Merit Badge class, but a special program presented Thursday morning by Msgt John R. Wallace and Tsgt Earl T. Lanier of the 165th Georgia Air Force National Guard. This program will provide practical survival experience and hands on practice of wilderness first aid, gathering and preparing of food and water, travel techniques, & signaling. The program is recommended for older scouts and is closed to participants in the Buckskin First Year Camper Program. Scouts taking this class should understand that the regular Merit Badge classes they are enrolled in will be going on and they will need to arrange with their counsellors to make up work missed or be prepared to take a partial in their regular classes.

SAIL THE ATLANTIC COAST HIGH ADVENTURE PROGRAM

The absolute ultimate in High Adventure programming. Sail where BlackBeard sailed! Travel Georgia's Golden Islands and navigate the picturesque coastline of colonial Georgia. See the sites of some of the deciding battles of the Civil War. See some of the last remaining unspoiled coastal wilderness on the whole eastern seaboard. We will sail to Blackbeard, Ossabaw, Jeckyl, and Cumberland Island. We will dock at Darien Georgia (founded circa 1736), St. Simons, and Fernandina townships. Also we will go to historic forts like King George and Clinch.

This program will run for all five weeks of regular camps providing there are enough sign ups each week. Only 10 scouts (age 13 & up only) per week can participate in the program as well as adults. Scouts can participate in this program even on weeks when their troop is not in camp. The only other requirements are good swimming ability and physical condition.

Skills taught in the program include Sailing, Advanced Swimming Skills, Deep Sea Salt Water Fishing, Navigation & Radio Communication. Scouts can look forward to Island Hopping, Beach Combing, Swimming, Bird Watching, and Snorkeling while on board one of three sail craft in the Camp Thunder fleet. The 50 miler special award of the B.S.A. will be earned as well as parts of Small Boat Sailing and Oceanography Merit Badges.

Each boat is skippered by an experienced sailor and directed by a nationally certified director from BSA's High Adventure Sail Base in the Florida keys.

Scouts in the program will arrive at Camp Thunder with the regular campers on Sunday where they will go through Sailing Orientation, eat dinner, and depart for the sail ships. Monday morning the crew will cast off sailing the intercoastal waterways of the Georgia coast. Scouts will arrive back in camp on Friday afternoon.

The program costs \$175.00 including a non-refundable \$15.00 deposit. For more information contact the scout service center.

LIFEGUARD B.S.A. CERTIFICATION

One other program older scouts (and adults) will want to consider is the prized Lifeguard B.S.A. award as a summer camp project. Increasingly Lifeguard B.S.A. is being recognized as proper certification for summer lifeguard jobs and in any event every troop should want to have at least one scout with this certification under the belt. Candidates generally should have earned all other aquatics badges (Lifesaving, Swimming, Canoeing and Rowing Merit Badges are required) and should plan to spend their entire week working under the direct supervision of the aquatics director. Candidates should meet with the Aquatics Director Sunday during check in.

STAFF DEVELOPMENT PROGRAM

One final option for older scouts age 14 & 15 is to become a part of camp staff in our Staff Development Program. This program is designed for those exceptional young scouts who display true leadership and maturity within their own troop. Its purpose is to give training to potential future staff members.

The qualifications for Staff Development participation include being at least fourteen **(14) years old**, holding at least a **Star rank** and the signed **approval of his parents** and a **recommendation from his Scoutmaster**. Most importantly he must be mature enough to place the welfare of the camper above his own and he must demonstrate leadership ability. This program is highly competitive and only a limited number of Staff Development scouts can be accepted each week.

This program is beneficial to both the potential staff member and the camp management. The scout can experience the life of a staff member by actually living it for a short time. He is assigned to various program and support areas so that he can experience what the job requires of him. This program has proven useful in recruiting a more experienced and qualified regular staff members.

To participate in the program, a scout must apply to the camp director using the Camp Staff Application (available before camp at the council service center or at camp in the main office). The Camp Director will then contact the applicant, set up a time for an interview, and determine the dates of service. The length of service is directly related to the CIT's attitude and willingness to be a part of the team. Service as a CIT does not guarantee future employment as a full time staff member but does aid in evaluating future potential.

The CIT program is promoted each week at scout camp. All CITs who are selected before camp are encouraged to participate in pre camp staff Training sessions. A limited number of CIT's may be selected during the summer camp program for participation in a latter week of 1993 summer camp. CIT's are able to take one period during the day to work on their personal advancement. There is no registration fee for participation in the CIT program and there is no salary.

CAMP THUNDER STAFF

High quality senior scouts are recruited in the early part of the year to serve as summer camp counselors. Scouts must be 16 years old to apply for a regular camp staff position. Staff applications are available at the scout service center.

THE ORDER OF THE ARROW INI-TO LODGE # 324

The Order of the Arrow is a National Brotherhood of scout campers built around the lore of the American Indian, the ideals of scouting brotherhood, cheerful service to others, and the out-of-doors camping experience. Its purpose is to recognize Scouts and Scouters who exemplify the Scout Oath & Law, with particular attention to cheerful service to others.

The Ini-to Lodge in our council plays an important roll at summer camp. Much of their work takes place before camp starts. Youth O.A. members help with troop promotions of summer camp. Additionally the lodge conducts work weekends and a spring ordeal to help with the physical preparations of camp. This past year they restored the council ring and completed an amphitheater.

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Tuesdays at Camp Thunder have been designated Order of the Arrow awareness day. All O. A. members are encouraged to wear their sashes and the lodge officers on staff will present a short program in the evening on the Order of the Arrow (see master schedule for exact time & location). As part of the parent's night campfire on Friday our lodge will conduct a tap out ceremony.

Those troops which have not yet held a unit ordeal election can sign up on Sunday for an O. A. election team to conduct the program in your campsite. Many out of council units have need for a tap out ceremony which our lodge is happy to provide. Before coming to camp please check with your home lodge to see if they will recognize a tap out ceremony being conducted at our lodge at Camp Thunder.

To encourage long term camping the lodge will award a ribbon to each unit participating at summer camp for seven days with 50% or better of their youth membership, we will confirm this number with you at checkin.

HONOR UNIT COMPETITION

During the week all troops will be earning points towards Summer Camp Honor Unit. This score is based on earning up to 1000 points through campsite inspections & various daily troop competitions. All troops earning 750 or more points will be recognized as having earned the Summer Camp Honor Unit award at the Friday closing campfire and will receive a camp plaque. All other units will receive a participation ribbon. The top troop each week will also receive the much prized CAMP DIRECTOR'S EXCELLENCE IN LONG TERM CAMPING AWARD for being the best troop in camp. Points & details for each of the numerous events are described in detail in the booklet "1993 Camp Thunder Honor Unit Companion" which will be available (one copy per unit) starting June 1st. Daily events will also be reviewed at the daily Senior Patrol Leader's council meeting. A copy of your honor unit scoresheet is kept in the scoutmaster's lodge so you can see how many points you have earned each day.

CAMPSITE INSPECTION

500 of the total 1000 Honor Unit points will come from your daily campsite inspection score (80 pts. per day plus a one time 100 point possible score for your troop's shower and/or central latrine clean up duty). Troops will be assigned their shower clean up day on Sunday evening. The campsite inspection will be conducted each day by the Camp Commissioner. Please leave a notice on your troop bulletin board of any camp improvements made or special projects you want credit for. In the booklet "1993 Camp Thunder Honor Unit Companion" a sample campsite inspection sheet is printed. Before camp you may want to bring materials for various campsite improvement projects since this will be a part of your daily score,

UNIFORM INSPECTION

Troops can earn Uniform Inspection honor unit points on any one day during the week by requesting from the Camp Commissioner at the daily Senior Patrol Leader meeting a uniform inspection. Participation in this event is not mandatory but scouts scoring an acceptable score on their individual uniform inspection sheet will receive a special card denoting their achievement. Units participating will also receive a unit recognition certificate at the Friday Campfire. All uniform inspections must be completed by Thursday for honor unit credit. Remember that your troop's camp picture will be made at this time.

OTHER CAMP PROGRAM ACTIVITIES

IMPORTANT - When you arrive at the camp on Sunday you will receive a full, complete, and detailed up to the minute schedule listing when all of the events below will take place. In this way we can include guest experts, special demonstrations, and suggestions for improvements and changes from staff and scoutleaders both before & during camp in each week's schedule. Everyday there are dozens of events, contests, and activities going on around camp. There are all kinds of fun things to do, in fact we are over scheduled with multiple activities going on all the time. We have adopted Walt Disney's philosophy of providing so much programming you could not possibly do it all in a day (or week) so we hope you will come back next year. In general these are the major events that you can count on being at camp:

WBSA FM 99 Tune into everyone's favorite radio station at Camp Thunder. Get the traffic report from the nature trail, hear all of the latest commercial spots from the trading post, we'll play great scouting top 40 hits and broadcast the National Wildlife Federation's Nature News Break. You can even find out who's having a birthday. On Monday we will conduct a test of the EBS (Emergency Broadcast System) so campers will know the important camp emergency procedures.

DINING HALL PROGRAMMING After each meal scouts should remain in the dining hall for songs, program enrichment comments, and other events. In the mornings we will have a "Big Idea" and the evenings will always have a song or two. Grace is said at the start of every meal. Troops are dismissed into & out of the dining hall through a number of methods throughout the week. Every troop will get to go first at least one time during the week.

DAILY LUNCHTIME THEMES Join us each day at lunch for our outrageous dress themes. Our expert judges will recognize winners each day on WBSA radio. The daily themes are:

Monday: College Day

Where the college jersey, hat, etc. promoting the school of your choice. Go Clemson!

Tuesday: Most Outrageous Tie Day

Does your dad have a tie you would not be caught dead in? Be sure and wear it for Tuesday lunch.

Wednesday: Boxer Shorts Day

Wear the craziest boxers you can find! Yes, you must wear your uniform pants on under the boxers.

Thursday: Bird Calling Contest Day

Each troop will send their one entry up to the WBSA mike to make their most outrageous bird call for all to hear S...W...A...K...!!!

Friday: Hat Day

Hats are not usually worn in the dining hall but today is an exception for the most unusual hat day. All hats are okay except those with vulgar language or those promoting tobacco or alcoholic beverages. Remember also that today is O.A. awareness day, lodge members please wear your sash to Breakfast & Dinner.

BIRTHDAYS - We will recognize those celebrating birthdays each day at camp. Although we screen every medical form for camp week birthdays we hate to miss anyone. Got one in your troop? Tell the Camp Commissioner.

CHESS TOURNAMENT - Check it out Mate! In cooperation with the Georgia Scholastic Chess Association we invite your top troop chess champion to contend or this exciting Honor Unit event. This is the only Honor Unit event open to both scouts and adults.

NATIONAL BSA SUMMER CAMP POSTAL RIFLE COMPETITION - Compete against other marksmen scout campers from around the country. This will be a part of honor unit. Details will be given in the Honor Unit book.

FLAG CEREMONIES, REVEILLE & TAPS - Each morning just before Breakfast & again before dinner there will be a campwide assembly to raise & lower the colors. Reveille is daily at 7:00am & taps are at 10:00pm. Troops are encouraged to have their own cabin flag ceremony. U.S. Flags are available for checkout at the Quartermaster Commissary. Historical flags will be introduced as part of the morning assembly.

DAILY SENIOR PATROL LEADER COUNCIL MEETINGS For over 75 years the patrol method has worked wonders in scouting. Make sure your unit is ready to get involved with all we have to offer by attending this daily meeting with our camp commissioner and Program Director at the camp office.

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CAMP VOLLEYBALL SPORTS COMPETITIONS BSA Volleyball is on tap everyday after lunch between troops and on Friday with the ever popular staff vs. Scoutmasters grand slam event. Senior Patrol Leaders will sign up their troop for the single elimination ladder tournament during the SPL Council meetings. All troops who participate will receive some honor unit points.

CAMP SOCCER SPORTS COMPETITION Get a kick out of the troop vs. troop Soccer tournament. Scheduling will be the same as for the Volleyball tournament. All troops who participate will receive some honor unit points.

OPEN SPORTING EVENTS The Camp has a regulation size Softball field complete with bases, bats, balls, and other equipment. Troops are welcome to check out this equipment from the trading post and challenge other units to this "just for fun" activity. Other sporting events around camp include Frisbee Golf & Horse Shoes. Good health & Fitness are a major part of our program.

ACTIVITY PERIODS IN PROGRAM AREAS - Troop swim! Troop Boating, Troop Shooting & plenty of extra help in each program area as our staff offers free time periods each day for those who just want to spend a little time having fun or get some extra work done on an advancement. In order to prevent overcrowding, unit leaders must make troop reservations with area directors for Shooting Sports or Aquatics.

AMERICAN RED CROSS C.P.R. - For adults, Lifesaving Merit Badge class members and anyone else who wants to learn this lifesaving skill. Sign up for it just like a Merit Badge. Red Cross Adult C.P.R. books & a patch for those who complete the course are available in the trading post. Those completing this course will receive the American Red Cross Adult C.P.R. Certification which is good for one year at the Friday awards campfire.

GEORGIA CERTIFIED HUNTER'S SAFETY COURSE - If you plan to hunt in Georgia, this program offered in conjunction with the Department of Natural Resources by our camp Ranger, Mr. Ken Spier is just what you need. Get your certificate and patch for successfully completing this 6 hour intensive gun safety class. Scouts will need to know their Social Security number when they come to camp in order to receive their official patch and become certified safe hunters.

CAMP MEDIA CENTER - On most evening & when events are cancelled due to weather we will be showing excellent high adventure films on such topics as whitewater safety, mountain climbing, cave exploring, identifying edible wild plants, and another on avoiding Poisonous ones. We will also be showing during the week the complete Trials of Life Nature Video series. This is part of our Camp Media Center which also has top rate movies (Follow Me Boys, Mr. Scoutmaster, Scout's Honor, Star Trek I, II, III, IV, & VI, Deep Space 9 & ST: The Next Generation!) Sorry, we can't seem to find our copy of the Last Boy Scout.

FISHING - Visit Lake Bryant for the best in fishing. A limited amount of fishing gear is available for checkout at the Trading Post. No fishing is permitted from the lake dock or anywhere in the swimming or boating area..

POSTCARD DAY - During camp each scout is encouraged to write home. Those on a campership might consider writing a note thanking their sponsor for being able to attend summer camp. Near the end of camp (or once you get home) Campers & troops might to send letters to troop hosts and other staff if they had a good time. Such correspondent can really make a staff member feel great for the rest of the summer! The Trading Post serves as the camp Post Office and has postcards & stamps.

BEST LANYARD OF THE WEEK CONTEST- Explained in greater detail in the Honor Unit guidebook, everyone in camp can try to make the best designed lanyard and win points for their troop. Entries should be turned into the trading post.

CRITTER CRAWL - Sponsored by the Nature / Ecology Department. Collect your favorite fast critter for the ultimate camp race. First critter across the finish line wins!

ASTRONOMY OBSERVATIONS On most clear nights on the softball field you can usually find our 484x refractor and 7 inch dobsonian reflector scopes scanning the evening sky looking at the planets and nebulas of our galaxy, come take a look! Don't miss the Lyriad Meteor Shower in camp 2nd week!

CIVIL WAR REENACTORS - During certain weeks of camp we will have guest Civil War reenactors in confederate blues and union grays. Many of these same people helped in the filming of glory which was shot near the camp!

GUEST DEMONSTRATIONS See the Georgia Forestry on parade bus, watch an expert wood sculpture use a chain saw to carve a tree stump into stunning artwork! Talk to scouts around the world on a Ham Radio. The Liberty County Library staff will have a summer reading club/Reading Merit Badge presentation. Dozens of guests will be with us this summer. Listen to WBSA and check the master camp schedule for times and events.

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Some invited guests this year include Lynn Laycock on Backpacking Equipment, David Mason on Canoeing, Chris Schuberth on Mesozoic Era Fossils, Sandy Saunders on Archery and Roger Durham on Civil War history.

MEDIA DAY - During the summer and especially on Mondays we encourage your troop to invite the hometown paper & radio station to come to camp as our guest to record pictures and write articles. Some troops have even arranged for a scout working on Journalism Merit Badge to serve as a "correspondent reporter" for your town paper. Please let the camp director know if you think your local media will be visiting our camp. We have limited facilities to help your troop correspondent write articles to send to your hometown paper.

VIDEO INTERNSHIP - Each week of camp we need one or two senior scout campers to serve in a unique program to assist the program director in recording and collecting video images of summer camp. At the closing campfire we will set these to music in a show for the parents. We need one or two experienced senior scouts (or adults) who understand the basic operations of a Camcorder and 35mm camera to assist in this project. Scouts selected for the program can even work towards the completion of the Cinematography, Photography, and Journalism Merit Badges.

SOSSI DISPLAY - In conjunction with the Scouts on Stamps Society International (SOSSI) there will be an ongoing display of scout stamps from countries around the world located in the trading post. Stop by and get hooked on the great hobby of Stamp Collecting and learn some more about scouting.

CAMPFIRES, CAMPFIRES, CAMPFIRES Don't miss the big send off to the best week of camp you ever had as staff presents the Sunday night welcoming campfire, Troops get into it later on in the week with their own intertroop campfires and then on Friday it's parent's night, Indian O.A. pageant and the closing campfire complete with a camp slide show, troop skits, and awards ceremony. Troops should not feel pressured to participate but those wishing to present a skit, song, presentation, or cheer must prearrange this with the Program Director.

CAMPSITE COOKING - Even if some scouts are not in classes which participate in the Wednesday overnighter we don't want them to miss out on the fun of cooking some of their own meals. Troops are always welcome to experience the joys of campsite cooking. Please arrange with Kemp Gaskill, the Business Manager, to checkout campsite cooking equipment and securing food from the dining hall.

TROOP LIBRARIAN SEMINAR Now is the time to save those Merit Badge books for next year! Send your troop librarian down for this 15 minute program on building a winning troop library. Door prizes given away!!!

SPANISH DABLOON SKILL QUEST A camp wide event involving 8-10 scoutcraft skills and other games & competition stations. Included in the events will be a rifle target contest, Scavenger Hunt, Frisbee Golf, and other events. This is a major HONOR UNIT EVENT with specific events detailed in the Honor Unit Companion Guidebook. Besides earning Honor Unit points troops will also be earning valuable gold dubloons which they will want to save for the celebrant auction.

THE GREAT THUNDER STAFF HUNT Join in the great staff hunt. Each staff member will be given a gold dubloon and allowed to hide within a designated area. The campers are then to find as many of the staff members as possible. The dubloons gathered in this event, together with the ones earned in the Spanish Dubloon Skill Quest will then be used at the....

THUNDER CAMP AUCTION: Its time to cash in those gold dubloons won at the Skill Quest and Staff Hunt. Here your Senior Patrol Leader will lead the troop in bidding for trading post items and the services of our infamous staff waiter team. This staff team will be at your beck and call for one meal in the dining hall (No Tipping Please!)

PAUL BUNYAN AXMANSHIP SEMINAR - For older scouts, find out about the ultimate lumberjack special award scouting has to offer. This is but one of the many demonstration projects offered by the scoutcraft department. Come tour the model campsite, make real rope, cook in dutch ovens, earn the tote-n & fire-n chips, and go on a hike!

ALPHA PHI OMEGA - Thinking of going to college? Come to the 15 minute session sponsored by Alpha Phi Omega, the national scouting service fraternity active on more than 400 colleges across the nation. In this session you will also get information about the dozens of scholarship opportunities available to scouts going to college. Finally there will be information available on careers in professional scouting.

HOW TO BUILD A BETTER FIRST AID KIT -Just one of the special programs for leaders being offered by the Camp Wellness Information Center at the Health Lodge. Bring your kit & find out how to make it even better.

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CAMP WELLNESS INFORMATION CENTER - Housed at the Health Lodge, everyone is urged to stop by to get free information on wellness related topics & safety issues. The BSA Drugs...A Deadly game program of the B.S.A. is taught to Buckskin campers with everyone in camp invited. Don't just come to the health lodge when you are sick, some also when you are well so you will stay that way!

CRACKER BARREL & PATCH TRADING SHOW - Adult leaders can relax with some coffee at our scoutmaster's lodge while scouts see Boy Scout patches from around the country in this show & tell swap meet.

CHAPEL AND RELIGIOUS OBSERVANCE - Our camp chaplain has planned a moving and important message on Sunday afternoons and has devotionals during the week. He is also available for counselling and will present a Sunday program on the religious awards co-sponsored by the BSA and various denominations.

SCOUT MANIA The ultimate Trivia Game of Scouting: Better than Jeopardy or Wheel of Fortune, this is the game that shows who knows the scout handbook best at camp. Win honor unit points and be the top Scouting Maniac in camp. This board game is also for sale at the Camp Trading Post.

MILE SWIM, LIFEGUARD B.S.A. & SNORKELING B.S.A. - Whatever your taste, our H2O staff has lots of special programs and activities. Mile Swim & Snorkeling B.S.A. are offered as a regular class. Lifeguard B.S.A. information is on page 15

AMERICAN RED CROSS SWIMMING INSTRUCTION. - Our staff offers that extra help for campers who have never learned how to swim. Those completing this step by step program will receive special cards from the Red Cross recognizing their progress in learning how to swim.

5..4..3..2..1...BLASTOFF !!! Even if you are not in the Space Exploration class you can't pass up a chance to build and launch your own model rocket.

DUCK DAY 93 The big Friday afternoon aquatics event with inter troop competition for everyone from the learner on up. This is a major Honor Unit event with the grand finale of the Scoutmaster Belly Flop contest. Look for a description of all the events in the Honor Unit Companion Guidebook.

NATURE / ECOLOGY - Nature hikes, identification events, and crazy contests to find the strange things in nature that are all around us.

CONSERVATION PROJECTS & CAMP PIONEER PROJECTS - Coordinated by our Ecology & Scoutcraft departments these are projects for the scouts to complete themselves for campsite inspection points. The camp director has a number of ecology projects specific to each site that a troop can take on as a service project. Check with the Camp Commissioner before starting to insure that your troop gets proper credit

FOR SCOUTMASTER'S ONLY...

Don't spend all your time in the Scoutmaster lodge! Your help is always welcome in our program areas, especially the Buckskin Program. In addition to our regular programs we have these special activities just for our adult leader's in camp. By attending these events you will also help your unit earn points for honor unit.

SCOUTLEADER CAMP EVALUATION WEDNESDAY DINNER WITH SCOUT EXECUTIVE A special event for some very special people! Join our Council Executive Mr. Craig Arcos & council board members as you reflect on the week and hear about some of the exciting new plans for the council and the long range council camping program. Be sure and fill out the names and address form in the back of this book for your adult leaders so our council president can write and thank your wives & employers for letting you off for a week.

SCOUTMASTER SKEET SHOOT Who can blast those clay pigeons? The best scoutleader shot will be recognized at the Friday campfire.

(Almost) ANYTHING GOES PINWOOD DERBY RACE This one is for the scoutmasters. It is not like the cub scout version, in this contest we see which scoutmaster can really get a move on the pinewood derby track. Kits are available in the Trading Post.

WILDERNESS CAMP - Adult leaders are needed to help with the First Year Camper, Wilderness Survival, and Camping classes as they spend a night out under the stars.

YOUTH PROTECTION SEMINAR For adult leaders, our Camp Director will have a frank discussion on the challenges our young people face today and how we can be aware of these needs and problems.

UP THE LADDER TO FIRST CLASS: A PROGRAM FOR ADULT LEADERS: Our first year camper director takes this opportunity to talk about the Tenderfoot to 1st Class requirements with adult leaders. The 20 minute program will provide you with skills and resources to make those basic scout skills something your kids will look forward to at the next meeting.

SAFETY AFLOAT & SAFE SWIM DEFENSE SEMINAR - Our aquatics staff helps you in your year round troop program by certifying all adult leaders in your troop to safely conduct swimming and boating activities.

ADULT SERVICE PROJECTS - Is there a carpenter among you? For those who want to take on a special service project for adults there are numerous opportunities for adult only camp improvement projects. Those volunteering will receive a special recognition at the Friday closing campfire and can get up to 50 Bonus Honor Unit points for their troop. Please discuss your plans with Vic Carpenter, Camp Director or Ken Spier, the Camp Ranger, ahead of time to set the number of points that will be awarded for these special projects.

ADULT LEADERSHIP PROJECTS - With Camp Thunder being as popular as it is these days we often find staff resources taxed. We may identify from week to week program areas which could use the expertise of an adult leader. These needs will be reviewed at the Sunday night scoutleader meeting. If you decide to help us instruct one of these badges you will be able to earn up to 50 bonus points towards your troops honor unit score.

MERIT BADGE SIGN UP REGISTRATION

The Benefits of our new Computerized Class Registration Procedure

One of our major improvements this year will be in the way we handle class sign ups and the way we report class results back to the units. Using computer software written by our Program Director and successfully used at other scout camps we will be eliminating much of the time consuming paperwork & confusion leaving our counselors and scouts more time for quality badge instruction.

Scoutmaster help is needed to make this system work. About a week before you come into camp we ask that units mail to Camp Thunder (or drop by the Scout Office) the class registration sheets (one per scout) for each scout you think will attend. These forms can be found in this guide on page 31. You can make as many copies as you need for each member. All you will be asked to do is provide each scout's name, rank, and age. Then you will simply check off the badges in order of preference you want each scout to take. Our badge offerings are described on the following pages along with estimates of their materials cost, and any requirements that should be done before the scout gets to camp.

As we gather the preregistration information from the troops coming to camp each week we will create the proper number of classes to meet the demand for camp that week, taking into account our staff and facility resources. This will eliminate the old problems of coming to camp and finding out that the hour by hour class schedule which used to appear in this book had to be changed or finding out that the class hour you had envisioned your scouts taking a certain class was the same hour everyone else wanted. It will eliminate our staff having 23 scouts in a class one hour and 2 the same class the next hour. Finally by eliminating Sunday night registration we return a measure of control to the scoutleader so that you, together with the scout, can plan a selection of classes that will provide the best scouting experience. We will evaluate the number of requests for each badge and set up the proper number of classes. Your scout will be assigned a class period to insure that there is no overcrowding. His schedule printout that he will receive when you arrive on Sunday will have all of his class times listed.

If you preregister your badge requests by mail at least seven days before arrival on Sunday we will have your scout's class schedules printed and ready when you arrive on Sunday. You will receive a complete printout of what every scout is taking each hour complete with location and name of counselor. You will get a second set of schedules to hand to each scout so they will have their own copy to take with them during the week.

If for some reason you are unable to register some of your scouts, or find that you need to make a change in a preregistered scout's schedule we will have two drop/add sessions in the camp office between the Program Director and scoutmasters on Sunday afternoon & Monday morning (see master schedule for exact times). Any drop / add changes should take place between the Program Director and the Scoutmasters. Scouts should not try to make schedule changes with the Program Director. On Sunday, classes still open will be posted in the camp office to aid you in any drop/adds or last minute schedule requests you might want to make. To guarantee your scouts get all of the classes they want we urge you to preregister.

Our staff & your scouts directly benefit from this plan as well. Our staff will be assured that they will have a balanced number of scouts each class period. They won't have to waste time on Monday writing down names and troop numbers because they will have class rolls with all of that already on them.

During the week you can check on your scouts progress with a special notebook called the "Class Problems & Situations Log Book." This guide, housed in the Scoutmaster's lodge, is designed to inform you of any problems or concerns that the staff might have with a scout in your unit. The staff might also use it to pass on positive comments about a scout in your troop who is putting in some extra good effort. We encourage you to review your troop's page each day. Each staff member logs in on a daily basis any concerns that they may have about attendance, behavior, or other conditions a unit leader should be made aware of. Don't wait to find out Friday if a scout in your unit has not been attending class, find out the day it happens with the class problems & situations log.

On Friday you will receive a printout of all partials and completions. You will also get a second copy to give to each scout so they can show their parents what they did at camp along with any partial requirements they should complete at home. A final copy of the entire camp advancement remains at the scout office where it can be easily reviewed if records need to be looked up.

Special award badges like Mile Swim and C.P.R. recipients will be recognized at the Friday awards campfire. You will be able to purchase those awards in the trading post before departing camp. Those special awards will also be noted on the advancement printout.

In selecting your list of classes for each scout, we assume your scouts will want to fill all five class periods with programs. If they would prefer to have an extra "Free Time" period (the 4:30 - 5:20 period is a camp wide "Free Time" period) just note that in the same manner you would a badge request. If you plan a special daily troop event and need all of your scouts off at a certain hour just note that on your registration form.

Scouts desiring to work on badges not offered at camp will be interested in using the Merit Badge pamphlet library in the camp office. Only those books not available at the trading post will be available for checkout during the week.

In order to insure that your scouts get the most of what we have to offer we suggest::

- 1.) Share the class & special program offerings to your scouts at a meeting before camp.
- 2.) Conduct a PERSONAL GROWTH AGREEMENT CONFERENCE with each scout to help them decide what they would like to take. Carefully look at each scout's advancement record to determine what they lack for their next Progress Award. Try to help the scout to pick classes which challenge him, yet do not overwhelm him.
- 3.) Encourage scouts each day to work on their badges. For example, scouts taking Environmental Science should be spending 10 hours during the week (2 hours a day) on a 10 acre site at camp observing nature. Others may have reports to write or handicraft projects to complete. If a scout has done work in a requirement prior to coming to camp the scoutmaster should provide a note to the staff member so credit can be given at the end of the week. Get older scouts to serve as mentors to your younger scouts. Always seek the help and assistance of our staff members.
- 4.) Make sure scouts arrive on time with their Merit Badge pamphlets each day. Merit Badge books for all classes taught in camp are in the trading post.
- 5.) The printouts you receive at the end of the week will note that the scout has received instruction. We do not award badges, only your unit board of review has the privilege of doing that. We encourage troops to schedule such a review as soon as possible after camp.

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MERIT BADGE OFFERINGS & NOTES

Class locations will be pointed out on the Sunday tour & printed on each scouts personal class schedule.

Below are the planned offerings for camp. If a troop desires some other badge offering they are urged to contact the Program Director before arrival to try and schedule the offering. Scouts are strongly urged to read their Merit Badge books before coming to camp. Troops are urged to bring their troop libraries but should make sure that the edition and requirements match those current editions found in the camp trading post. We will not make any substitutions in the Merit Badge requirements.

The Handicraft Merit Badge program area including **Basketry, Leatherwork & Woodcarving** classes operates somewhat differently from the others departments in what we call "Open Programming." Although a class period is recommended for these badges essentially anyone in camp can stop by while the Handicraft Program area is open and work on one, two, or all three handicraft badges. Scouts will get a card to have each of their art & craft projects checked off as they are completed. Campers will schedule with the handicraft counselors appointments to complete the classroom requirement portions of the woodcarving & leatherwork badges.

Basketry - Recommended for younger scouts. Basketry requires the purchase of a basket reed kit for \$3 - \$4. Chair seats to weave will be in the program area along with a supply of cane.

Leatherwork - Recommended for all scouts. A number of leathercraft items will need to be purchased. A wide selection of products helps to insure that this badge can be completed on almost any budget. Scouts should plan to spend \$3-\$15.

Woodcarving - Recommended for all scouts who have received their tote-n-chip. A few woodcraft items will need to be purchased from the trading post with an estimated cost of \$2-\$3. Scouts should plan to bring their own pocket knives from home or purchase them at the Trading Post.

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American Heritage - Recommended for older scouts ages. This is a new offering for 1993 in which scouts will make a field trip visit to the Midway Museum and Sunbury Georgia historical ruins. Scouts will explore colonial, Native American and Civil War historical events which are rich in the area. Scouts should decide on an area of interest from topic # 4 before coming to camp so they might gather the books and resources they will need as we will have very few reference guides in camp. There is a \$1.00 admission charge into the Midway Museum that scouts will need to pay. With good pre camp planing this badge can be finished while attending camp. A special tie in to this class for some camp weeks will be a visit by Civil War reenactors.

Archery - Recommended for scouts ages 12 & up. The badge is physically demanding & usually requires time outside of class to completely qualify on our action & target Archery ranges. Materials to make a bow string and arrow from a shaft shall be provided by the camp at no cost. This class can be completed at camp.

Athletics - Recommended for older scouts. This is a new offering for 1993. Work outside of class will be necessary to help coordinate and officiate at our campwide soccer & volleyball sporting events.

Backpacking & Hiking - Taught together, these two badges require a number of lengthy hikes and can not be completed at camp. This is a new offering for 1993. Despite this, we feel that there are a number of important skills and some hikes which can be completed during the week. Backpacking req. to be done outside of camp are # 10 & 11. Hiking req. to be done outside of camp are # 3, 4, & 5. There is no extra cost to take this badge but some special equipment items will need to be brought from home or purchased at the trading post. We want to stress that a large portion of the requirements must be completed outside of camp

Camping - Recommended for all scouts, especailly newer campers. To complete this Eagle required badge scouts must complete req. # 7c, 8a & 8c before camp. Scouts should bring the appropriate equipment needed to complete this badge.

Canoeing - Although the badge can be earned at camp it is not recommended for younger scouts who may not have the physical strength to complete some of the requirements. Scouts must have passed the swimmer's test. This class lasts one and a half class periods (90 minutes). Scouts taking the class will thus have a built in 30 minute extra "free period" either before or after taking this badge.

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- Cooking - Recommended for all scouts. This is a new offering for 1993. Those taking this class will need to cook 5 meals in the scoutcraft area during regular meal time. Scouts taking this will need to work with their Senior Patrol Leader when planning the dining hall table waiter duty roster to avoid conflicts. It is our goal to be able to provide transportation to a local grocery store so scouts can complete all requirements while at camp.
- Emergency Preparedness - Recommended for older scouts. The First Aid Merit Badge must have been completed before scouts sign up for this Eagle Required badge. Scouts should plan on preparing their Emergency Kits for req.# 8c at home and bringing them to camp. Some emergency kit items are available in the Trading Post.
- Environmental Science - This Eagle required badge can be completed at camp but requires a 500 word report and 2 hours a day (outside of class) for observation on a 10 acre plot. Scouts may want to have an extra "Free Time" hour to complete the badge.
- First Aid - No scout should leave camp without having completed this very important Eagle required badge. This is the only badge incorporated into the day long "Buckskin First Year Camper Program. Req. #2b (building a personal First Aid Kit) should be prepared at home and brought to camp.
- Fish & Wildlife Management - Recommended for older scouts. Requires time outside of class for completion of projects.
- Fishing - Recommended for all scouts. Our lakes are well stocked and fishing equipment is available at the trading post for checkout. Bait is available for sell in the trading post. Scouts can bring their own bait & gear but should carefully store their poles to prevent injury. Providing that the fish in Lake Bryant are hungry this badge can be completed at camp.
- Forestry - Recommended for older scouts. With a lot of help from the Georgia Forestry Commission we have done a lot to make this class something special. It can be completed at camp. For some weeks of camp we will have the Forestry commission's urban bus on display. We plan to have a number of ongoing exhibits and special programs related to this badge.
- Indian Lore - Recommended for all scouts. This is a new offering for 1993. Depending on the items selected, the craft items for this badge can cost anywhere from \$3-\$12. The badge can be completed at camp.
- Insect Study - Recommended for all scouts. Req. # 7 should be started one month before camp.
- Lifesaving - Recommended for older scouts who have already completed the Swimming Merit Badge. Swimming Merit Badge must have been earned before coming to camp and the swimmer's test should have been passed on check in. This is an Eagle required badge. Long Pants & a long sleeve, button up, close woven shirt are needed for this class and should be brought from home. Red Cross C.P.R. is taught at camp as a separate class. Lifesaving Merit Badge class participants who have not completed req.# 14 before camp MUST separately register for the C.P.R. class if they want to pass Lifesaving while at camp.
- Nature - Recommended for all scouts. Depending on the categories selected in requirement #4, scouts may find it necessary to start on some of their projects 3 weeks before camp.
- Orienteering - An excellent badge for older scouts. Participants should bring their own compass or purchase one at the trading post. The badge can almost be completed at camp except for req. # 7 which can only be partially completed.
- Pioneering - An excellent badge recommended for all scouts. All materials are provided by the camp. Some of the rope projects will require construction time outside of class. This class is a 2 hour class.
- Pulp & Paper - This badge should be attempted by older scouts. This is a new offering for 1993 and includes a field trip to the Interstate Paper Company. The badge can be completed at camp.
- Reptile Study - This badge should be attempted by older scouts. Req. #8 should be started 3 weeks before camp.

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- Rifle Shooting - This badge should only be attempted by older scouts as considerable skill is needed to qualify on the rifle range. The scout should plan to spend extra time on the range beyond the regular class period for practice.
- Rowing - Although the badge can be earned at camp it is not recommended for younger scouts who may not have the physical strength to complete some of the requirements. Scouts must have passed the swimmer's test. This class lasts one and a half class periods (90 minutes). Scouts taking the class will thus have a built in 30 minute extra "free period" either before or after taking this badge.
- Shotgun Shooting - This badge is restricted to First Class scouts or those 13 and over. Prior experience is recommended in order to qualify on the range. Due to the cost of offering this badge each scout enrolled in the class will get a \$10.00 credit for shotgun shells & clay pigeons @ \$.25 a shot. After the first 40 shells have been fired additional shells will have to be obtained by purchasing a coupon at the trading post for \$1.00 (4 shots). These fees should be paid before class where the scout will then get a coupon token to redeem at the range. Scouts should plan to spend extra time on the range beyond the regular class period for practice.
- Soil & Water Conservation - Recommended for older scouts. Requires time outside of class for completion of projects. Can be completed at camp. Some camp weeks we will have guest experts from the U.S. Soil Conservation Service. Camp Thunder has been approved as an official Earth Team demonstration site.
- Small Boat Sailing - Although the badge can be earned at camp it is not recommended for younger scouts who may not have the physical strength to complete some of the requirements. Scouts must have passed the swimmer's test. Due to resource limitations class size is limited.
- Space Exploration - Recommended for all scouts. This is a new offering for 1993. This exciting badge includes the building of a model rocket with costs starting at \$4 for the model rocket, glue, and paint if desired. A separate \$1.00 launch fee will be collected at the end of the week which pays for the engine wadding and igniter. This badge can be completed at camp and is loads of fun.
- Swimming - This Eagle required badge is recommended for all scouts who have passed the Swimming test. Long Pants & a long sleeve, button up, close woven shirt are needed for this class and should be brought from home.
- Wilderness Survival - This badge is for older scouts. The Camping Merit Badge is recommended before attempting this class. Scouts may want to bring a survival kit (Req.# 5) and pack from home or purchase needed supplies for the Trading Post.
- Independent Study - At the camp office copies of nearly every Merit Badge book the BSA offers that are not for sale in the Trading Post are available for overnight checkout. In this way scouts can work with unit leaders in the campsite on badges not offered at camp. If a troop has a special need for a badge not offered in our planned class listings we can attempt to offer other classes if a request is made before camp to the Program Director.
- Other Advancement Opportunities - Other programs requiring a class period to complete include: Georgia Certified Hunter's Safety Course, American Red Cross C.P.R., Red Cross Swimming Instruction, The Mile Swim Award, Snorkling B.S.A., Lifeguard B.S.A., Buckskin First Year Camper, Thursday's Ranger School Wilderness Survival Course, Project C.O.P.E., and the Sailing High Adventure Program. These programs are described in greater detail in other sections of this guide.

CLASS REGISTRATION FORM PAGE (To be copied as many times as needed)

ADULT RECOGNITION FORM

