

2010 Camp Thunder Summer Camp Guide

Gerald I Lawhorn Scouting Base

We have had to change our Summer Camp destination since our first choice was over-booked for the week that we wanted. We will now attend summer camp at Camp Thunder, located between Columbus, GA and Atlanta, GA. The dates for camp remain July 10 – July 17, 2010. We are still going whitewater rafting, and we have decided to go back to the Ocoee River in Tennessee. Even though the travel time to camp is less, we will still depart on Saturday at 8 A.M. Our return time the following Saturday remains unchanged, as we still have to drive the long distance back from whitewater rafting. The cost for Camp Thunder is slightly higher at **\$265.00**, and some of the program costs are different, so we will adjust the payment schedule to reflect these changes. We will collect a base price of **\$280.00** so that we can ensure that each Scout has the money to buy a Camp Thunder Class-B T-shirt while at camp. The whitewater rafting fees and transportation sharing costs are not included in this amount and must be paid by deadlines indicated in this packet. Some programs and merit badges require additional fees. These fees will be collected in addition to the second payment.

Attached to this email are several forms, each with a deadline for submission. Here is a list of the forms and the deadlines:

- **Merit Badge & Course Selection Sheet** is due to **Mr. Will** by **March 8, 2010**. Please select at least 10 merit badges so that we have some alternates to work with in case of scheduling conflicts. If you are taking some of the program courses (C.O.P.E., BSA Lifeguard, etc.) select an alternate course and/or merit badges in case we cannot get you into that course. You should be aware that I reserve the right to assign any Scout for merit badges that I believe will better advance his Scouting career. In other words, you need to pick Eagle required merit badges and then work in some of the elective merit badges. If you do not already have the Swimming merit badge, you should select it to save me selecting it for you. If you have an interest in Archery you should sign up for that merit badge because the requirements for that merit badge make it difficult to earn it outside of a Scout camp setting. You should also work on the prerequisites **BEFORE** going to camp. You need to have the merit badge book for each merit badge before camp. Note that some merit badges and some courses require extra fees to be paid prior to camp. The merit badges or courses that require pre-payment have the pre-pay amount listed beside the name of the merit badge or course. Some merit badges require you to purchase kits at the Trading Post. We will collect that money before camp so that we know that you have what is needed for the course.
- **Troop 150 Permission Slip for 2010 Summer Camp with Troop 150 at Camp Thunder.** The new form is due by **March 8, 2010** along with merit badge selections. If you have not submitted your first payment that is dues as well. If you have enough money in your Scout account, you may use it to pay any of the payments leading up to camp.
- **Whitewater Rafting Release Form – Ocoee** is due on **March 8, 2010**. All Scouts and adults must submit this form. This form is pre-filled and has been handed to each participant. Complete the form and return it by the deadline.

Camp Thunder Cost Planning

Once the initial forms are submitted, there will be other deadlines that we must meet in order to ensure a smooth build up to the trip. It is very important that everyone meet these deadlines without us having to ask for them at each opportunity. You may certainly submit all of the rest of the forms and payments in advance of the deadlines.

- Most have submitted the first payment of \$80.00.
- The **second payment of \$100.00** plus the **payment for all course and merit badge fees, including Trading Post kits**, must be submitted by **March 8, 2010**. If you have enough money in your Scout account, you may use it to pay any of the payments leading up to camp. Fees submitted after this date will incur a **\$10 late fee**.
- The **third payment of \$100.00** must be submitted by **April 26, 2010**. If you have enough money in your Scout account, you may use it to pay any of the payments leading up to camp. Fees submitted after this date will incur a **\$10 late fee**.
- The **fourth and final payment of \$115.00** includes the whitewater rafting fee and a transportation sharing cost. This payment is due by **May 24, 2010**. Fees submitted after this date will incur a **\$10 late fee**.
- The Troop will arrange for a local physician to perform all **BSA Physicals** in preparation for camp. If you elect to use your own physician, please download the proper form from our website and complete sections **A, B, and C**. All physicals must be turned into Mr. Will by **May 10, 2010**. You do not need to make a copy as Mr. Will scans each physical and emails it to the parents of each Scout (and the adults). **All adults attending camp must have the same physical as the Scouts and must submit them by the same deadline.**
- The Troop will schedule at least one opportunity for everyone attending camp to take the **BSA Swim Test**. These tests are a requirement for **ALL Scouts and ALL adults** attending camp, and for those that wish to participate in Troop 150 aquatic activities (canoe trips / whitewater rafting) before and after summer camp.
- Each Scout should bring enough money to pay for snacks and fast food meals while traveling to and from Camp Thunder. Each Scout will need money to purchase souvenirs at the Trading Post. **Camp Thunder** has a nice **Trading Post** with plenty of selections. Camp Thunder recommends that each Scout plan to bring about **\$30.00** for the week just for the Trading Post. Plan an additional **\$40.00** to cover the other **miscellaneous expenses during travel**.

Camp Thunder Cost Planning

Item	Cost	Payment	Balance
Camp Fee	\$265.00		\$265.00
Camp T-shirt	\$ 15.00 *		\$280.00
Transportation Share	\$ 30.00 **		\$310.00
Rafting/Lunch	\$ 85.00		\$395.00
1 st Payment 01/18/2010 [^]		\$ 80.00	\$315.00
2 nd Payment 03/08/2010		\$100.00 ***	\$145.00
3 rd Payment 04/26/2010		\$100.00	\$ 60.00
4 th Payment 05/24/2010		\$115.00	\$ 0.00

* This is for a Camp Thunder Class-B T-shirt.

** This amount is subject to change and is based upon the price of fuel at the time of the trip. We may also have to factor in the fuel for another vehicle. At the time of this printing, this amount includes fuel for the bus and one additional vehicle with the price of fuel at \$3.25 per gallon. This amount reflects travel to Camp Thunder, travel to the rafting site, and travel back to the Scout Hut.

*** All course fees, including Trading Post kits, are due with the second payment and are not reflected in this payment. Each Scout will have different fees based on the courses and programs he selects.

[^] Turn in permission slip & other forms on this date.

See the attached packing list of items needed at summer camp. We will hold a 100% personal equipment inspection the day before we depart for camp. **Bring the completed packing list with you to the inspection.** Most everyone uses a plastic footlocker to pack their clothing and other equipment. Bring your Class-A uniform on a hanger. If you plan to have a **lock** on your footlocker, it **MUST be a combination lock** and the *combination must be e-mailed to Mr. Will* a week prior to the footlocker inspection. No key locks are allowed.

Here are some items that you should be prepared to bring to camp:

- Everyone should have a complete Class-A uniform by the time we attend summer camp. Each Scout should bring as many Class-B T-shirts as he owns, as he will go through at least one each day. The complete Class-A uniform includes the official BSA shirt, official BSA pants/shorts, official BSA belt, official BSA socks, and the Troop 150 neckerchief. OA members need to bring their OA sash in order to attend the OA social during the week.
- BSA Scout Handbook
- Merit badge books for your classes
- Anything required for your merit badge or course work
- Hydration packs
- Foot powder
- Swim suits and shoes for wearing while rafting and on the water front
- Towels for taking showers during the week – EVERYONE is required to shower each day without exception
- **DO NOT BRING CELL PHONES** – you will not be allowed to use them. Parents do not encourage or ask your Scouts to call you during the week. Doing so makes it much harder on the Scout and on the adults on the trip that have to deal with the tears after those calls. If we see cell phones during the week, they will be collected and returned at the next New Year's Eve lock-in.
- Scouts may bring walkie-talkies, but they are not for casual use on the Troop's or the CRM staff channel.
- Make sure that all medication is in its original container, and that the dosing requirements are clearly marked. This applies to prescription and over-the-counter medications. We will remind the Scouts to take medications during the morning and the evenings, beyond that they are responsible for complying. If there are special instructions for the medication and times that it should be given, please put that information in writing. Place all medication and the special instructions in a Ziplock bag. All medication and the Ziplock bags must have the Scout's name and Troop number clearly marked.
- Sleeping bags, pillows, and other personal gear needed for night time.
- Make sure you include insect repellent, sunscreen, deodorant, soap, shampoo, toothpaste, toothbrush, hair care products, etc.
- Everyone needs a light weight jacket since some of the evenings can get a little chilly. Everyone needs wet weather gear as well.
- No fixed blade knives are permitted per Camp Rainey Mountain rules.

Family Emergencies – There is a phone number at the camp that you can call for emergencies. When you call the number you need to leave the message for one of the adults in the Troop as the Scouts are not permitted to take or make phone calls, even if the call is an emergency, without one of the Troop adults present. The telephone number at the camp is (706) 647-9539. Before calling the camp's phone, you should attempt to call one of the adults at camp on their cell phones. We will make sure that everyone has those numbers prior to our departure.

Scouts Leaving Camp Early – Scouts may not leave the camp without the permission of the Scoutmaster. It does not matter if the parent is there to pick up the Scout or if the Scout is the son of the President of the US; the rule is the same. The camp staff will not allow a Scout to leave without the Scoutmaster’s signature.

Homesickness – For many of our first year Scouts, this will be their first experience at being away from home for both distance and time. This is sometimes more difficult for parents than it is for the Scouts. At camp, the Scouts are kept busy and usually beg to go to bed long before they would at home. This is not to say that we will avoid all issues of homesickness. Please trust that the adults on the trip have plenty of experience dealing with this malady. Through this experience we know that allowing the Scout to call home will result in mom or dad making a very long drive to pick up the Scout. For this reason, we do not allow Scouts to make phone calls during the week. This applies to the youngest Scout and to the oldest Scout alike. Please do not ask your Scout to “hide” a cell phone so that he can make nightly calls. The adults on the trip will find out about the phone and we will confiscate it. Each year this happens and the phone is passed to several other Scouts so that they can also call home. Nobody has to tell us that the phone was being used; the tears that we see tell us all that we need to know. We have several methods of dealing with homesickness – usually before the Scout has a chance to experience a complete meltdown. Some of the methods are a little unorthodox, but when you hear the stories after we get home, you will find that these coping mechanisms are sometimes one of the highlights of the week for the Scout. We also have several of our older Scouts that have no problem sharing their own stories and how they learned to deal with homesickness. Your Scout does not need to fear ridicule, as every Scout in camp has personal experience with his own first camp or two.

Care Packages – We do encourage you to send a “care package” to your son during the week. If you do, please remember that there are others at camp and try to send enough for your son to share. (Scoutmaster’s get grumpy when nobody sends him any brownies!!) If several parents want to save on postage, you can address the box to the Scoutmaster and he will make sure the right Scout gets the contents – after he inspects the contents for brownies! Be sure to send snacks in an airtight container so that night visitors (skunks, raccoons, foxes, etc.) will not be tempted to abscond with the bounty. Yes! This has happened on more than one occasion. If you send a “care package” be sure to send it by Monday so that it arrives before we depart camp. It is very important that you label it carefully and clearly. Here is the address:

**SCOUT’S NAME
TROOP 150
LAWHORN SCOUTING BASE
518 THUNDERING SPRINGS RD
MOLENA GA 30258-4011**

Visiting Camp – If you need to come to the camp for any reason, you need to notify one of the adults prior to your arrival. The schedule during the day is quite tight and there is not much time for Scouts visiting with their parents. When you arrive at the camp you must check-in at the camp office. You must show picture ID and wear a special ID while in camp. If you wish to eat a meal with the Troop, we need to know at least 48-hours in advance and you will need to pay \$6 for each meal. If this is your son’s first trip away from home without Mom and Dad, it is probably best NOT to visit camp.

Showers & Personal Hygiene – Every Scout is required to have a shower each day. He may choose to shower in the morning or in the evening. This is strictly enforced. The shower facilities are quite nice. Our Troop’s policy is that at least three Scouts must go to the showers at the same time. The three must return to camp from the showers at the same time.

Buddy System at Camp – Troop 150's buddy system policy is a little stricter than the BSA policy. We require a buddy system of at least three Scouts anytime they leave our camp site. Non-compliance with this policy is treated as a serious safety violation.

Discipline – Every year we encounter discipline problems. In most cases we handle the problems without having to involve the parents of the Scout. In the unlikely event that a Scout refuses to comply with the camp rules, or shows blatant disrespect to our adult leaders, the camp staff, or other Scouts, we may decide to send the Scout home. In the unlikely event that this becomes necessary, you will need to arrive within 12-hours to pick up your Scout. We will not release the Scout into anyone's custody but an adult relative that we have previously met. In other words, if grandmother lives 5-miles from camp, and we have never met her, we will not release the Scout to her. This is for the protection of your Scout and for liability considerations for the adults and the camp.

Snack Foods, Soft Drinks, & Frozen Drinks – We do not allow Scouts to purchase sugary snacks or drinks until after dinner. During the day we want them drinking water in order to prevent dehydration. Please go over this with your son so that he knows not to purchase these items before dinner.

Energy Drinks – Troop 150 has a strict policy that **prohibits youth members from consuming energy drinks**, or caffeine-enhanced drinks. The only exception to this policy is if a physician writes a prescription stating that these types of drinks are medically necessary. For first time violators, we simply pour out the drink. Second time violators must turn their money over to one of the adults and hope that the adult will accompany them to the Trading Post the next time he wants to go. Third time violators will be sent home.

Skipping Classes – It is impossible for the adults in camp to track every minute of every day for each Scout. For this reason, we will not try to track whether the Scouts attend their classes. The only action we can take is to forbid the Scouts from hanging out in the camp area during class times. Each year, several Scouts return home with incomplete merit badges for this reason.

Prerequisites – Some courses have requirements that will not be completed at camp. In most cases, those requirements can be complete prior to camp. There are a few that must be completed once we return from camp. These requirements are entirely the responsibility of the Scout to complete.

Merit Badge Books & Class Materials – Each Scout is responsible for bringing a merit badge book to camp with him. He should read the book before going to camp. Some classes require the Scout to bring certain items to camp with them. If the Scout forgets the items, he will not complete the course. Please read the course descriptions to find out what is needed.

What is Buckskin? – Buckskin is a program designed to assist Scouts complete Scout Skills requirements for ranks through 1st Class. There are three levels in this class: Buckskin-Tenderfoot is for those who have not attained the rank of Tenderfoot; Buckskin -2ND Class – is for those who have already earned Tenderfoot and need to complete requirements for rank advancement through 1ST Class; Buckskin - 1ST Class – if for those who have already earned 2ND Class and need to complete requirements for 1ST Class.

What is Dripping Rock Lodge? – This experience involves hiking into back country wilderness and being away from camp for the entire week. Scouts will live in the lodge for the entire week - returning to Base Camp on Friday afternoon. There is a place on Pine Mountain that resists the passage of time and stays hidden in the mist for those that are brave enough explore the mountain. The days are filled with hiking, mountain biking trips, development of mountaineering skills, and an expedition at the end of the week sure test your endurance. All that with some "Leave No Trace," land navigation, hiking merit badge, and activity center like paintball gallery and mountain boarding. (Participants must be 13 by January 1, 2010.)

What is C.O.P.E.? – C.O.P.E. means Challenging Outdoor Personal Experience. Challenging activities help older Scouts understand teamwork, confidence building, challenge-by-choice, leadership, and initiative. Participants will get a full tour of Challenge Valley as they visit different sites including the Low Course and the High Course. (Participants must be 13 by January 1, 2010.)

What is Mountain Main Pioneering Experience? – This special program takes participants offsite into the backcountry wilderness. Participants hike to the program area and remain there until Thursday evening. Participants learn how to set a trap line, make primitive cordage, track and stalk animals, shoot a muzzle loader, and throw tomahawks. You will also learn to cook pioneer style with Dutch-ovens, fish with a can pole, and build a wilderness cabin. (Participants must be 14 by January 1, 2010.)

What is White Water Canoeing? – This one is pretty much what it says. With experienced and well-trained instructors, you'll spend one day on the lake and four days on four fast moving rivers! This program is for accelerated learners who can move fast. This activity provides more than just the bumps and rolls of whitewater canoeing. You may not complete all of the requirements for the Whitewater merit badge. (Participants must be 13 by January 1, 2010.)

What is Thunder 5K? – Scouts and adults will have the opportunity to run a special 5K course and earn the Thunder 5K patch. Winners will receive special recognition in age categories and overall. The 5k will be run at 7:15pm on Friday evening. The course will be open for 1 hour and 30 minutes, so participants must be able to average a 29-minute mile to complete the course in time. All runners must sign-up online before camp or at the camp office by Wednesday morning.

The Return Trip – Once we finish the rafting adventure, we clean up and hit the road headed home. Since there are so many variables, we cannot accurately predict the time that we will return. We will stop somewhere near Atlanta for a meal, so plan for something along the lines of Ci-Ci's Pizza. Our route home will take us through Atlanta and just outside of Montgomery. When we reach Troy, we will have the Scouts begin making calls to let you know what time to get them. We ask that you do not call us to find out where we are for a number of reasons. If we are going to be much later than our original plan, we will notify someone in Enterprise who will make sure that everyone knows the change in plans. Please understand that everyone must help offload the trailer, stow the gear, clean the trailer, clean the bus, and then we will hold our final formation prior to dismissal. I know that many of the parents will be anxious to visit with the Scouts, but please allow them to take care of these post-camp chores so that everyone can depart sooner. Just like all of our trips and activities, we cannot allow anyone to leave early. The Troop depends on every Scout to do his share of the work and it is not fair for one Scout to leave as the others are then stuck with doing his share of the work.

Merit Badges After Camp – When we depart camp, we will pick up the material that tells us who completed what requirements for which merit badges. This paperwork almost always requires some follow up questions. Once the questions are answered, blue cards will be prepared for everyone. The blue cards for partials will be given to the Scouts at the next Troop meeting. The blue cards for completed merit badges will be attached to the merit badge cards at the next Court of Honor. For those that partially complete a merit badge, the responsibility for completing the remaining requirements rests with the Scout. Through past experience, if the requirements are not completed prior to school starting, the requirements may never be completed. This is another reason that we strongly encourage Scouts to complete the pre-requisites **BEFORE** camp.

DUE BY 03/08/2010

TROOP 150
Permission Slip

DUE BY 03/08/2010

As the parent or legal guardian of _____, I hereby give my permission for this child to participate in the following outing with BSA Troop 150. For details visit www.bsa150.com.

Activity / Event: 2010 Summer Camp - Camp Thunder, GA
Date: July 10 - 17, 2010 - Saturday - Saturday
Drop-off Point: 08:00 AM at the Scout Hut (Please arrive 15 minutes early.)
Pick-up Point: 11:59 PM (Approx - Will call) at the Scout Hut - Scouts may leave when all tasks are completed & dismissed by the Senior Patrol Leader & Scoutmaster.

I give permission to the leaders of Troop 150 to render and authorize First Aid should the need arise. I give my permission for the leaders of Troop 150 to provide Tylenol, Motrin, Advil, aspirin, or other OTC medication as deemed necessary and appropriate. I have made the leaders of Troop 150 aware of all current prescription and OTC medications and give permission to supervise the taking of said medications. In the event of an emergency, I also give permission to the physician selected by an adult leader in charge, to hospitalize, secure proper anesthesia, order injection, or secure other medical treatment as needed. My child has the following food & drug allergies, and/or special medical needs (use reverse side if needed):

I further agree to hold Troop 150 and its leaders blameless for any accidents that might occur during this outing, except for clear acts of negligence or non-adherence to BSA policies and guidelines.

Cost of Outing: **\$395.00 camp fee, transportation fee, T-shirt fee, & rafting fee. Bring \$ for snacks while traveling and other money as outlined in the materials. Eat lunch before arriving at the Scout Hut. 100% mandatory personal gear inspection Friday, July 9, 2010 at 5 P.M.**

Cash:	<input type="text"/>	Adult to Attend:	YES - NO
Scout Account:	<input type="text"/>	Adult Fee Paid:	\$120 + rafting
Check:	<input type="text"/>	Adult Pmt Via:	CASH/CHECK

In case of emergency, you may reach me at _____ or _____.

If you cannot reach me, please contact _____ at _____.

Signed: _____ Date: _____

(Parent or Guardian)

DUE BY 03/08/2010

Everyone travels in the Yellow Troop 150 Class-B; bring your Class-A.

(This form & payment are due to Ms. Vap by March 8, 2010.)

(Keep this portion as your reminder)

Reminder Slip

Activity / Event: 2010 Summer Camp - Camp Thunder, GA
Date: July 10 - 17, 2010 - Saturday - Saturday
Drop-off Point: 08:00 AM at the Scout Hut (Please arrive 15 minutes early.)
Pick-up Point: 11:59 PM (Approx - Will call) at the Scout Hut - Scouts may leave when all tasks are completed & dismissed by the Senior Patrol Leader & Scoutmaster.

Cost of Outing: **\$395.00 camp fee, transportation fee, T-shirt fee, & rafting fee. Bring \$ for snacks while traveling and other money as outlined in the materials. Eat lunch before arriving at the Scout Hut. 100% mandatory personal gear inspection Friday, July 9, 2010 at 5 P.M.**

Everyone travels in the Yellow Troop 150 Class-B; bring your Class-A.

2010 Summer Camp At Camp Thunder Checklist

(You **MUST** bring this with you for the pack inspection on Friday, July 9, 2010)

Scout's Name: _____

Patrol: _____

Pack all gear into a footlocker or a backpack/duffel bag. If using a pad lock it must be a combination lock & you must email the combination to the SM by July 2, 2010. **ALL** items are required. Failure to pack these means you will not go. All gear will be inspected the day before we leave & packed into the trailer. Do NOT pack your medication in your locker. Carry your Class-A uniform on a hanger. **BRING THIS FORM WITH YOU TO THE LOCKER INSPECTION.**

Clothing:

- Class-A Uniform (See Note 1 below)
 - 3 or 4 Pair of Jeans or Shorts (At least 1 long pair)
 - Swim Trunks & Flip Flops or Sandals
 - Class-B T-Shirts - Several (See Note 2)
 - 8 Pairs of Socks
 - 10 Pairs of Underwear
 - Sleepwear (other than clothes worn during day)
 - Shoes or Boots Suitable for Hiking (Extra pair)
 - Athletic Shoes (NO open toe shoes)
 - Hiking Socks (Optional unless needed for course)*
 - Hat/Cap
 - Belt
 - Light Weight Jacket for Evenings
 - Inclement Weather Gear (e.g. Poncho)
 - Dirty Laundry Bag
-

Other Items:

- Scout Handbook, Totin' Chip/Firem'n Chit, OA Book
 - Pad & Pencil or Pen**
 - Merit Badge Books for Courses (You may share)**
 - Camera (Optional unless required for coursework)*
 - Oops Kit (needle, thread, rubber bands, safety pins)
 - Small Recreation Items (Frisbee, cards, dominos)*
-

Money:

- Souvenir/Trading Post \$35.00 - \$50.00
 - Money for snacks while traveling.
-

Camp Gear:

- Sleeping Bag
 - Small Pillow*
 - Camp Pad / Air Mattress / Ground Cloth
 - Flashlight w/ Spare Batteries
 - Lighter / Matches & Firem'n Chit
 - Knife / Multi-use Tool & Totin' Chip (NO fixed-blade)
 - Compass (Optional unless needed for coursework)*
 - Hydration Pack and/or Canteen**
 - Several Plastic Bags for Wet Clothing
 - Small Rope for Drying Clothes
 - Emergency Whistle (Not a Toy)*
-

Personal Care:

- Toothpaste
 - Toothbrush
 - Deodorant
 - Soap
 - Shampoo
 - Comb / Brush
 - 2 Bath Towels
 - Wash Cloth (1 or 2)
 - Shaving Items
 - Sun Block
 - Insect Repellent
 - Chap Stick
 - Toilet Paper
 - Personal First Aid Kit
 - Glasses and/or Contact Lens Supplies
-

Note 1 - Official BSA shirt, official BSA shorts/pants, official BSA belt, official BSA socks, hat, Troop 150 neckerchief, OA sash, NO Merit Badge Sashes.

Note 2 - Any Scouting T-Shirt is considered Class-B.

MEDICATIONS: (check each box as you read the information)

- ALL medications must have a current pharmacy label or the original **OTC** label with Scout's name added.
- Place all medication in a zip-lock bag, give this to Mr. Will before we leave on Saturday.**
- Parents should include written directions to clarify any special directions other than what is on the label.
- Troop 150 will retain all medications and administer per directions. Scouts are 100% responsible for compliance.
- The SCOUT is responsible for taking his medicine at the appropriate times during the week**
- Place special directions and medications into a zip-lock bag. **DO NOT PACK IT WITH YOUR GEAR!**
- The SCOUT is responsible for ensuring the SM returns medications to Scout at the end of camp.**

I certify that I have personally inspected this Scout's gear.

I am satisfied that the Scout's gear was properly inspected.

Patrol Leader's Signature

Date/Time

Senior Patrol Leader's Signature

Date

2010 CAMP THUNDER MERIT BADGE COURSES OFFERED

!! = Eagle Required

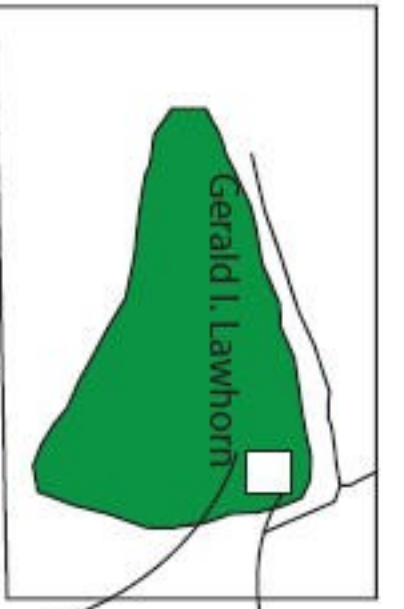
	American Cultures	
	American Heritage	
	Archery	
	Art & Music	2 Merit badges
	Astronomy	Bring binoculars.
\$27.00	Basketry & Leatherwork (Avg \$27)	2 Merit badges. Must purchase kits in Trading Post. Costs vary.
	Bird Study	Bring binoculars. Must complete 7b prior to camp.
	!! Camping	Complete First Aid MB and requirements 5e, 7c, & 9 before camp. Bring camping gear.
	Canoeing	Suggested age 12.
	Cinematography	
	!! Citizenship in the Nation	Will visit FDR's Little White House
	!! Citizenship in the World	Internation Scout on staff for 7c
	Climbing	Suggested age 14. Must be physically fit.
	Composite Materials	
	Cooking	Complete requirement 7 prior to camp.
	Crime Prevention & Fingerprinting	
See Fire	Disabilities Awareness & Fire Safety	
	!! Emergency Preparedness	Must have First Aid MB. Complete requirements 1, 5, & 8c before camp.
	Energy	Bring a notebook.
	!! Environmental Science	Suggested age 13.
See Crime	Fingerprinting & Crime Prevention	
	Fire Safety & Disabilities Awareness	Complete Fire Safety requirement 11 prior to camp.
	!! First Aid	Complete requirements 1, 2b, 3c, & 7 prior to camp.
	Fish & Wildlife Management	
	Fishing	
	Forestry	
	Geology	
	Golf	Bring your own clubs and collared shirt.
	Graphic Arts	
\$20.00	Indian Lore (\$12 to \$20)	Must purchase kits in Trading Post. Prices vary.
	Leatherwork	
	Lifesaving	Should have or be working on Swimming MB. Suggested age 12.
	Mammal Study	
\$5.00	Metalwork	Must purchase kits in Trading Post.
	Motorboating	Suggested age 12.
	Nature	
	Orienteering	Bring a compass.
	!! Personal Fitness	
\$12.00	Photography	Bring camera and film. May bring digital camera. \$12 for developing film.
	Pioneering	Know knots and lashings required through 1st Class before camp.
	Reptile & Amphibian Study	Complete requirement 8 prior to camp.
	Rifle	
	Rowing	Suggested age 12.
	Salesmanship	
	Shotgun	Suggested age 13 and physically able to handle a shotgun.
	Small Boat Sailing	Suggested age 12.
	Soil & Water Conservation	
	!! Swimming	Bring long sleeve shirt and long pants. Must pass BSA Swim Test.
	Textiles	
	Weather	
	Wilderness Survival	Bring sleeping bag, ground cloth, and flashlight.
\$6.00	Woodcarving (Avg \$6)	Bring knife and Totin' Chip. Must purchase kit in Trading Post.

2010 CAMP THUNDER RANK ADVANCEMENT PROGRAMS

	Buckskin - 1st Class (1-Hr Course)	For 2nd Class Scouts to complete 1st Class Requirements.
	Buckskin - 2nd Class (2-Hr Course)	For Tenderfoot Scouts to complete 2nd & 1st Class Requirements.
	Buckskin - Tenderfoot (3-Hr Course)	For new Scouts to complete Tenderfoot, 2nd Class, & 1st Class Requirements.

2010 CAMP THUNDER NON-MERIT BADGE COURSES

\$0.00	BSA Lifeguard	Pass BSA Swim Test. Must be CPR certified before camp. You should have the Swimming & Lifesaving MB. (Must be 16 by camp.)
\$0.00	C.O.P.E.	High Adventure - Extra gear needed: leather work gloves, sturdy hiking shoes, hydration pack, non-aerosol insect repellent, sun screen, bandana, sunglasses, & bandana. (Participants must be 13 by January 1, 2010 and First Class by camp.)
\$0.00	Dripping Rock Lodge	This experience involves hiking into back country wilderness and being away from camp for the entire week. Scouts will live in the lodge for the entire week - returning to Base Camp on Friday afternoon. There is a place on Pine Mountain that resists the passage of time and stays hidden in the mist for those that are brave enough explore the mountain. The days are filled with hiking, mountain biking trips, development of mountaineering skills, and an expedition at the end of the week sure test your endurance. All that with some "Leave No Trace," land navigation, hiking merit badge, and activity center like paintball gallery and mountain boarding. (Participants must be 13 by January 1, 2010.)
\$0.00	Mile Swim	You must pass the BSA Swim Test. You must attend practices on Monday and Tuesday at 7:15 P.M. The mile swim takes place at 6:00 A.M. on Wednesday.
\$0.00	Mountain Man Pioneering Experience	This special program takes participants offsite into the backcountry wilderness. Participants hike to the program area and remain there until Thursday evening. Participants learn how to set a trap line, make primitive cordage, track and stalk animals, shoot a muzzle loader, and throw tomahawks. You will also learn to cook pioneer style with Dutch-ovens, fish with a can pole, and build a wilderness cabin. (Participants must be 14 by January 1, 2010.)
\$0.00	Whitewater Canoeing	With experienced and well-trained instructors, you'll spend one day on the lake and four days on four fast moving rivers! This program is for accelerated learners who can move fast. This activity provides more than just the bumps and rolls of whitewater canoeing. You should complete all of the requirements for the Whitewater merit badge. (Participants must be 13 by January 1, 2010.)
\$0.00	Thunder 5K	Scouts and adults will have the opportunity to run a special 5K course and earn the Thunder 5K patch. Winners will receive special recognition in age categories and overall. The 5k will be run at 7:15 P.M. on Friday evening. The course will be open for 1 hour and 30 minutes, so participants must be able to average a 29-minute mile to complete the course in time. All runners must sign-up online before camp or at the camp office by Wednesday morning.
\$0.00	Mountain Biking	The mountain biking program focuses on the fundamentals of trail riding. Participants will ride over mountain trails and explore wilderness areas, including the trail of the world-famous Thunderbolt Classic race. Scouts will learn bike safety, tips, trail preservation, and bike maintenance. Participants must be able to ride a bike. (This course is not the cycling merit badge). Participants will need to bring a day pack, water bottle, and durable lightweight shoes. Participants may bring their own bike. (Must be 13 by January 1, 2010.)
\$0.00	Twilight Programs	Beginning at 7:30 P.M. on most evenings, the camp will offer twilight programs. Many program areas will be open for Scouts to catch-up on their merit badge work or to just have fun! This will be time for free swims and free shoots, as well as some Patrol competitions.
\$0.00	The Thunder Experience	Friday's schedule is a departure from the regular daily schedule for Scouts. By the end of the week they have completed the majority of their class work and are ready for the Thunder Experience. Friday morning is filled with troop events and campwide games. These include water events, Scoutcraft competitions, and the famous dodgeball tournament. The morning activities conclude with the King of the Mountain Troop competition. On Friday afternoon, Scouts continue their Thunder Experience with an adventure. Each Troop will select its own adventure for the afternoon hours. This selection will be made online in a first come, first served basis, once a Troop has paid in full (100%) for their camp fees. Every Troop is guaranteed an adventure, but some have very limited capacities and will fill up quickly. Choices for the adventure will include: <ul style="list-style-type: none"> • Canoe trip on Flint River • Tubing on Flint River • Shooting Sports Round Robin • Guided Backcountry Hike • Climbing & Rapelling • Select COPE events



Camp Thunder

To Flint River Adventure Area



Back Gate

Cherokee

Creek

Parking

Pavilion

Blackfoot

Lakota

Pavilion

Archery

Shotgun

Blackpowder

Rifle

To Moss Falls

Dining Hall

Choctaw

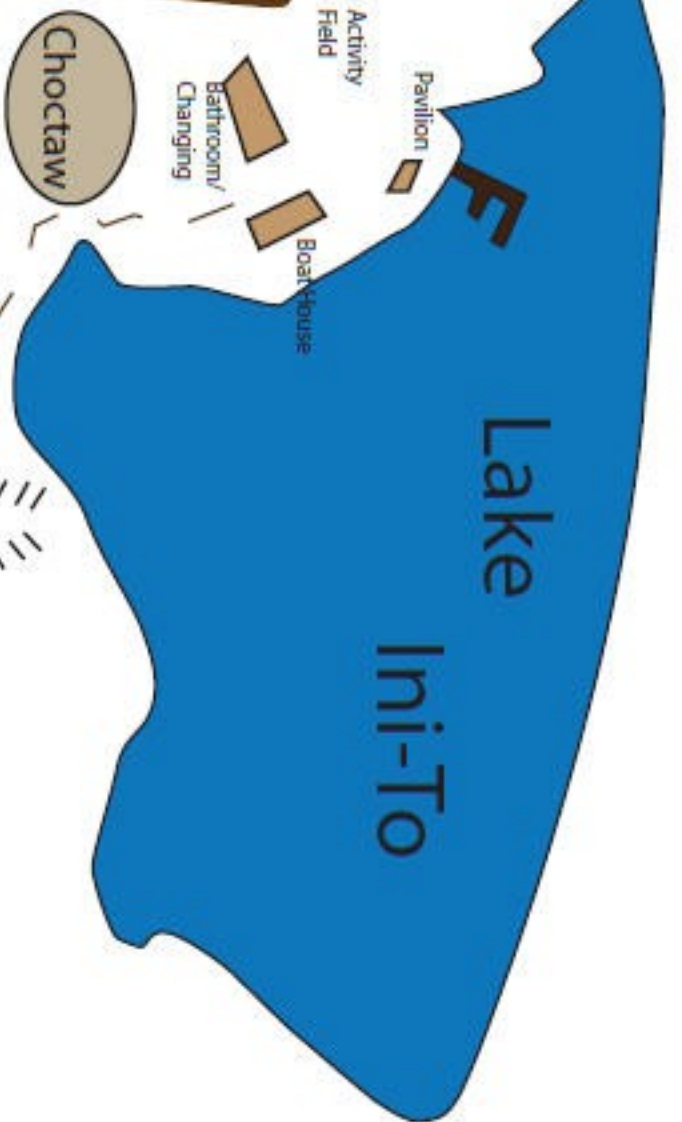
Activity Field

Bathroom/Changing

Boathouse

Pavilion

Chapel



Lake Ini-To

Pavilion

Camp Office

Health Lodge

Howard Lodge

Pavilion

Trading Post

Pavilion

Council Ring



Kiowa

Arapaho

Seminole

Maintenance

Ranger Residence

Utica Troop 150

Iroquios

Check-in Pavilion

Tuscarora

Main Gate

Parking

To Moss Falls



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