

2016 Robert E. Knox Scout Reservation



Summer Camp Leaders Guide

Georgia-Carolina Council, BSA

www.gacacouncil.org/camping

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Dear Fellow Scouter,

Thank you for taking the time to consider Robert E. Knox Scout Reservation for your Summer Camp destination in 2016. The Georgia-Carolina Council is excited to offer you a wonderful summer camp experience with new programs, new facilities and one of the best summer staff in the country. The Robert E. Knox Scout Reservation sits on 550 Acres with 7 miles of shoreline sitting on beautiful Clarks Hill Lake.

KSR at a glance in 2016!

- Convenient Online Registration
- Day Camper Option which includes lunch. If staying for STEM classes a scout may purchase supper for \$5 per meal.
- Efficient daily scheduling for a relaxing camp experience.
- Even more boats for aquatic support and the Motor Boating & Water Sports Merit Badges!
- A 20 Slip Dock which saves time, since we don't have to put boats in the water
- Twilight Merit Badges focusing on STEM related advancement.
- Over 15 free time activities for scouters to choose from including slacklining and mountain biking! **Bring your bike, helmet, and shoes! *Required**
- Designated Leader Play Time including: Water Skiing, Tubing, and Fishing on Clarks Hill Lake
- Scoutmaster Shootoff (Includes .22 and Skeet)
- The BLOB!!!

There are many items still to come so please occasionally check the Georgia-Carolina Council Website for Monthly Updates and Revisions!

I am also proud to say that we have selected a very strong staff to return to KSR and we are looking forward to providing scouters one of the best possible weeks of scouting program while away from home. Please take the time to read this Leaders Guide and please do not hesitate to contact me if you have any questions. Thank you for your consideration and I look forward to fellowshiping with you at the Robert E. Knox Scout Reservation for our 2016 Summer Camp.

Yours in scouting,

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Information in this guide while complete may have some modifications. Any changes will be communicated in the May update. All changes if any would be minor in nature. Please check web for updates.



Our Foundation at Robert E. Knox Scout Reservation

~BSA Mission Statement~

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

~Our Commitment~

The goal of the Robert E. Knox Summer Camp Staff and Administration is to provide residents with outstanding service and the best scouting program available. We strive to ensure every resident has a fantastic experience at Camp and leaves the reservation better than when he/she arrived. We will make every effort to ensure that our residents are safe, have substantial nourishment, and encounter challenges that will enable them to grow personally as well as in scouting. The health, safety, and experience of campers will always remain our top priority, we are here to serve.

~EQUIPMENT DISCLAIMER~

Remember that Robert E. Knox Scout Reservation is your camp and everyone attending after you. While the Council is the custodian of camp and its equipment, we need your help to maintain and enjoy the reservation.

Equipment is expected to be maintained and taken care of. Units will be responsible for replacement/repair for vandalism or careless damage. Normal wear and tear is expected and will not be considered damage to equipment

Participation in the programs at The Robert E. Knox Scout Reservation is the same for everyone, regardless of race, color, age, religion, disability, or national origin.

KNOX SCOUT RESERVATION SUMMER CAMP DATES and FEES

Staff Week
June 12 - 18

Week 1
June 19 - 25

Week 2
June 26 - July 2

Week 3
July 3 - 9

Cost:

Scout Fee	\$240.00	If Troop Registration is paid by May 1 st
	\$265.00	If Troop Registration is paid after May 1 st
		<u>(Deadline for Troop Registration is May 31st)</u>
	\$140.00	Day Camper only (lunch provided)

****Please Note: This is a Troop Registration; Scouts should not sign up individually. Please Refer to the Forms Section of this Leaders Guide for Proper Forms.**

Adult Fee	\$65.00	Units may send FREE adults based on the following:
		3 Scouts - 19 Scouts: 2 Free Adults
		20 Scouts - 29 Scouts: 3 Free Adults
		30 Scouts - 39 Scouts: 4 Free Adults

****Each Troop is responsible for providing at least two adults who will both be in camp at all times. You can alternate who the two adults are, but at all times there must be two adults for each Troop on site.**

****Troop Registration denotes 3 or more Scouts from the Unit. Please Refer to Provisional Scout Section on Page 6 for Clarification.**

Provisional Scouts pay \$265 flat fee, no discounts. If we have a minimum of 10 Provisional Scouts we will hire a Provisional Scoutmaster for a Provisional Troop, otherwise Provisional Scouts will be placed in established Troops.

The Troop Campsite Deposit is \$100.00 Payable at the time of reservation. This payment counts towards the balance due, however is not refundable.

Camp Policies

Registration/Insurance

In accordance with National Policy, every Scout and Scouter that attends summer camp must be registered with the Boy Scouts of America and certified on the roster in this guidebook. The Georgia-Carolina Council provides council-wide accident and sickness coverage for all registered Scouts and Scouters from the Georgia-Carolina Council. Provisional Scouts and Troops from outside the Georgia-Carolina Council must provide certification from their own council that they have Troop and/or council accident insurance coverage.

Immunizations

The State of Georgia Immunization Unit requires that all attendees have adequate immunizations. Not all youth are protected against preventable diseases such as measles, mumps, and rubella. Those immunizations listed on the BSA medical forms must be obtained and documented before arrival at camp.

Medical Forms

Every Resident (youth or adult) must have a completed BSA Medical Form signed by a Physician within the past 12 Months. No other medical forms are accepted. All medical forms are submitted to the Camp Health Officer upon arrival at camp on Sunday Check-In. Medications can be kept and administered by the Unit Leader, only if proper locked storage is brought. Medications can be left with the Health Officer and administered by the Camp Health Officer if desired. Medical Forms can be found at the Council website (www.gacacouncil.org) under the Forms Section of the site.

Provisional Scouts

Provisional Scouts are those persons attending Camp as individuals separately from their Troop. If there are at least 3 Scouts from one Troop in Attendance, this denotes a Troop Registration and the Troop is required to provide Adult Leadership and these Scouts must register as a Troop. Provisional Scouts will be placed with another Troop that is attending the same week. We always welcome Troops to assist provisional Scouts during your Troop's week at camp. If you are comfortable with providing leadership to Provisional Scouts, please let the Camp Director know or indicate on your Registration Form. Please Use Form at End of Packet for Provisional Scouts.

Refunds

All fees are refundable until May 31st, 2016, less the \$100 deposit fee. After May 31st, fees are transferable to another member of this year's Summer Camp, but not refundable.

Internet Usage

Robert E. Knox Scout Reservation has Wi-Fi capabilities for Adult Leaders only. This is not for Scouts and they should not have electronics at camp. Robert E. Knox Scout Reservation and the Georgia-Carolina Council are not responsible for any electronics that you bring to camp.

YOUTH PROTECTION

The following policies have been adopted to provide additional security for the youth in the program. They provide protection for the adult leadership, restricting situations in which there may vulnerability to allegations of abusive behavior. Make sure that all Adults attending Camp with your Unit are familiar with all BSA Youth Protection Policies.

Two-Deep Leadership: Two registered adult leaders or one registered adult leader and a parent of a participant, both of whom must be 21 years of age or older, are required on all trips and outings. The charter organization is responsible for ensuring that sufficient leadership is provided for all activities. If special provisions are required, troop leadership MUST make arrangements with the Camp Director BEFORE arrival at camp. This policy applies to Order of the Arrow as well as provisional unit activities.

No one-on-one contact: One-on-one contact between adults and the youth members is not allowed. In situations requiring a personal conference, such as a Scoutmaster conference, meetings will be conducted in full view of other adults and youths.

Respect of Privacy: Adult leaders must respect the privacy of the Scouts, such as the changing into swimsuits or taking showers at camp. Adults may intrude only to the extent that health and safety is at issue. Adults are responsible to protect themselves in similar situations.

High-endurance activities: Any activities with elements of risk will be undertaken only with proper supervision, proper preparations, and safety measures taken, by Camp Staff.

Reporting of Incidents: All persons involved in Scouting shall report to local authorities any good-faith suspicion or belief that any child is or has been physically or sexually abused, physically or emotionally neglected, exposed to any form of violence or threat, exposed to any form of sexual exploitation, including the possession, manufacture, or distribution of child pornography; online solicitation; enticement; or showing of obscene material. No person may abdicate this reporting responsibility to any other person. Notify Jeff Schwab at (706) 733-5277 of this report, or of any violation of BSA's Youth Protection policies, so that he may take appropriate action for the safety of our Scouts, make appropriate notifications, and follow up with investigating agencies.

Camp Rules

Rules are made for the safety of campers, protection of the equipment, and to provide fairness to all.

- No firearms, bows and arrows, or ammunition of any kind may be kept in the possession of any Scout or Scouter. No fireworks of any kind are permitted on camp property.
- No alcoholic beverages, marijuana, or other unlawful drugs are permitted on camp property. There are no exceptions to this policy. One strike and you will be asked to leave camp property. (Reminder-tobacco is unlawful to those under the age of 18) In all cases of illegal activity, Law Enforcement will be notified.
- Closed toe shoes must be worn in camp at all times.
- Throwing rocks is strictly forbidden.
- Anyone leaving camp must sign out at the Administration Building and must sign back in upon return.
- Medications can be checked into the health lodge or kept by the Unit Leader. The Unit Leader must bring a lockable storage box to keep medications in campsite. All medications requiring refrigeration will be kept in the health lodge.
- A troop must have TWO Deep leadership at all times during the troop's stay in camp.
- The Class A Scout uniform, correctly worn, is proper dress for supper and designated events.
- Pets are NOT allowed at camp. Please, for the safety of other campers and the pet, leave them at home. No Exceptions unless medically cleared.
- All vehicles are to be parked only in approved/designated parking areas. Each Troop is allowed a Troop Trailer, but all vehicles must be parked in the designated parking areas. Exceptions for those vehicles with medical tags must be approved in advance.
- The Buddy System is to be followed at All Times.

Schedule for the Week

Day 1: Sunday

11:00	Staff arrives at Camp
1:00-4:00	Units arrive at Camp <i>Check-in - Medical Checks - Swim Checks - Camp Tour</i>
5:30	Opening Flag Ceremony followed by Supper
7:00	“Scouts Own” Worship - Amphitheater
7:30	MANDATORY safety briefing for Scouts taking a Shooting Sports Merit Badge (includes Archery) and residents who wish to participate in a shooting sports activity during their stay.
8:15	Opening Campfire - Amphitheater
9:30	“Meet the Staff” Social
11:00	Taps, lights out, quiet time

Days 2-5

6:30	Mile Swim Practice and Knox Iron Scout
6:45	Reveille
7:15-8:15	Flag Ceremony followed by Breakfast
8:30-9:30	Merit Badge Session 1
9:40-10:40	Merit Badge Session 2
10:50-11:50	Merit Badge Session 3
12:00-1:00	Lunch
1:00-2:00	Rest Period (Scoutmaster Meeting/Training)
2:00-3:00	Merit Badge Session 4
3:10-4:10	Merit Badge Session 5
4:10-5:30	Free Time (swimming, shooting, Iron Scout...)
5:30-6:30	Flag Ceremony followed by Supper
7:00-8:30	Merit Badge Twilight Session
8:30-	Camp Wide Activity <i>Monday Movie Night</i> <i>Tuesday Night Troop Challenge/Competition</i> <i>Wednesday Order of the Arrow Social</i> <i>Thursday Flag Retirement Ceremony</i>
10:30	Taps, lights out, quiet time

Day 6: Friday

Individual Troop Advancement Review “By Appointment”

6:30	Mile Swim and Knox Iron Scout
6:45	Reveille
7:15-8:15	Flag Ceremony followed by Breakfast
8:30-11:40	Merit Badge Make-ups & Drop in Merit Badges <i>(Each Merit Badge will hold three makeup sessions beginning at: 8:30, 9:30, and 10:30)</i>
12:00-1:00	Lunch
1:00-4:00	KSR Patrol Games
4:10-5:30	Family/Free Time (swimming, shooting...)
5:30-6:30	Flag Ceremony followed by Supper
8:30-	Closing Campfire

Day 7: Saturday

6:30	Reveille
7:15-8:15	Flag Ceremony followed by Breakfast
8:30-11:30	Units Check-out

Sunday Check-in Procedures

Troops should plan to arrive at Robert E. Knox Scout Reservation between 1:00 - 4:00 pm Each Troop will be assigned a Staff Guide who will help you with Check-In Procedure and be available all week. You will then take a tour of camp and head to the Waterfront for your Swim Checks. Please plan on having your swim trunks and towels readily accessible as you will need them for your Swim Checks shortly after arriving to Camp.

*Provisional Scouts should plan on arriving during the same time and a staff member will get you Checked-In. Please plan on having your swim trunks and towel readily accessible as you will also take your Swim Checks

Day 6/Day 7 Check-out Procedures

Some local units may elect to leave camp after the evening Campfire, while others will choose to leave the next morning. All units will need to schedule a check-out time with the Camp Ranger. Sites and equipment will be inspected by the Ranger and turned in to the Sewell Center. See *Equipment Disclaimer* on page 4 of this guide.

Regardless of departure time, all units are expected to participate in the Closing Campfire.

Program Highlights

(New) Personal Watercraft Adventure (Limited Space)

Scouts will have the amazing opportunity to experience different areas around Clarks Hill Lake riding a Personal Watercraft (PWC) a.k.a a JETSKI! The required Age is 14 or have completed the 8th Grade. This course will last 3.5 hours (Half of the program day) daily and Scouts will have the opportunity to join either Group A (8:30am – 12:00pm) or Group B (2:00pm – 5:30pm). Check the Prerequisites section for all required pre-certifications and items to bring.

PENDING NATIONAL APPROVAL

NATIONAL WILD TURKEY FEDERATION CONSERVATION CHALLENGE



The Robert E. Knox Scout Reservation is proud to be the first Boy Scout Camp to provide this program. We have partnered with the National Wild Turkey Federation and the Department of Natural Resources to bring you this opportunity. Scouts who enroll in the NWTF Conservation Challenge will complete their Shotgun Shooting, Rifle Shooting, Archery, and Fish & Wildlife Management Merit Badges as well as complete their Hunter Education Certification required for anyone who wants to hunt. This certification is good in Georgia and South Carolina. The Scouts will be issued a special DNR Hunter Education Card with the program logo as well as a special NWTF Conservation Challenge patch with rockers for each of the merit badges they complete working towards their goal. There is extra fees associated with this course for rifle shooting card, shotgun shooting card, and arrow kit. These items must be purchased at the Trading Post.

NEW BSA Complete Angler Recognition



The Complete Angler Recognition was established by the BSA National Fishing Task Force in October 2014 for the purpose of providing and recognizing and well-rounded youth angler within the BSA. Scouts who have earned the three fishing-related merit badges – Fishing, Fly-Fishing, and Fish and Wildlife Management can be recognized as a BSA Complete Angler.

Science, Technology, Engineering, and Math: S.T.E.M.



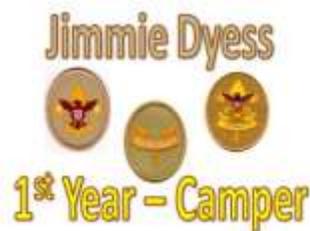
The newest program in the Boy Scout of America.....STEM is part of an initiative the Boy Scouts of America has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields through existing programs. From archery to welding, Scouts can't help but enjoy the wide range of STEM-related activities. To support this initiative, the BSA developed the Nova Awards program so that youth members have fun and receive recognition for their efforts. STEM Merit badges will be taught by experts in their field and offered at a special Twilight Merit Badge Session: Monday/Wednesday or Tuesday/Thursday 7:00-8:30 p.m. A minimum of five participants must be signed up for the STEM Twilight Merit Badges to be offered.

Survivor Island



We have taken the Wilderness Survival Merit Badge to a whole new level. We know that the overnight stay in the wilderness is only a gut check for some. Your survivor experience begins with a “shipwreck” on an island. Survivors will test their survival techniques as they compete with each other for limited resources using Scouting skills. These reward challenges will determine the level of comfort on the island.

The Jimmie Dyess Program –AKA the First Year Camper Program



This popular and exciting element of the Scoutcraft program is designed primarily for Scouts who are attending camp for the first time, but it is not limited to these Scouts. Activities are centered on three objectives: basic skills, cooperation, and Boy Scouting ideals. Each Scout is able to learn material for his age and experience level. Swimming Merit Badge, First Aid Merit Badge, Camping, Cooking, Hiking, Firem'n Chit and Totin' Chip are some of the skills each Scout will learn allowing them to qualify for several of the Tenderfoot, Second Class, and First Class Requirements. Participants in this program will need to bring a backpack and the following items: ground cloth, sleeping bag, lightweight tent, Scout knife, compass, homemade first aid kit, and canteen or water bottle.

Trail to Eagle (T2E)



This year, the Robert E. Knox Scout Reservation will offer our exciting program known as TRAIL TO EAGLE. Campers who are striving for the Eagle rank may sign up for our T2E program, designed specifically for Scouts 1st Class and above that prefer those merit badges required for the Eagle rank. In this program, the merit badges offered include First Aid and Emergency Preparedness as well as Citizenship in the World and Citizenship in the Nation. Other required badges may be worked on or completed at camp with prior approval of the T2E Instructor. This program is designed to be a help to those campers seeking advancement to the rank of Eagle Scout.

BSA Lifeguard



Required Age is 14 or have completed the 8th Grade. Also Open to Leaders. This course is every day all day long, you will be at the Aquatics area all day long. Check the Prerequisites section for all required pre-certifications and items to bring.

Weekly Camp-Wide Events

Campfires, Movie Night, Night Challenges, a Flag Retirement Ceremony, an Order of the Arrow Social, and challenges for your Troop and patrol; just to name a few. Come prepared to challenge yourself and the new friends you will meet! With events and activities going on every day, you will always have something to do!

Mile Swim



Recommended Age: 13, Adults are welcome
For the ultimate test of physical fitness and swimming ability in the BSA, the session will work up to the mile every day at 6:45 am by building endurance through supervised training sessions. Scouts and Scouters that earn the Mile Swim at Knox Scout Reservation can wear their award with pride.

Kayak Football

6 man teams, 50' x 50' playing area, floating football, tons of fun come out and play!

Knox Iron Scout Competition ***Hottest Returning Activity***



Back by popular demand! The 2016 Knox Iron Scout Competition. Participants will begin at Uncle Knoxy's big red OA Arrow and run 1 mile to the camp entrance. They will then put on a helmet and ride a bicycle the 6 miles to Camp Daniel Marshall's waterfront. At the waterfront they will put on a PFD and paddle their kayaks $\frac{3}{4}$ of a mile back to the waterfront of the Robert E. Knox Scout Reservation. Competition begins at 6:30 am and 4:15 pm Monday - Thursday.

(New) Human Foosball

Get you teams ready to come and play Human Foosball! It will be a tournament with the opportunity to win a Prize!



(New) Slacklining

Try the new slacklining activity! See how well your balance is! Bring your friends, you will need spotters.



The Blob!

Try the blob have fun, get launched high, and cool off!



COPE Course

Our nationally accredited COPE Course has fifteen challenging Low Cope Elements that are designed to build teamwork and confidence. Units can schedule times for their Patrols to participate, beginning at 2 pm on Friday or by appointment. (LOW C.O.P.E. only)

Friday Night Family Night (Friday Evening)

On Friday evenings there will be a Family Campfire. Family members are invited to come to the Camp any time after 1:00 pm and enjoy the 2016 KSR Patrol Games followed by a personal tour guided by their own camper beginning at 4:00 pm. Families are encouraged to bring a picnic meal and enjoy it with their Scouts in the campsites. Following Retreat and Dinner, the Camp Staff will provide a campfire for all campers and visitors. At this time, awards will be announced and special recognitions presented.

Becoming a Robert E. Knox Honor Troop

Troops will be given the opportunity to qualify as a Robert E. Knox Honor Troop. Requirements will be given to Scoutmasters and Senior Patrol Leaders at registration.



Disc Golf Tournament
in Appling, GA. The tournament will be held on Friday afternoon as part of field day activities.

Disc Golf Tournament ***NEW***

This is a scaled down, 9 hole summer camp version of the annual 36 hole Professional Disc Golf Association sanctioned "C tiered" event held at the International Disc Golf Center



Scoutmaster Challenge

Adult Leaders, have you ever gone to camp and wanted something to do? Well now you can earn the Robert E. Knox Scoutmaster Challenge Patch. Requirements for this activity will be handed out on Sunday when you check in.

Leader Training

The Scoutmasters' meeting (right after lunch) will last 10 minutes, followed up by opportunities for Leaders to catch up on their Training Certifications. We will offer Safe Swim Defense, Safety Afloat, Youth Protection and any other training we are capable to offer. If you have a specific training you would like offered, please contact the Camp Director we will do everything we can to make it happen.

Leaders Only Event! **Wednesday Night No Scouts Allowed!!!**

There will be opportunities for Adults to sign-up for activities without any youth present. Activities include:

- Water Sports (Skiing, tubing, and wakeboarding)
- The Blob!!!
- Scoutmaster Shoot-off (Archery)
- Fishing
- Disc Golf
- Tour of Camp Daniel Marshall
- Wednesday Night Steak Dinner
- Dutch Oven Desert Cook-off for Wednesday's Scoutmaster Dinner (Scoutmasters competition)
- Scout Leader shoot (22's)
- Scout leader clay shoot (12 and 20) gauge shot guns

Things to Expect at Camp During Your Week

Food

Come and experience the new and improved 2016 Menu!!!

Meals will be prepared by our Food Service Team. The meals will be served in a large fan cooled dining tent at Knox Scout Reservation.

Trading Post

Robert E. Knox Scout Reservation has a Trading Post on camp. This Trading Post is stocked with all of the awesome goodies that every Scout could dream of! Soda's, Candy Bars, Ice Cream, Gatorade, Chaco Taco's, T-Shirts, Hat's, Knives, Handicraft Supplies, and lots more! These items are not free, but sold at a minimal cost to everyone. We encourage Scout's to come with a little spending money to give themselves a treat during the day. Recommended Amount of Money to bring to Camp is \$50.00, which will cover most anything that comes up during camp. Please double check the *Merit Badge Prerequisites* section to determine supply cost for specific classes. If participating in the entire NWTF Challenge, expect to spend \$40 for the Rifle shooting card, Shotgun Shooting Card, and Arrow Kit.

Tents

Troops will be provided with either a Nylon Dome Tent or a BSA Wall Tent. Each Tent will house 2 Scouts and each Scout is encouraged to bring a cot to sleep on. A limited supply of cots is available for check-out. In all cases, leg protection for the cot is required to prevent ripping the floor of tents. We recommend tennis balls. All camp cots have 6 legs.

Hammock Pods

Troops are encouraged to bring their personal hammocks to camp! Each campsite has hammock pods which will sleep 8 per pod! The Knox Scout Reservation will not have hammocks to provide however hammocks are available to purchase at our BSA Trading Post!

Knox Grace:

For the food that you give,
For the life that we live.
For the forest that we love,
For the blue skies above.
For the beauty of the lake,
For the friendships we make.
We thank Thee O' Lord,
Amen.

Troop Equipment List

(These are recommended, but Not required)

- Dining Fly for Campsite
- Propane Lanterns
- Water Coolers/Ice Chest
- Troop Flag and Patrol Flags
- Alarm Clock
- Cooking Equipment
- First Aid Kit
- Troop Merit Badge Books

Camper Personal Equipment List

- Completed Medical Form
- BSA Uniform
- Book of Faith
- Light Jacket
- Rugged Pants
- Shorts
- Swim Trunks
- T-Shirts(Scout Friendly)
- Rain Gear
- Underwear
- Socks and Extra Socks
- Bath Towels
- Sleeping Gear(Pad, Bag, Pillow)
- Six Tennis Balls to go on the Cot legs (Protects the tent floor)
- Water Bottle
- Toiletries
- Tennis Shoes or Sneakers
- Hiking Boots
- Shower Sandals
- Watch
- Notepad(paper, pens, and pencils)
- Money for Merit Badge Classes (Check for specific amounts below)
- Money for Trading Post(Average spent is \$50.00)
- Hat
- Sunscreen
- Fishing Gear
- Camera
- Scout Handbook
- Flashlight w/Extra Batteries (Required for Night Games)
- Hammock w/Rainfly (Optional)

**Please Label ALL Clothing and Personal Gear with Scout's Name

We recommend that Scouts **DO NOT** bring portable gaming devices, cell phones, etc. as Robert E. Knox Scout Reservation is not responsible for lost or stolen items. The idea of Summer Camp is to enjoy your time outdoors, so please leave your electronics at home.

Merit Badge Schedule and How to Read the Schedule

The Schedule is a **Weeklong Schedule**, Operating on a Monday through Thursday Format. For Instance, if you picked “Rowing 1” you would go to that class from 8:30-9:30 Monday through Thursday. Friday morning is designated for Make-up Sessions. Each merit badge will have (3) One-hour sessions for scouts to wrap-up or turn in any coursework.

Drop in classes are Merit Badges classes designed for scouts to complete outside of the scheduled merit badge times, and present their work to the counselor at the end of the week. Scouts will have a briefing with the counselor during “Meet the Staff” to discuss requirements and will need to begin work on these merit badges at the beginning of camp. (Counselor will be available at the Admin. Building daily during the 1pm rest period for help)

Twilight classes are designed for Adjunct staff (experts in their fields) to come to camp and teach in two one and a half hour blocks. These will be held on Monday/Wednesday and Tuesday/Thursday.

Merit Badge Schedule
Monday-Thursday

Aquatics

8:30-9:30	9:40-10:40	10:50-11:50	2:00-3:00	3:10-4:10
Canoeing 1	Canoeing 2	Kayaking 1	Kayaking 2	Kayaking 3
Small Boat Sailing 1	Small Boat Sailing 2	Small Boat Sailing 3	Rowing 1	Rowing 2
Water Sports 1		SCUBA	Water Sports 2	
Fishing 1	Fishing 2		Motor Boating 1	Motor Boating 2
Lifesaving		Swimming 1	Dyess A Swimming	Dyess B Swimming
Lifeguard Classes				
PWC Adventure Group A (8:30am – 12:00pm)		PWC Adventure Group B (2:00 – 5:30 pm)		

Outdoor Skills

8:30-9:30	9:40-10:40	10:50-11:50	2:00-3:00	3:10-4:10
Backpacking	Camping	Orienteering	Signs, Signals and Codes	Wilderness Survival
Cooking	Hiking	Weather	Pioneering	
Jimmy Dyess Program – First Year Camper				

Ecology

8:30-9:30	9:40-10:40	10:50-11:50	2:00-3:00	3:10-4:10
Environmental Science	Sustainability	Soil & Water Conservation	Nature	~
~	Forestry	Reptile & Amphibian Study	Bird Study	Fish & Wildlife

*****Schedule is Subject to Change*****

Shooting Sports/ NWTF Challenge

8:30-9:30	9:40-10:40	10:50-11:50	2:00-3:00	3:10-4:10
Rifle Shooting 1	Rifle Shooting 2	Rifle Shooting 3	Shotgun Shooting 1	Shotgun Shooting 2
Archery 1	Archery 2	Archery 3	~	~

Trail to Eagle

8:30-9:30	9:40-10:40	10:50-11:50	2:00-3:00	3:10-4:10
Citizenship in Community	Citizenship in the Nation	Citizenship in the World	Communications	Emergency Preparedness
~	~	First Aid	Dyess B First Aid	Dyess A First Aid

Handicraft

8:30-9:30	9:40-10:40	10:50-11:50	2:00-3:00	3:10-4:10
Indian Lore	Game Design (Board game option)	Model Design & Building	Leatherwork	Woodcarving

Field Sports

8:30-9:30	9:40-10:40	10:50-11:50	2:00-3:00	3:10-4:10
Athletics	Personal Fitness	Geocaching	Sports	Game Design (Field Sports option)
Golf	~	~	~	~

Drop-in Merit Badges

Friday 8:30-12:00	
Basketry	
Collections	
Fingerprinting	

Twilight Merit Badges/ STEM

Monday & Wednesday 7:00-8:30	Tuesday/Thursday 7:00-8:30
Search and Rescue	Nuclear Science
Welding	Plumbing
Energy	Electricity
Space Exploration	Inventing
Archery	Fly Fishing

A minimum of five Scouts must be signed up for the STEM Twilight Merit Badges to be offered.

*****Schedule is Subject to Change*****

Please continue to check the Council Website www.gacacouncil.org for Current Merit Badge Updates as we anticipate adding more Merit Badges

Merit Badge Prerequisites

****Subject to Change****

Aquatics – Scouts must Pass Swimmer’s Test for ALL Aquatic Merit Badges



BSA Lifeguard: Physical strength, stamina and the mental discipline to handle a great deal of written work is required. Recommended for older Scouts and strong swimmers. This course is everyday all day long, you will be at the Aquatics area all day long. Please bring sunscreen. Scouts must Pass Swimmer’s Test

Age: 14 years old or have completed the 8th Grade. Also Open to Leaders

Difficulty: Very Difficult

Pre-certifications: American Red Cross First Aid and CPR/AED for the Professional Rescuer or equivalent training courses from recognized agencies is required. You must have proof of certifications with you at camp to be issued your BSA Lifeguard card. If you do not have these certifications, you may still take the class. Your card will be issued when you complete certification at a later date. Although not a prerequisite, Lifesaving, First Aid, and Swimming Merit Badges provide many of the skills needed to make this course more meaningful.

Canoeing: This is an excellent merit badge to introduce boating to Scouts. While good physical strength and stamina adds to the experience, almost anyone can enjoy their time in a canoe once they understand the techniques. Scouts should bring a bathing suit and a towel to participate in this session. Scouts must Pass Swimmer’s Test

Age: Not recommended for younger Scouts. **Difficulty:** Moderate

Rowing: Rowing has long been recognized as one of the best activities for developing strength and muscle tone in the upper body. This session will teach the proper techniques and safety procedures for this sport. Scouts should bring a swimming suit and a towel for this class. Scouts must Pass Swimmer’s Test

Age: Not recommended for younger Scouts. **Difficulty:** Moderate

Lifesaving: This is a challenging MB that requires physical strength, stamina and decision making ability. Participants must bring long pants, a long sleeve button down shirt and shoes that can get wet. Scouts must Pass Swimmer’s Test

Age: Recommended Age is 12 **Difficulty:** Difficult

Pre-certifications: Must have Swimming Merit Badge

Swimming: One of the first Eagle-required merit badges that Scouts should attempt. Participants should bring shoes, socks, swim trunks, long pants, belt, and a long-sleeved shirt that can get wet, and they should bring a pair of swimming trunks and a towel to every class. Scouts must Pass Swimmer’s Test

Age: All ages **Difficulty:** Moderate



Kayaking: If you like canoeing, you will love kayaking! Students will learn proper care and maintenance of equipment, flat-water and paddling skills, and more advanced techniques such as the Eskimo Roll. Scouts must Pass Swimmer's Test

Age: All ages **Difficulty:** Moderate

Small Boat Sailing: Small and maneuverable, these small watercraft test your ability to be in tune with the element of wind. Upon completion of the course and time permitting, scouts will have the opportunity to help sail one of our 20'+ sailboats around Clarks Hill Lake! Scouts must Pass Swimmer's Test

Age: All ages **Difficulty:** Moderate

Motor Boating: Become the Captain of your own vessel as you take command of the boat and learn responsible operating techniques. There is a \$10 "**Price Reduction from 2014**" fuel surcharge (pay at Camp Trading Post during check-in). Scouts must Pass Swimmer's Test

Age: All ages **Difficulty:** Moderate

Water Sports: Whether it is water skiing, wakeboarding, or tubing, this exhilarating merit badge class will give you the opportunity to let loose on one of the premier lakes in Georgia! There is a \$30 "**Price Reduction from 2014**" fuel surcharge (pay at Camp Trading Post during check-in). Scouts must Pass Swimmer's Test

Age: All ages **Difficulty:** Moderate

Fishing: Scouts learn about fishing equipment and techniques. Scouts will have the opportunity to catch, clean and cook a fresh fish. Requirement # 9 may not be completed at camp.

Scouts must Pass Swimmer's Test

Age: All ages **Difficulty:** Relaxing

Scuba Diving: Unlike many other merit badges, the Scuba Diving critical prerequisites, knowledge, and skills are not itemized in the requirements nor adequately covered in the merit badge pamphlet. The requirement to earn Open Water Diver Certification means the Scout must meet training requirements set by outside agencies and must supplement the material in the merit badge pamphlet with an entry-level scuba diver manual. Scouts will also earn their Snorkeling BSA Award while participating in the Merit Badge. Scout should bring a pair of swimming trunks and a towel to every class. Personal mask, fins, and snorkel recommended. A limited amount of equipment is on hand. Scouts must Pass Swimmer's Test Scouts will not be able to complete **Requirement #4 cannot be completed at camp! If scouts wish to complete this merit badge at camp, they must bring with them a current: PADI, NAUI, SSI, IDEA, PCIC, SDI, or WRSTC Open Water Certification.**

Age: 14 & Up. **Difficulty:** Easy (Except requirement 4)

PWC Adventure: Scouts learn how to properly operate a Personal Watercraft. Scouts will have the opportunity to travel to different points around Clarks Hill Lake while operating a PWC. Scouts must Pass the BSA Swimmer's Test and possess proper identification to legally operate a PWC. (visit: <http://www.georgiawildlife.com/node/627>) There is a \$40.00 fuel surcharge for this program.

Age: 14 & Up. **Difficulty:** Moderate



Outdoor Skills (Scoutcraft)

Camping: Participants will be expected to plan a campout and show that they are packed and ready to go on a camping trip. Camping requirement 9 cannot be completed at camp however, a scout's week at KSR does count towards the 20 days and nights of camping.

Age: All ages **Difficulty:** Moderate

Backpacking: Scouts will learn how to prepare and plan for an extended trek in the wilderness. Discuss gear selection and route planning and actually go backpacking. Backpacking Requirements 10 & 11 must be completed at home. Participants need to bring a backpack to camp.

Age: All ages **Difficulty:** Moderate

Orienteering: Learn to use a map and compass to find your way. Plan your own orienteering course, and compete with other scouts in a course at camp. Teach members of your troop about orienteering.

Age: All ages **Difficulty:** Moderate

Signs, Signals and Codes:***NEW*** Truly an amazing and useful merit badge, Signs, Signals, and Codes is intended to familiarize Scouts with several forms of communication that may or may not be new to them! Modern skills such as modern cryptology to more traditional skills such as Morse Code and semaphore are covered.

Age: All ages **Difficulty:** Moderate

Pioneering: Learn how to use rope and spars to build useful items such as bridges or tables. Learn advanced knots and how to make rope. Before camp, scouts should practice the knots for requirement 3.

Age: Recommended age 12 and older **Difficulty:** Difficult

Wilderness Survival: Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, get found and find safe drinking water. Scout should bring his survival kit (req. 5) with him to camp. We strongly recommend scouts earn camping merit badge before attempting this badge. *The highlight will be an overnight survival night on The Survivor Island.*

Age: Recommended age 12 and older **Difficulty:** Difficult

Cooking: This badge will teach a Scout to plan, prepare, and cook meals while camping. As of January 1, 2014 Cooking is an Eagle required badge.

Age: Recommended age 12 and older **Difficulty:** Easy to Moderate

Hiking: This badge will teach Scouts to prepare for meaningful and challenging hikes. Requirements 5 and 6 cannot all be done at KSR, since they require extensive conditioning that finishes with a 20 mile hike.

Age: Recommended age 12 and older **Difficulty:** Very Difficult

Weather: Scouts will be able to identify the effects of weather, record weather conditions, and consider all weather related safety precautions. Participants will report key weather information to the assembled camp at both Flag Ceremonies daily.

Age: Recommended age 12 and older **Difficulty:** Easy to Moderate



Ecology

Sustainability – Scouts will learn how to identify conservation and stewardship techniques affecting water, food, energy, and community. Scouts will track their own consumption and explore the impact of their footprint on the world as a whole. **Please review requirements prior to attending camp. Some items must be completed prior to camp.**

Age: Recommended age 12 and older **Difficulty:** Very Difficult

Environmental Science – Scouts will learn about ecosystems and how animals and plants play an equal role in maintaining the delicate balance of nature. We will conduct experiments to demonstrate how the removal of vegetation affects water runoff as well as others. **Scouts should make sure to bring paper and pencil.**

Age: Recommended age 12 and older **Difficulty:** Very Difficult

Bird Study – Scouts will learn about the different species of Birds and the different songs and sounds of local bird species. Scouts will develop a journal for effective bird study. Requirements 5 & 6 will take more time than camp will allow. Bring binoculars and journal.

Age: All ages **Difficulty:** Moderate

Reptile and Amphibian Study – This session will cover the habits of and differences between reptiles and amphibians. In addition to learning the role these animals play in our ecosystem, Scouts will learn how to identify different types of reptiles and amphibians. Requirement 8 must be completed outside of camp. Bring colored pencils. Requirement 8 must be completed at home.

Age: All ages **Difficulty:** Easy

Soil and Water Conservation – Scouts will learn how to preserve natural resources and how to lessen their impact on the ecosystem by learning how to prevent erosion. They will participate in an erosion control project during the week to allow them to observe erosion control in action.

Age: All ages **Difficulty:** Moderate

Forestry – Scouts learn forest management techniques and learn to identify trees and other plants as well as learn the forests role in the overall ecosystem.

Age: All ages **Difficulty:** Moderate

Fish and Wildlife Management – Scouts will learn about conservation techniques for natural resources such as responsible use of land and protection of wildlife. The course will also cover hunting and fishing laws, and ways that individuals can make a difference in the world through conservation.

Age: All ages **Difficulty:** Moderate

Nature – Students will identify the relationship between plants, soil, and animal life, including people. The participants will be able to identify and observe wildlife in their natural habitat.

Age: All ages **Difficulty:** Moderate



Shooting Sports

Archery – Cost is \$5.00 for the Arrow Kit (pay at Camp Trading Post during check-in). Scouts must shoot a high enough score to qualify for this Merit Badge. **No personal Bows or Arrows are to be brought to camp.**

Age: 12 and older

Difficulty: Moderate

Rifle Shooting – Cost is \$10.00 (pay at Camp Trading Post during check-in). Scouts must shoot a high enough score to qualify for this Merit Badge. **No personal Firearms or Ammunition are to be brought to camp.**

Age: 12 and older.

Difficulty: Moderate

Shotgun Shooting – Cost is \$25.00 (pay at Camp Trading Post during check-in). Scouts must shoot a high enough score to qualify for this Merit Badge. **No personal Firearms or Ammunition are to be brought to camp.**

Age: 13 and older

Difficulty: Moderate

NO PERSONAL FIREARMS OR AMMUNITION ARE TO BE BROUGHT TO CAMP



Drop-in Merit Badges – Stop by the Handicraft area and show your work to the Merit Badge Counselor on Friday morning from 8:30- noon. Fingerprinting will require a little instruction which can be scheduled with the counselor during Twilight.

Basketry – The cost varies depending on the size and type of basket kit. The average cost for this merit badge ranges from \$15-\$20. Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. They will purchase, create, and take home two baskets, in addition to weaving a stool.

Age: All ages

Difficulty: Moderate

Collections – Scouts will discuss with their counselor how they became interested in a specific collection and the potential value of marketing these items. **Due to the nature of camp, the participant will be allowed to bring pictures of the displays and collection as proof. Do not bring collections to camp.**

Age: All ages

Difficulty: Moderate

Fingerprinting – Scouts will learn how to fingerprint and examine fingerprints to identify how each fingerprint is unique.

Age: All ages

Difficulty: Easy



Handicraft

Most Merit Badges will require you to purchase a kit from the Trading Post to complete these Merit Badges and these will range anywhere from \$5.00 to \$25.00, depending on the kit. Most all Merit Badges can be completed at camp, please be prepared to purchase something for each Merit Badge you take.

Leatherwork – Because of the variable costs of project kits, the average cost for this merit badge is \$15-\$20. The class will learn where leather comes from, how it is used, how to tan, cure, and finish it, and how to take care of it. Scouts will also get an opportunity to create their own leather souvenir.

Age: All ages

Difficulty: Moderate

Woodcarving – Because of the variable costs of project kits, the average cost for this merit badge is \$5-\$10. This craft will serve you for a lifetime. Learn the best wood to carve, the tools to use, and how to carve correctly, then plan and carve two projects to take home.

Age: All ages

Difficulty: Moderate

Model Design and Building – Scouts will learn the value and purpose of architectural, structural, process, mechanical, and industrial models. They will work together to build one type of model. They will also work to build a special-effects model of a fantasy spacecraft. They will also learn about career opportunities where these skills are used. Scouts should try to complete requirements: 4 and 5 prior to camp. However, it is not a mandatory prerequisite.

Age: All ages

Difficulty: Moderate

Game Design – Scouts will learn how to put their creativity to work as they create a board game. If they prefer to create a field sport game, then there is a field sport option.

Age: All ages

Difficulty: Moderate

Indian Lore – Scouts will about the many different Indian groups and take an exciting journey of discovery into their culture and heritage.

Age: All ages

Difficulty: Moderate



Trail to Eagle

The following Merit Badges are all week and will require lots of writing and are heavily classroom based.

Emergency Preparedness – **Must have the First Aid Merit Badge**. Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies. This is an advanced merit badge, resulting in increased confidence in the event of catastrophic events. For Requirement 8a, 8b, 8c, proof of creating and participating in a troop mobilization and a creating a personal emergency service pack MUST be done at home. Requirements 2c, 6b & 6c must be done prior to camp.

Age: 13 and older

Difficulty: Difficult

First Aid – Scouts will be instructed in basic first-aid. The group will cover identification of injuries, and then treatments such as splinting, bandaging, and basic CPR. Requirement 1, and 2b, should be completed prior to camp and brought for approval. Scouts should have basic knowledge of First Aid and have completed most requirements for Tenderfoot through First Class.

Age: 12 and older

Difficulty: Difficult

Communication – During this session, Scouts will participate in several written and oral activities designed to strengthen their communication skills. Scouts that prepare some material before camp will find it easier to complete this badge. Requirements 5, 7, and 8 must be completed at home prior to camp.

Age: 12 and older

Difficulty: Difficult

Citizenship in the Community –During this session, Scouts will learn about local and state government and how they can be better citizens by participating in government. *Requirements 3, 5, & 7 should be completed prior to camp and brought for approval.*

Age: 12 and older

Difficulty: Difficult

Citizenship in the Nation –Learn about the rights and responsibilities of being a citizen in the United States. Dig deeper into the founding documents such as the Bill of Rights and the Constitution. Learn about some famous speeches and historical sites. *Participants should bring the contact information for their US Senators and Congressman with them to camp. (Req. 8) Either 2a, 2b or 2c must be completed at home.*

Age: 12 and older

Difficulty: Difficult

Citizenship in the World – Scouts who study the Citizenship in the World merit badge will discover, not only that they are already citizens of a great nation, but how different countries interact and impact our world. After being able to understand and appreciate the values, traditions, and concerns of people in other countries, foreign nations will no longer be so foreign to our Scouts. *Scouts should study each of the requirements before coming to camp. Information, notes, and/or materials for Requirements: 2, 3, 4b, and 7 should be prepared and brought to camp for discussion and presentation.*

Age: 13 and older

Difficulty: Difficult



Field Sports

Personal Fitness – Scouts will understand the components of physical fitness, take an initial physical fitness assessment, and begin a plan to improve their condition. Requirement 7 will take 12 weeks to complete after camp.

Age: All ages

Difficulty: Moderate

Geocaching – Scouts will learn about GPS Units, geocaching in the US. They will learn how to hide and document a geocache as well as find geocaches around KSR.

Age: All ages

Difficulty: Moderate

Athletics – Being involved in athletics is not only a way to have fun, but it also is one of the best ways for a person to maintain a healthy and strong body, living up to the promise each Scout makes “to keep myself physically strong.” Scouts learn the importance of physical exams and maintaining healthy choices in diet and habits. They also learn the importance of first aid, and the signs and symptoms of sports related injuries. Requirements 3 and 5 will take 12 weeks to complete after camp.

Age: All ages

Difficulty: Moderate to difficult

Sports – Physical strength and stamina required. Scouts learn how to train for sports. They also learn the duties of the officials. Scouts must qualify in the 50 yard dash, standing long jump, and other track and field events based on their weight. Requirement 1 should be completed prior to camp.

Age: All ages

Difficulty: Moderate to difficult

Game Design – Scouts will learn how to put their creativity to work as they create a field sport game. If they prefer to create a board game, then there is a handicraft option.

Age: All ages

Difficulty: Moderate

Golf – Scouts will learn the history and proper etiquette of the sport of golf. Scouts will also be taught the fundamentals of the sport capping the week with 18-holes of golf at Rocky Branch Golf Course. *Scouts will be responsible for his own greens fee. www.rockybranchgolf.com
**Scouts may bring their own clubs, clubs must be stored with camp administration when not in use.

Age: All ages

Difficulty: Moderate



STEM & Twilight Merit Badges

A minimum of five participants for each class

Search and Rescue – Although this is not a STEM Merit Badge, it falls into the Twilight timeslot. Scouts will learn the basics of search and rescues, Incident Command Systems, and search techniques. The class will also participate in a mock scenario during free time.

Requirement 5 must be completed prior to camp. Class taught Mon/Wed 7-8:30 pm.

Age: 12 and older

Difficulty: Moderate

Welding – Scouts will learn the difference between different welding materials and styles. This will cumulate in a welding project. Class taught Mon/Wed 7-8:30 pm.

Age: 13 and older

Difficulty: Moderate

Energy – Students will be able to identify how energy works in appliances, gadgets, and systems. They will understand trade-offs when dealing with conservation. Requirement 4 must be completed at home. Class taught Mon/Wed 7-8:30 pm.

Age: All ages

Difficulty: Moderate

Space Exploration – (Cost \$8 - \$12 depending on model rocket style purchased) Scouts learn about the how and why of mankind's journey into outer space. They have an opportunity to build, launch, and recover a model rocket. The class encourages creative thinking towards space and involves designing an unmanned space mission and a manned base on another planet. Class taught Mon/Wed 7-8:30 pm.

Age: All ages

Difficulty: Moderate

Nuclear Science – Students will learn the physics of nuclear science. They will see how cloud chambers are used and use electron microscopes. They will use radiation detectors to identify radioactive material. Class taught Tue/Thur 7-8:30 pm.

Age: 13 and older

Difficulty: Moderate

Plumbing – Scouts will learn about proper plumbing techniques. Students will also be threading and soldering pipe fittings. Class taught Tues/Thurs 7-8:30 pm.

Age: 13 and older

Difficulty: Moderate

Electricity – Scouts will learn how we generate, transmit, and use electricity. Requirements 2, 8, and 9A must be completed at home. Class: Tues/Thurs 7-8:30 pm.

Age: 13 and older

Difficulty: Moderate

Fly Fishing *****NEW***** – Scouts will learn how the relaxing yet somewhat difficult art of fly fishing.

Age: 13 and older

Difficulty: Moderate

Inventing – Scouts will learn how to identify needs, think of creative solutions, field test solutions, and present prototypes. Class taught Tues/Thurs 7-8:30 pm

Age: All ages

Difficulty: Moderate



Scoutmaster's Planning Guide

- 1) **Make reservations.** Select the week your Troop wishes to attend and the campsite area you prefer. Send this information with your deposit and Scout Fee to the Scout Service Center. Forms can be found in the back of this guidebook.

- 2) **Forms We Need Back to make your Registration Complete:**
 - a. Troop Reservation Form
 - b. Final Registration Form
 - c. Merit Badge Worksheets for Each Scout (or Your Variation, see Worksheet for Explanation)
 - d. Special Needs Request
 - e. Youth Roster
 - f. Adult Roster

******All these forms must be turned in when you register but no later than May 31, 2016.**

*****To receive the discount all these forms must be turned in no later than May 1, 2016.**

- 3) Start collecting fees from Scouts who wish to attend. Scoutmaster will then turn in Troop payment to the Scout Service Center.

- 4) Make certain that ALL Scouts and Scout Leaders have completed an up-to-date medical form. **NO ONE WILL BE ADMITTED TO CAMP WITHOUT THE PROPER MEDICAL FORM:**

- 5) Begin planning for your Troop's activities in camp:
 - a. Survey your Troop's needs and program requirements.
 - b. Determine which programs are best suited for Patrol or Troop Leadership or if a Troop Commissioner is needed. Make these needs known at the first leader meeting in camp or earlier.
 - c. Make a tentative schedule and check with the Camp Director for supplies and assistance.

- 6) Assist each Scout in planning his individual schedule of activities.

- 7) Follow check-in procedures when you arrive at Camp.

Please Note: Merit Badges that say recommended for older Scouts means that it would be better if the Scout were higher in Rank, but does not mean that a 2nd year Scout cannot take the Merit Badge. This is merely a recommendation; Scoutmasters please use your best judgment. Please check the current Merit Badge Pamphlet before Camp to familiarize yourself with the Merit Badges.

Individual Merit Badge Schedule Worksheet

Name _____ Troop Number _____

District _____ Council _____

Monday-Thursday	First Choice	Back-up Choice
8:30		
9:40		
10:50		
2:00		
3:10		
Mon/Wed Twilight		
Tue/Thu Twilight		
Friday Drop-in classes		

Taking "BSA Lifeguard"_____
(If yes **DO NOT** fill-out schedule)

Taking the "Jimmie Dyess Program"_____ (First Year Camper)
(If yes **DO NOT** fill out schedule)

***This Worksheet Must Be Turned in for Each Scout Taking Merit Badges Before May 31st

**Some Units Will Track Scouts Merit Badges on Their Version of Troopmaster or something similar to this. If your Troop wants to turn in one sheet with all Scouts Merit Badges Listed, you are more than welcome to do so, but please make sure EVERY Scout is listed

Additional Fees charged for the following merit badges. **All Kits (Basketry, Archery, Leatherwork, etc.) are sold at the same price, if not cheaper, than the cost at the Augusta Scout Shop. If you would like to price these items, please call the shop at: 706-821-8777:*

Badge	Cost	Badge	Cost	Badge	Cost
Motor boating	\$10	Indian Lore	\$10		
Water Sports	\$30	Basketry	\$15-\$20		
Archery	\$5	Space Exploration	\$12		
Rifle	\$10	Golf	*Course Fees Apply		
Shotgun	\$25	PWC Adventure	\$40		
Leatherwork	\$15-\$20				
Woodcarving	\$5-\$10				

Reserving a 2016 Resident Camp Campsite

Date _____

Troop # _____

Council _____

Primary Leader Name _____

E-Mail _____

*Primary method of communication will be via e-mail

Phone (cell) _____

Home _____ Work _____

Secondary Leader Name _____

E-Mail _____

Phone (cell) _____

Home _____ Work _____

_____ Here is our \$100 Non-refundable campsite reservation Fees \$ _____.

Please check the appropriate week:

- _____ Week One June 19-25
- _____ Week Two June 22-July 2
- _____ Week Three July 3-9

Please check a preferred campsite: (1st and 2nd choice)

_____ Yamasee _____ Dyess _____ Aquatics

***Please note, this form is to be turned in to secure a week and campsite location. This will be done based on the date Registration is turned into Council Office.

Please Submit Payment To:
Georgia-Carolina Council
4132 Madeline Dr.
Augusta GA, 30909

Please make payment using a single unit check. Please do not send individual checks from Scouts

FINAL REGISTRATION FORM

Troop # _____ Council _____

Primary Leader Name _____

E-Mail _____ *Primary method of Communication

Phone (cell) _____ Home _____ Work _____

Secondary Leader Name _____

E-Mail _____

Phone (cell) _____ Home _____ Work _____

Number of Day Campers _____ X \$140 if paid by May 1 = \$ _____

Number of CITs _____ X \$127 if paid by May 1 = \$ _____

Number of Scouts _____ X \$240 if paid by May 1 = \$ _____

Number of Scouts _____ X \$265 if paid after May 1 = \$ _____

DEPOSIT (\$ _____)

Adult Fee \$65.00 Each Troop may send FREE adults to camp on the following:
3 Scout - 19 Scouts: 2 Free Adults
20 Scouts - 29 Scouts: 3 Free Adults
30 Scouts - 39 Scouts: 4 Free Adults

Number of Adults _____ X \$00.00 = \$ _____

Number of Adults _____ X \$65.00 = \$ _____

Please Check Appropriate Week Total Fees Submitted to Office _____

_____ Week One June 19-25

_____ Week Two June 26-July 2

_____ Week Three July 3-9

_____ We would be willing to assist _____ provisional Scout(s) during the Week
(\$25 Trading Post Credit for the Troop)

**Please return this form to the Council Service Center along with Payment.
Georgia-Carolina Council
4132 Madeline Dr.
Augusta GA 30909

Please make payment using a single unit check. Please do not send individual checks from Scouts

Special Needs Request Form

Robert E. Knox Scout Reservation will do everything it can to help make the stay of those with special needs as comfortable as possible. Please complete this form and submit with your payments.

Unit Number _____ Council _____

Week Attending Camp _____

1. Does anyone in your unit have a physical need that limits mobility? Please explain in detail:

2. Does anyone in your unit have special equipment needs? (Access to Electricity, etc.) Please Explain:

3. Does anyone in your unit have special dietary concerns? Please be specific and suggest possible alternatives. Remember, not liking something does not constitute dietary concern.

4. Any other special needs:

Person to Contact if we have questions:

Name: _____ Phone: _____

Email: _____

Provisional Scout Registration Form

Name: _____ T-Shirt Size: _____

Troop #: _____ Council: _____

Phone#: _____ E-mail: _____

Street Address _____

City: _____ State: _____ Zip _____

Parent Contact: _____

Phone#: _____ E-mail: _____

Requested Troop to Camp With During Week _____

****Use this only if you have communicated with the Unit Leader and have gotten permission to camp with them. You will still sign up as a Provisional Scout, but we will put you with this Troop or another Troop when you arrive.

You are considered a Provisional Scout Only if No More than 3 Scouts in Your Troop are Present the Same Week of Camp. You are required to follow the same rules and adhere to the same deadlines for the proper paperwork. If you know of a Troop that will be camping the same time as you and you would like to stay with them, please indicate in "Requested Troop to Camp with During Week". However please still sign up as a Provisional Scout.

Provisional Scouts pay \$265 flat fee, no discounts. If we have a minimum of 10 Provisional Scouts we will hire a Provisional Scoutmaster for a Provo Troop, otherwise Provo Scouts will be placed in Troops.

Employment Opportunities at Robert E. Knox Scout Reservation

Many opportunities exist for older Scouts seeking summer employment at the Robert E. Knox Scout Reservation. Staff is needed in all Program Areas and include the following Aquatics, Nature/Ecology, Dyess, Outdoor Skills (formerly Scoutcraft), Shooting Sports, Handicraft, and Trail to Eagle.

Additional opportunities are available in the Commissary, Trading Post, and on our Ranger Corps.

All of the above mentioned positions require that the applicant be a minimum of 16 years of age.

Counselor in Training (CIT) Program

We also offer a two tiered Counselor in Training (CIT). To serve as a CIT a scout must be 14 or 15 years of age, a First Class Scout and have their Scoutmaster's approval.

The first year a Scout serves as a CIT, they will attend Staff week for training, they will then work one week of regular camp as a staff member. During this week they will work each day in a different Program Area. This allows for the Scout to find an area that they feel comfortable in and to allow Senior Staff to evaluate these Scouts for future assignments. After completion of this week on staff the Scout will be allowed to attend Camp with their Troop at half the cost. This program is for a CIT's first year regardless if they are 14 or 15.

The second year a Scout serves as a CIT (15 years old), everything stays the same except that a Scout may elect with approval to dedicate all of their time to a particular Program Area. They will be allowed to work the entire Camp Season, and will be allowed time during the summer to work on their own advancement.

CIT's receive no pay, but will be issued Camp Staff T-shirts, and other needed staff items. They will also be afforded the opportunity to work on their advancements while in camp.

NOTE: Applications for employment are available online at www.gacacouncil.org under the Robert E. Knox Scout Reservation Tab. All employees of the Robert E. Knox Scout Reservation and the Georgia -Carolina Council must be registered members of the Boy Scouts of America.

2016 CAMP STAFF APPLICATION

Thank you for your interest in joining our Georgia-Carolina Council Summer Camp Staff. You are applying to become part of the greatest experience in a Scout’s life; the adventure of Scout summer camp.

The Georgia-Carolina Council operates outdoor programs for its youth members. If you meet our high standards, you too can be part of this exciting team!

Some of the general requirements for council camp staff are:

1. Counselors in Training must be at least 14 years old and a First Class Scout or a Venturer.
2. All staff except CIT’s must be at least 16 years old. Some positions have age requirements.
3. All staff must be registered members of the Boy Scouts of America
4. Each member must meet the standards of ability and moral conduct.
5. All staff members agree to report in time for staff training.
6. Previous experience in camp is helpful, but not essential.
7. Complete details of your employment will be contained in your contract.

APPLICANT INFORMATION

Name: _____

Address: _____

City State Zip _____

Home Phone (_____) College Phone (_____) Date of Birth _____

BSA Registration in Unit _____ Rank/Position _____ E-Mail Address _____

School Name _____ Current Grade 9 10 11 12 College Fr. So. Jr. Sr. Post

Drivers License: State _____ Number _____ Exp. Date _____

TIME LINE: Interviews will be held by appointment only. Please call the Council Service Center at 706-733-5277 to schedule an interview with the Camp Director.

Office use only. Do not mark in this box.

Application Received _____ Interview Date _____

Contract Issued _____

Position Offered _____ Salary Offered _____

POSITIONS AVAILABLE

(Indicate your 1st, 2nd and 3rd Choices)

#	Position	Minimum Age		#	Position	Minimum Age
	Program Director	21			First Year Director	18
	Aquatics Director	21			First Year Instructor	16
	Aquatics Instructor	16			Handicraft Instructor	16
	Shooting Sports Director	21			Field Sports Instructor	16
	Archery Range Officer	18			Food Service Director	21
	Outdoor/Ecology Director	18			Cook	16
	Outdoor Instructor	16			Chaplain	21
	Ecology Instructor	16			Trading Post Manager	16
	CIT 1	14			Commissioner	18
	CIT 2	15			Health Officer	18
					COPE Director	21

Please Note: All Aquatic positions require that staff members have or earn Lifeguard BSA

REFERENCES

First time applicants please obtain letters of reference from at least three people, not related to you (i.e.: Teacher, Religious Leader, Supervisor, Coach, etc.). Every applicant must list three references below. **CIT Applicants:** Include a letter of recommendation from your unit leader. Letters of recommendation may be mailed directly to the Service Center. **Please be sure letters are received before your scheduled interview.**

Name / Title Address Phone

1. _____
2. _____
3. _____

Please list your employer information (or your most recent employer, if you are no longer employed).

Company Name _____ Position Held _____

Supervisor _____ Phone Number _____

How long have been working for this employer? _____

EXPERIENCES

Check the areas listed below in which you have certification:

First Aid Certification Expiration _____ CPR Certification Expiration _____

BSA Lifeguard Red Cross Lifeguard

National Camping School Section _____ Exp. Date _____

Other related training: _____

of years attended: Boy Scout Camp _____ Cub Scout Camp _____

Have you worked on a camp staff? ___Y ___N If yes, please write where and when: _____

List offices or leadership positions held:

List any honors/awards received including civic, religious, or academic:

Order of the Arrow Ordeal Brotherhood Vigil

What other experiences do you have working with youth?

Why do you want to work on camp staff?

What strengths would you bring to a camp staff?

Check all of the skill areas below in which you are proficient:

- Canoeing Kayaking Small Boat Sailing Rowing Water Skiing Motor Boating Fishing
 Swimming Lifesaving Lifeguard Backpacking Camping Orienteering Wilderness Survival
 Cooking Hiking Weather Pioneering Environmental Science Soil and Water Conservation
 Nature Bird Study Forestry Reptile and Amphibian Study Fish and Wildlife Rifle Shooting
 Shotgun Shooting Archery Citizenship (Community, Nation, World) Communications
 Emergency Preparedness First Aid Metalwork Woodwork Model Design and Building
 Leatherwork Woodcarving Athletics Personal Fitness Geocaching Sports Golf Basketry
 Collections First Year Camper Program

List any other skills you have that would be beneficial to camp staff:

IF ACCEPTED, I AGREE THAT:

1. I will be a registered member of the Boy Scouts of America.
2. I will meet the minimum age requirements for my position on the first day of camp.
3. I will serve the entire season, including Staff Training.
4. I will come to camp with at least two complete official Scout uniforms.
5. I will come to camp with one official BSA jacket or other camp-mandated outerwear.
6. I will submit a report of current medical exam at my own expense.
7. I will not possess or use alcohol or drugs in camp and will comply with the Council's rules regarding use of tobacco products.
8. I will observe all rules for staff members.
9. I will live up to the Scout Oath and Law at all times.
10. I will provide transportation for myself and my property to and from camp.
11. I will carry out all assignments and responsibilities to the best of my ability.
12. Complete terms of employment are described in the contract I will sign.
13. I am an ambassador of the Georgia-Carolina Council and will act accordingly
14. I will complete all required training for my position.

I certify that all of the information given herein is true and correct to the best of my knowledge. I further authorize the Georgia-Carolina Council, BSA to verify information provided and contact references as part of the employment process. Willful misrepresentation will be grounds for termination of employment.

APPLICANT'S SIGNATURE _____ DATE _____

IF LESS THAN 18 YEARS OLD

Parent's Approval _____ DATE _____

Unit Leader's Approval:

This person exemplifies the Scout Oath and Scout Law and in my opinion would be an asset to the Georgia-Carolina Council camp staff. He/She exhibits true leadership ability and I heartily endorse this application.

Please add your own comments: _____

Signed: _____ Position _____ Unit _____

Submit this completed application to:

Georgia-Carolina Council, Boy Scouts of America

Attention: Camp Director

4132 Madeline Dr.

Augusta, GA 30909

Phone: 706 – 733-5277

Applicants are considered without regard to race, color, religion, sex, national origin, marital or veteran status, or the presence of a health problem or handicap that is unrelated to the person's ability to perform the job assigned. All applicants must subscribe to the values and beliefs of the Boy Scouts of America.