

PROGRAM GUIDE  
2021



# CAMP THUNDER



# COURSE GUIDE

The next few pages contain information on our camp program for 2021. Our curriculum has been developed through a unique collaboration of Scoutmasters, summer camp staff, and our council's camping and advancement committees. We are proud of the variety of programs offered. Every one of your scouts will find something fun and exciting.

This summer we will be offering a camp wide game, where scouts will compete in every level of scouting. Each Unit will be assigned to a patrol, will compete in every area of camp and scouting life. The winning Patrol will be honored during closing campfire, and the troops will be placed on a plaque in the Phillip Smith Dining Hall. This is a great opportunity for all units to show their scouting skills and create a lasting legacy at Camp Thunder.

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

## Important Information about Prerequisites and Items Not Covered in Class

Some class offerings include prerequisites or requirements that will not be completed at camp. In some cases, a merit badge must have been earned prior to summer camp. We do not permit Scouts to take these classes concurrently. Scouts may work on requirements not to be completed at camp, prior to camp. If they show proof to their counselor, we will sign the requirement as completed.

## Program Departments

- ◆ Aquatics
- ◆ Life Skills
- ◆ Nature Lodge
- ◆ Outdoor Skills
- ◆ Science and Technology
- ◆ Shooting Sports
- ◆ Trail to Eagle
- ◆ Trade School
- ◆ High Adventure Programs
- ◆ Handicraft

Legend for Course Guide					
1-Period (1 hr) class	X				
2-period (2 hr) class					
5-period (full-day) class					
<i>Additional Class information is included in the guide. If you have additional questions please contact the Camping Department.</i>					

**Note: Any additional costs that are associated with a merit badge will be calculated in your total fees when you register for that merit badge.**

***The following course guide is tentative and changes may occur as we make final plans. Any updates will be made available upon arrival to camp. We will work with you and your scouts to make sure they have a great week of classes. Class changes may be made up until May 15, 2021. We will have an "Add/Drop" Meeting on Sunday evening after dinner to make any schedule changes. Any unit that does not select classes before May 15, 2021 will select classes at the Sunday night Add/Drop Meeting.***

## **CAMP THUNDER PROGRAM**

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

### **Merit Badge Courses**

Scouts should begin planning for their merit badge courses prior to coming to camp. Many merit badges take a lot of work both in and out of camp. We are eager to work with your scout on their completion of merit badge requirements. However, we will abide by the BSA policy on requirement; we will not amend a requirement. A scout who comes to camp and is registered in a class will not automatically complete the merit badge. A scout's individual effort and responsibility are the predominate factor in whether or not they complete the requirement. Your scouts may be assigned homework to do in their campsites each night. It is recommended that scouts have a current merit badge book for each course they are taking. Supplies are available in our Trading Post.

### **Opportunities for Older Scouts**

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

### **Buckskin– First Year Scout Program**

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

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

### **Pathfinder– Second Year Scout Program**

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

### **Buckskin/Pathfinder Overnight Campout**

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

<b>Aquatics</b>	<b>9:00am</b>	<b>10:15am</b>	<b>1:30pm</b>	<b>2:45pm</b>	<b>4:00pm</b>	<b>Additional Information</b>
BSA Lifeguard	<b>All Day Class</b>					Very Physically Demanding. American Red Cross or American Heart Assoc. CPR & First Aid certification is a prerequisite. \$60 Fee. Must be 15 +
Canoeing	X				X	Must pass BSA swim test
Kayaking & Paddle boarding		X		X		Must pass BSA swim test
Lifesaving	<b>Morning Class</b>			<b>Afternoon Class</b>		Physically Demanding – Must have swimming MB prior to camp.
Mile Swim 6:00am						Must pass BSA swim test
Motorboating					X	Must pass BSA swim test, 4B must be completed at home.
Rowing			X			Must pass BSA swim test
Small Boat Sailing	<b>Morning Class</b>					Must pass BSA swim test
Swimming			X	X		Must pass BSA swim test
Swimming Clinic	X	X	X	X	X	For scouts that cannot pass the BSA swim test (swim lessons)
Snorkeling			X			Must pass the BSA swim test
<b>Handicraft</b>	<b>9:00am</b>	<b>10:15am</b>	<b>1:30pm</b>	<b>2:45pm</b>	<b>4:00pm</b>	<b>Additional Information</b>
Game Design			X			
Leatherwork & Woodcarving			X			Kit Cost: \$10
Metalwork	X				X	Kit Cost: \$10
Photography & Art				X		Bring Digital Camera. Art Req. 4 & 6 may not be completed at camp
Pottery		X		X		Kit Cost: \$5
Woodwork	<b>Morning Class</b>					Bring knife & Totin' Chip. Kit Cost: \$10
<b>Outdoor Skills</b>	<b>9:00am</b>	<b>10:15am</b>	<b>1:30pm</b>	<b>2:45pm</b>	<b>4:00pm</b>	<b>Additional Information</b>
Camping	X				X	Req. 9A and 9B will need to be completed at home.
Cooking		X		X		Req. 4 and 6 will need to be completed at home.
Search and Rescue			X			Req. 7 and 8 will need to be done at home
Orienteering & Geocaching				X		Bring a compass
Pioneering					X	Older Scouts, need to know lashings and knots
Wilderness Survival	X		X			Bring a sleeping bag and ground cloth.

University	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Citizenship in the Nation		X	X			Scouts will visit FDR's Little White House. \$14 Fee
Citizenship in the World	X			X		Requirement 7C will not be completed at camp
Emergency Preparedness		X			X	Scouts must have First Aid Merit Badge. Req. 2C and 8B will not be completed at camp.
First Aid	X		X			Bring a First Aid Kit
Personal Fitness, Sports and Athletics				X		Personal fitness will be started, but not completed at camp
Indian Lore					X	MB Kit: \$5
Public Health & Crime Prevention			X			
Nature Lodge	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Environmental Science	X			X		Scouts will have nightly homework to be completed to
Fish and Wildlife Management		X				Req. 5 will not be completed.
Bird Study & Mammal Study			X			Bird Study Req. 7B will not be completed at camp. Bring
Nature & Weather		X		X		Weather Req. 8 will not be completed
Reptile and Amphibian Study & Insect Study					X	Reptile and Amphibian Study Req. 8 will need not be completed.
Shooting Sports	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Archery	Morning Class					
Rifle				Afternoon Class		\$5.00 Fee
Shotgun	Morning Class					Must be 13 (or have Rifle MB) \$15 Fee
High Adventure	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Climbing	Morning Class					
COPE			Afternoon Class			Must be 13 years old or older
Horsemanship				Afternoon Class		\$65 Fee (Will be completed offsite)
River Rat & FRC	All Day Class					\$50 Fee

Trade School	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Welding	Morning Class					\$15 fee
Auto Maintenance			X			
Farm Mechanics					X	
Trail to Eagle	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Buckskin	Morning and Afternoon Class					For First Year Scouts.
Pathfinder				Afternoon Class		For Second Year Scouts.
Eagle's Nest			X			For Star & Life Scouts
Science and Technology	9:00am	10:15am	1:30pm	2:45pm	4:00pm	Additional Information
Chemistry	X					
Digital Technology		X				
Engineering			X			Requirement 4 may not be completed at camp
Graphic Arts				X		
Inventing					X	Requirement 8 may not be completed at camp
Robotics	X					
Space Exploration		X			X	



