This guide, will outline and highlight the new program and events of the Robert E. Knox Summer Camp that is offered to the youth members and adult leaders of the Scouts BSA program. As program developments are being updated year-round please refer to the website to view the most accurate program guide.

Thank you.
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Fellow Scouts and Scout Leaders,

On behalf of the Georgia-Carolina Council and the KSR Camp Staff, I would like to thank you for taking the time to consider the Knox Scout Reservation for your 2020 summer camp experience. Our 500-acre camp is located in a southern pine forest in Lincolnton, GA and shares seven miles of coastline with the beautiful Lake Thurmond. The Robert E. Knox Scout Reservation is committed to providing a quality Scouting experience for all scouts and we are proud to welcome male and female Scout units during all weeks of our summer camp program.

Our summer camp staff are life blood and heart of our program here at KSR. Our highly trained and qualified staff are dedicated to making your summer camp a successful and exciting adventure. There is a program for everyone in your unit at Camp Knox and we will ensure that all of your unit will be more than satisfied with your stay at camp. We are happy to work with your troop to help you and your scouts craft the summer camp program that your scouts want.

In order to keep our Summer Camp fresh and adventurous, we continue to add new activities and merit badges to our weekly program. For the 2020 summer camp we are adding new merit badges to our Ecology and Sciences program as well the Handicraft and Scout Skills programs. This year we are adding Cowboy Action shooting and out-of-camp trips that include a high ropes challenge course, golfing, horseback riding, and canoe and kayaking tours.

We also offer Introduction to Outdoor Leadership Skills training for our adult leaders and a dedicated night for leaders to participate in shooting sports and aquatics. No scout or leader will ever be bored at Knox. Disc golf, Iron Scout, Mile Swim, movie night, geocaching, Staff Games, flag retirement ceremonies, and even a camp-wide staff-hunt game! The Knox Scout Reservation offers programs for all scouts. Please check the Georgia Carolina Council website at www.gacacouncil.org for updates to this leader’s guide.

We are looking forward to seeing you in 2020!

Yours in Scouting,

Sheila Zimmerman
Knox Scout Reservation Summer Camp Director
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Knox Scout Reservation

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Lincolnton, GA  30817

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Our Commitment to the Scouts of America

The goal of the Knox Summer Camp Staff and Administration is to provide residents with outstanding service and the best scouting program available. We strive to ensure every Scout 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 Scouts 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.

All programs offered at the Knox Scout Reservation are open for participation by all individuals regardless of sex, race, religion, color, age, disability, or national origin.

Mission of the Boy Scouts of America

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.

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.
K.S.R. 2020 – at a glance

With the dedicated planning and preparation of our camp staff, we will be introducing and presenting brand new programs to prepare for the 2020 year to add to the Knox Camp adventure! Highlights include:

- Cowboy-action shooting! (New for 2020)
- 3D Archery, Pistol shooting and tomahawk throwing
- Off-site activities that include golf, high ropes course, horseback riding, and kayak and canoe trips.
- Low COPE course on camp
- New Merit Badges in Scout Skills, Handicrafts, and Ecology & Sciences.
- Mountain and Trail Biking Program
- Geocaching that includes island caches
- Iron Scout Competitions Tuesday-Thursday mornings
- Camp games with the incredible KSR Staff including Greased Pig and Staff Hunt!
- Wilderness Survival overnighter on Survivor Island
- The BLOB! and a full aquatics program that includes Personal Water Craft, canoeing, kayaking, small boat sailing, watersports, and swimming.
- Mile Swim in Lake Thurmond
- Twilight Merit Badge sessions and enrichment activities after dinner with the Savannah River Ecology Lab and the Augusta Astronomy Club
- Free time activities including human foosball, 9-square-in-the-air, Ga-Ga ball, free swim, open shooting sports activities, aquatic adventures, mountain biking, and so much more!!!
- Disc Golf course throughout camp
- O.A. Fellowship ice cream social
- Adult Leader programs, such as Scoutmaster’s Challenge, jet-skiing, tubing, Scoutmaster shoot, and Adult Training Courses for Introduction to Outdoor Leadership Skills (IOLS).
- Convenient online registration system that will allow you to print your Blue Cards when camp is over.

Over 70% of our staff return each year with months of training activities to guarantee a high-quality program for ALL Scouts and leaders. The goal of the K.S.R. Staff Association is to build a connective and friendly environment for our guests at camp to ensure the best learning environment for our campers. Our new and veteran staff members are dedicated to creating a “home-town” environment to welcome all Scouts in the KSR family this summer.

We hope you are just as excited as we are and we can’t wait to see you in 2020!
2020 Knox Scout Registration Information

Registration for summer camp in 2020 is now live on the Georgia-Carolina Council’s website at www.gacacouncil.org/ksr.

We will operate 3 weeks of summer camp programs in June of 2020.

Week 1: June 7-13     Week 2: June 14-20     Week 3: June 21-27

NOTE: Campsite selection is on a first-come first-served basis. Early registrations will result in a better campsite selection.

2020 Camp Fees:

$100 deposit for troop registration. (Applied to total fees.)

$285 per Scout not including fees for specific merit badges.

$150 per Adult.

Troops with at 5 registered youth will receive 1 Free Adult.

1 additional adult at half price registration ($75) for each additional 10 youth. (15-25-35 etc.)

Each troop must provide at least 2 adult leaders in camp on each days. Troop registration applies to 3 or more registered scouts from one unit.

Fee Schedule:

Camp fees, excluding deposit, are refundable until May 17, 2020.

1/3 per participant fee due Jan. 16, and Mar. 13 with the balance due May 15, 2019; no refunds will be issued after May 17, 2019.

***Merit Badge class selection will open on April 1, 2020. Only accounts that are up to date will be able to access the online merit badge selection.***

Please visit the Georgia-Carolina Council’s website at www.gacacouncil.org/ksr to reserve your week at Knox Scout Reservation.
Campsite Accommodations

The Knox Scout Reservation is host to 16 residential camping sites that are divided into 3 campground locations. The campsites are listed below on this page and a camp map is attached in the Leader’s Guide. Campsites will be first come, first served. We will do our best to honor campsite requests but reserve the right to assign sites for units to even out bath house use and accommodate troop needs.

Units attending summer camp will be accommodated in either BSA wall tents or a nylon dome style tent for the duration of your summer camp period. Tents will house up to 2 people during their stay. We recommend that attendants bring a cot or sleeping pad for their quarters. There will be a limited supply of cots available for check out from the Camp Ranger. Please let us know at merit badge registration if your unit would like to reserve cots for your stay with us.

Hammock use is encouraged while staying at camp. Each campsite location contains hammock pods able to hold up to 8 hammocks at a time. You may also attach hammocks to trees. Please only use hammock straps and do not attach hammocks to structures other than the hammock pods. The camp does not have hammocks for check out, but hammocks will be sold in the camp’s trading post.

Electrical requests should be noted in Tentaroo upon unit registration. There are limited sites with electricity. A minimum of 100 feet of extension cord is often needed. Extension cords are the individual’s responsibility to provide. Batteries for CPAPs can be charged daily in the Scoutmaster’s Lounge and Health Lodge.

Yamasee Campground

-Oconee, Yuchi, Westoe, Apalachee, Catawba, Cherokee, Shawnee

Dyess Campground

-Coyote, Armadillo, Osprey, Fox Squirrel

Aquatics/Kiokee Campground

-Live Oak, Palmetto, Dogwood, Loblolly, Cedar

Information for each campsite can be found at www.gacacouncil.org/ksrcampsites.
Schedule for the Week *(Subject to Change)*

Sunday:

- **1:00-4:00:** Weekly Check-In Procedures (Camp tour, swim checks)
- **5:45:** Evening Flag Assembly and Dinner
- **7:00:** Mandatory Shooting Sports Safety Briefing
- **8:00:** Interfaith Chapel Service
- **8:30:** Opening Campfire
- **9:30:** “Meet the Staff” Social and Cracker Barrell
- **10:30:** Taps (Lights Out)

Monday-Friday:

- **6:30:** Mile Swim practice (Aquatics)
- **6:30:** Iron Scout Competition (Meets at Uncle Knox’s red arrow)
- **6:45:** Reveille
- **7:15:** Morning Assembly and Breakfast
- **8:30-9:30:** Merit Badge Session 1
- **9:45-10:45:** Merit Badge Session 2
- **11:00-12:00:** Merit Badge Session 3
- **12:00:** Lunch
- **1:00:** Free Time
- **1:00:** Scoutmaster Meeting and SPL Meeting
- **2:00-3:00:** Merit Badge Session 4
- **3:15-4:15:** Merit Badge Session 5
- **4:15-5:30:** Free Time (Shooting, swimming, Trading Post, etc.)
- **6:00:** Evening Assembly and dinner
- **7:00-8:30:** Twilight Merit Badge Session OR Twilight activity program
- **8:30:** Camp-wide Activity
- **10:30:** Taps (Lights out)

Saturday:

- **6:45:** Reveille
- **7:15:** Morning Assembly and Check-Out (Followed by Breakfast)

*Weekly schedules are subject to change and all troops will be notified about event changes as soon as information is available.*
Special Program and Activity Opportunities

**Jet-Ski Watercraft Adventure**

Scouts will have the amazing opportunity to experience different areas around Clarks Hill Lake riding a Personal Watercraft (P.W.C.)... also known as a jet ski! The required age for this course is 14 years of age or have completed the 8th grade. This course will last around 2.25 hours of the day and Scouts will have the opportunity to choose Group A (9:45-12:00) or Group B (2:00-4:15). Please check the pre-requisite section of this booklet to see the list of certifications or items to bring ahead of time. The total cost of this program will be $100. *Georgia requires that all born after the date of January 1st, 1998, must have a boating license from any state. This must be completed before arriving and bring a copy to camp.*

**Mile Swim**

Scouts Adults are welcome for the ultimate test of physical fitness and swimming ability in the BSA. The program will work up to the mile by building endurance through supervised training sessions. Daily practice is at 6:30 AM at the waterfront. Scouts and Scouters that earn the mile swim at Knox Scout Reservation wear their award with pride.

**BSA Lifeguard Certification**

Required age is 14 or have completed the 8th Grade. BSA Lifeguard program is also open to leaders. This course is every day all day long. Yes ... you will be at the Aquatics area all day long. Check the prerequisites section for all required pre-certifications and items to bring.

**Iron Scout Competition**

This is a triathlon competition available to youth and adult leaders. Participants will start by meeting at Uncle Knox’s Red Arrow where they begin with a mile run to the camp’s entrance gates. They will then strap on a helmet and hop onto a bike to ride 6 miles down to our sister camp, Camp Daniel Marshall. From the CDM waterfront, they will put on a PFD and launch into the lake to kayak for 1 mile back to the Robert E. Knox Aquatics Waterfront.
**Survivor Island – Wilderness Survival**

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.

**Jimmie Dyess First Year Scout Program**

This popular and exciting element of the Scoutcraft program is designed 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 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.

Throughout the week Scouts will learn basic Scout knots, lashings, fire building, camping skills, team work, and even the Patrol Method! The goal of the Jimmie Dyess First-Year Program is to prepare young Scouts to continue their journey by starting them off on a strong and straight path towards the ranks of Tenderfoot to First Class.

**BSA Pistol Safety and Marksmanship**

This BSA Pistol Safety and Marksmanship class is an advanced shooting sport for scouts aged 14 and up or who have completed the 8th grade. This is not currently a merit badge program but if you complete the course, you will receive a certificate that will entitle you to the BSA Pistol Merit Badge if it is approved. This course requires specific parent/guardian permission in writing prior to the start of camp. There is no prerequisite for having earned a rifle or shotgun merit badge, but it is highly recommended.
Advanced Rifle
Scouts who have already earned their merit badge in Rifle will be given the opportunity to continue to improve their rifle skills by participating in the Winchester/NRA Marksmanship Qualification Program. Scouts will be firing a .22 caliber rifle the entire week. The goal is to achieve increasingly higher rating levels. This program is self-paced. Scouts are then entitled to all of the corresponding awards for each rating. After Summer Camp, Scouts can continue this program anywhere including public ranges or shooting clubs. This is not a merit badge program. All participating Scouts must have earned Rifle Merit Badge before arriving to camp.

Advanced Archery (3D Archery)
Archery is a pretty normal summer camp activity. However, at KSR we step it up a bit by offering an advanced 3D Archery course. Scouts who have earned their merit badge in Archery are eligible to participate in this program. It will be a walking course emphasizing skill, technique, and marksmanship.

This is not a merit badge program. All participating Scouts must have earned Archery Merit Badge before arriving to camp.

Advanced Shotgun
Scouts earning their Shotgun Merit badge at camp, if recommended by the instructor, may choose to begin the self-paced NRA/Winchester Marksmanship program for shotgun. Additional cost is $20.00 payable in the Trading Post.

Cowboy Action Shooting – Thursday evening – 7:00 to 8:30 PM
Cowboy Action Shooting is a shooting activity for scouts 14 and up or 13 and have completed the 8th grade. It is a scenario-based activity where Scouts choose Cowboy names and participate in defending the good guys by shooting a lever-action .22 rifle, a single-action revolver, and a shotgun. Parent/Guardian must sign the specific Cowboy Action Shooting permission slip included in this guide.
**Tomahawk Throwing and 3D**

During Twilight activities, Scouts and leaders can grab a “hawk” and learn to throw at the tomahawk throwing range. KSR Staff will teach you how to throw and aim. It’s up to you to hit the target.

**Geocaching and Orienteering**

Tucked away in the little hidden areas, are caches for you to discover. KSR has its own geocache course. You can check out a GPS from the admin office and get the clues and log book, then you can be on your way to adventure. You may even have to use a canoe to reach a couple of these.

**Mountain Biking**

Around camp, we have roughly 6 miles of biking trails throughout the property complete with enough adventure to excite adventurous older Scouts, but still easy enough for first-year Scouts to enjoy the lake front ride. Treks will be set for group rides throughout the week, but all are welcome to ride your bikes throughout camp and ride the biking trails during the day. Make sure you always wear your helmet and ride with a buddy on the Trail.

**Low COPE Challenge**

This course is designed for youth leaders over 14 and adults to get the most out of their leadership teams. During the week, you will learn initiative games and trust activities that will keep you team in the performance mode. For youth between 16 and 18, you will receive certification as a Level 1 Low COPE Instructor in Training and adults you will become Low COPE level 1 instructors. During the week you will learn trust activities, initiative games and how to conduct teamwork challenges on Knox Scout Reservoir Low Cope Course. Of course, you will receive a cool patch upon completion of the course!

This is run as a Twilight program from 7:00-8:30 PM beginning on Monday and finishes on Thursday evening.
High Ropes Course at Pointes West

Scouts and leaders have the opportunity to take a trip off-camp to our neighboring camp to try their hand at a High Ropes/confidence course. The trip will take about 3 hours and will include a safety brief, instruction, and time to complete the two courses. A separate waiver/permission slip is required for this activity and will be emailed out to campers that register for the event. It is limited to 14 participants per week.

Off Site Trips and Guest Programs

Even though there is a lot to do at Knox Scout Reservation, we don’t have it all. Sometimes, you have to venture off site to do something fun like horseback riding, golf, and historical kayak tours. Sometimes, the fun might come to you like getting to hold a real live alligator or searching for craters in the moon through a telescope. Our staff at KSR will arrange all the fun and you get to choose what to do.

Friday Night – Family Night

Friends and family members are invited to visit camp on Friday evening to see your Scout in action! Please plan to arrive around 4:30. Families are encouraged to enjoy dinner in the dining hall with their Scouts. (Meal cost $5.00 per visitor) Following Retreat and Dinner, the Camp Staff will provide a campfire for all campers and visitors. Each unit will usually perform a song and skit. All of the special awards and recognitions are also presented at the Friday night campfire program.

Becoming a Knox Honor Troop – 2020

While attending summer camp in 2020 at the Robert E. Knox Scout Reservation, troops will have the opportunity to work towards and earn the Robert E. Knox Honor Troop Award.
Adult Leader Opportunities

While summer camp is all about the Scouts, we surely can’t forget our awesome adult leaders! Throughout the week we will have various activities geared towards our adult leaders at camp. The list of activities includes a Scoutmaster Steak Dinner on Wednesday night to thank you for your service to your units. During the steak dinner, we will have a Dutch Oven Cookoff competition! Prepare a Dutch oven dessert at your campsite and bring ready to serve at the steak dinner where our Camp Management Staff will judge your delicious treats. The winner will receive a prize at the Friday night closing campfire. After the steak dinner, all adults are invited to the Shooting Sports and Aquatics areas for special programs open to only the adults during this time.

Scout Executive’s Golf Meet-and-Greet

On Wednesday morning, adult leaders at camp are welcome to join the Georgia-Carolina Council’s Scout Executive, Dan Rogers, for a round of golf at Rocky Branch Golf Course just outside of camp.

Introduction to Outdoor Leadership Skills

Knox Scout Reservation will offer the Introduction to Outdoor Leadership Skills training. This course will also have elements of Scoutmaster’s Specific training, Patrol Method, troop activities, and other methods of Scouting.

Scoutmaster’s Merit Badge

The Scoutmaster’s Merit Badge is an optional activity to get adults active in the excitement of earning and working towards merit badges.

Camp Volunteer or Scoutmaster’s Second Chance at Camp

Some leaders love to lead. They love to teach others and they have special skills and talents that they love to share. At KSR, we encourage our adult leaders to get involved. If you have a merit badge that you’d love to teach while you are here at camp, let the Camp Director know and we will make it happen! Other leaders like to serve, we have many ways you can help camp. We have service projects for adults and troops and even summer camp tasks that the servant leader can dive into. And still other leaders love to learn and miss being at Scout. We can help those leaders also! We love it when our leaders get involved in learning. We encourage adults to attend classes that they are interested in, do Iron Scout, go on the Mile Swim, go shooting during free time, and take a kayak out if one is free. Your Scouts will enjoy seeing you involved in their program.
Weekly Merit Badge Class Schedules

Our weekly schedules are set for Monday through Friday time blocks for free time activities, camp programs, merit badge and training classes, and campfire/meal schedules, as well.

Twilight merit badge classes are extra merit badge class sessions during the evening period after dinner. These merit badges are 2-day sessions (Tuesday/Thursday classes). These are merit badge opportunities where experts in a certain field come to camp to help give high quality classes to our visiting Scouts. Jimmie Dyess Campers/Wilderness Survival Scouts will not have Twilight sessions.

Please check the merit badge pre-requisite requirements that cannot be completed at camp. We highly encourage Scouts to work ahead to complete their merit badges. Those who do complete before arriving at camp must have a note signed by the unit’s leader stating the requirements completed before camp in order to get signed off and completed at camp. Those who do not complete pre-requisites will go home with a “partial” merit badge. This will be noted in the completion reports received at the end of the week.

Each merit badge will have a one-hour time block per day with a 15-minute break in between classes. Some merit badge classes and training courses will have exceptions with two or three class blocks. The Schedule for Merit badges will be released by December 1st, 2019.

**Morning Sessions:**
- Period 1: 8:30-9:30
- Period 2: 9:45-10:45
- Period 3: 11:00-12:00

**Afternoon Sessions:**
- Period 4: 2:00-3:00
- Period 5: 3:15-4:15
- Free time: 4:15-5:45

**Twilight Classes:** 7:00-8:30
**Weekly Camp-wide Activities**

**Sunday – 8:30 PM**
**Opening Campfire**

To start the summer camp week off with some excitement, the KSR Camp Staff will host an Opening Campfire program on Sunday night to welcome all of the Scouts visiting for camp that week. This includes introductions of the program area staff, management staff, area skits and songs, and the details on weekly events. Following the campfire program, there will be a “Meet the Staff” Social and Cracker Barrell to meet with merit badge counselors, area directors, and ask questions about the week.

**Monday – 8:30 PM:**
**Movie Night!!**

Scouts will gather in the breezeway in the Administration Headquarters to watch a movie chosen by the Scouts. All are welcome and popcorn will be served during the show.

**Tuesday Evening –**
**Greased Pig, Scoutmaster Splash, and Staff Hunt!**

Tuesday night features some favorite activities: Troops will send a team of 3 scouts to the waterfront to attempt to get the “greased pig” out of the water and onto the beach. Afterwards, the Scoutmasters will “Blob” and Belly flop to see who can make the biggest and most incredible splash. The evening ends with a camp favorite...the Staff Hunt. Staff will explain the rules at the Waterfront and then the Hunt begins.
Wednesday – 8:45 PM  O.A. Fellowship and Ice Cream Social

Beginning at 8:45 the OA Staff at camp will have an OA Recognition and Awareness ceremony in the Amphitheater. All Scouts and leaders are welcome to the recognition ceremony. Following the ceremony, all OA members present will gather in the Administration breezeway to enjoy an ice cream social and fellowship. So, don’t forget to bring your sash to camp and to wear it to evening assembly on Wednesday!

Wednesday – 6:00 PM: Adult Leader Steak Dinner and Dutch Oven Cook-off

While the Scouts are eating the normal Wednesday night dinner, Scoutmasters and adult leaders at camp will be escorted to the Scoutmaster Steak Dinner hosted by the KSR Staff and Camp Leadership as a thank you for attending camp and devoting your time and service to Scouting.

In preparations for the Scoutmaster’s Steak Dinner, we ask that each troop prepare at least 1 Dutch oven desert into the Scoutmaster’s Cook-off competition. These dishes will be served and judged at the steak dinner on Wednesday evening. The award for top Dutch oven chef will be awarded on Friday night at the closing campfire.

Thursday – 8:30 PM  Cowboy Action Shooting, Dyess Program Overnight Experience and Wilderness Survival Overnighter on Survivor Island

The Jimmie Dyess First Year Scout Program will spend Thursday night together. On Thursday evening, Scouts will cook dinner in the campsite set up camp for the night. After dinner is cleaned up, they practice Scout skills including building a campfire. Following breakfast, Scouts will go on a Friday morning five-mile hike.

Wilderness Survival Scouts will gather at 7:30 on Thursday evening at the main flag poles. Scouts will then canoe to Survivor Island for the night to set up shelters and practice survival techniques. On Friday morning, Scouts will return to the main camp in time for breakfast assembly.
Cowboy Action Shooting is a shooting activity for scouts 14 and up or 13 and have completed the 8th grade. It is a scenario-based activity where Scouts choose Cowboy names and participate in defending the good guys by shooting a lever-action .22 rifle, a single-action revolver, and a shotgun. Parent/Guardian must sign the specific Cowboy Action Shooting permission slip included in this guide.

Friday – 8:30 PM
Closing Campfire and Flag Retirement

To close out an awesome week of camp, we end with a campfire program much like the Sunday evening’s opening campfire, but this one is all about the Scouts in camp. The staff will present awards and recognize Scouts for activities during the week, including the Iron Scout, Mile Swim, Break-8, NRA/Winchester Marksmanship, Dime Club, Honor Troop awards, and awards for adults who’ve completed the Scoutmaster’s Challenge. Troops will perform various skits and songs for our staff, fellow Scouts, and visiting families.

Following the closing campfire, we invite all who wish to participate to our Flag Retirement Ceremony. This is an optional activity that we hold following the fire and everyone is welcome to attend.
Leader Notes

- All updated information for the Knox Scout Reservation program will be added onto the KSR website at www.gacacouncil.org/ksr The Merit Badge Schedule will be available on December 1st.
- When choosing merit badge sessions, discuss with Scouts ways to complete pre-requisite requirements before arriving to camp. All pre-req. requirements may be counted if a note is turned in by the Scout to his/her merit badge counselor. All notes must be signed by an adult unit leader in order to be signed off for completion.
- All BSA medical forms must contain parts A, B, C and must be updated before arriving to camp. It is encouraged to mail the packet of medical forms to camp 30-50 days before arriving in order to move the check-in process more quickly and smoothly. NO ONE WILL BE ADMITTED INTO CAMP WITHOUT PROPER MEDICAL FORMS!
- When submitting medical forms, label the forms clearly with the Troop #, council name, and lead adult leader’s name, contact number and email address. DO NOT SEND INDIVIDUAL FORMS. Please submit all unit forms in one group package.
- Provide Proof of Council Insurance for out-of-council units
- Make sure all camp fees have been paid for before arriving at camp
- Sunday check-in will begin at 1:00 PM in the Administration Headquarters building and will finish at 4:00 PM. Please indicate what your estimated time for arrival is to the Camp Director and be sure to arrive no earlier than 1:00 on Sunday.
- Each unit is allowed 1 trailer in the campsite and all vehicles will be given a parking pass form to fill out; vehicles will be parked in the main parking lot along the road in front of the Administrative Headquarters building.
- Please print individual merit badge class reports before arriving to camp! Distribute a copy to each Scout and have an adult leader hold additional copies in the event one is lost or misplaced.
General Camp Information

Trading Post- The KSR Trading Post is stocked full of gifts and merchandise to take home to remember your adventure at summer camp. We have t-shirts, books, hats, bags, patches, coffee mugs, knives, slushies, candy, soda, merit badge supplies and so much more! We encourage Scouts to bring a little bit of spending money to get himself a treat during the day and still be able to bring home a gift to mom and dad. Some merit badges require kits and material for projects, so check your merit badge requirements before arriving at camp to make sure you have everything, and yes, these kits will be available in the trading post. **Suggested amount: $50**

Tenting- Troops will be given a campsite consisting of either a nylon dome tent or a canvas wall tent to house their Scouts for the week. These tents will house no more than 2 Scouts per tent. Each adult tent will house 1 leader. We encourage Scouts to bring their own cots and sleeping mats. The camp will have cots available for check-out, but these will be in very limited quantities. In order to protect the floors of our tents, we ask that all cots have some form of feet protection, such as a tennis ball, in order to prevent the legs from ripping the flooring.

Camp Policies and Rules

The sole purpose of our camp rules is to provide a safe and enjoyable environment for the Scouts attending our camp this summer. These are created to prevent accidents and problems during the weeks of summer camp.

No personal firearms, bows and arrows, or ammunition are allowed on camp property.  
Closed toed shoes must be worn at all times  
Throwing rocks is strictly forbidden  
All troops are required to follow **two deep leadership** at all times while in camp  
The Buddy System is always required at camp.

Registration and 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 camp resident (youth or adult) must have a completed BSA Medical Form (parts A, B, and C) signed by a Physician within the past 12 Months. No other medical forms are accepted. Medical forms can be sent via mail to the Georgia-Carolina Council’s Service Center 30 days prior to arrival at camp in order to make the check-in process quicker and smoother. Upon arrival at camp on that Sunday, the Health Lodge check-in team will read check and collect all medical forms for the week, unless mailed in ahead of time. Medications can be kept and administered by the Unit Leader, only if proper locked storage is brought. Medications that require refrigeration can be left with the Health Officer and administered by the Camp Health Officer if desired. All medicine must be in a container with a typed label from the pharmacy.

**Food Allergies and Special Diets**
Knox Scout Reservation is open to any registered member of the Boy Scouts of America, and every effort will be made to accommodate special needs. Food allergies/intolerances need to be reported in advance of camp to give the food service staff adequate opportunity to purchase and prepare alternate menus. Life threatening allergies and Vegan diets cannot be accommodated. Vegan campers will need to bring meal supplements for their time at KSR. Scouts with life-threatening allergies may need to bring all meals needed for their time at KSR. Our kitchen will be happy to store food that is brought for scouts as long as it is labeled with the scout’s name and is in sealed containers. Please contact the camp director for a menu and possible accommodations no later than three weeks from your visit to make necessary arrangements.

**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.

**Equipment Damage**
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.
Provisional Scouts

Provisional Scouts are those persons attending Camp as individuals separately from their Troop. Provisional Scouts must have previously attended a BSA Summer Camp. First Year Scouts are not allowed to attend KSR as a Provisional Scout. 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 ask our guest 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 at troop check-in. Please contact the Camp Director at KSRCamp@gmail.com for information about Provisional Scouts and how we can provide a safe and welcoming program for your scout.

Fires, Stoves, Tents & Open Flames
For safety reasons, there are to be no open flames in tents. This ban on open flames in tents includes a ban on the use of matches, candles, kerosene, propane or liquid lanterns in tents. Lighting in tents is to be provided by battery-powered lanterns or flashlights only. It is, however, acceptable to use a lantern under a dining fly.
All cooking fires, campfires and stoves are to be attended while they are burning. Fires are only to be built in designated areas and must be extinguished so that they are cold to the touch when unattended.

Pets and Service Animals
Pets are NOT allowed on camp. For the safety of our campers, we ask that all pets remain at home and that those who require a service/medical animal must have permission cleared before arriving to camp.

Leaving Camp
Anyone leaving the camp at any time during the week must sign out at the camp office and sign in upon their return. We strongly discourage Scouts from leaving camp during the week. Scouts may only leave with a parent, guardian or other individual designated in writing by a parent. Photo IDs are required. An adult unit leader must accompany a Scout to the office to check out. Adults leaving camp must ensure that the unit still has two-deep leadership.

Bicycles
As a form of physical fitness, we encourage the use of bikes to ride around camp during your stay. Scouts and leaders are more than welcome to enjoy our 6 miles of biking trails along the camp’s property. It is the responsibility of the Troop leader to make sure that all bikes the Troop brings are safe to use and properly maintained. Helmets are required at all times when riding.
Swim Testing
The Aquatics Director at KSR requires that all Scouts and leaders complete a swim test at camp. Our lake is larger than most camp lakes and is affected by wind, currents, and passing boats. It is not an environment that most swimmers are used to. Swim checks are completed on Sunday at check-in.

Smoking/VAPING
Anyone under 18 years old is prohibited from using tobacco in any form while at camp. Adults who smoke or vape must do so out of sight of any youth members. Smoking and vaping is prohibited in any tent or building. Cigarette butts must be field stripped and placed in a trash receptacle.

Alcohol and Drugs
No alcoholic beverages or illegal drugs are permitted on camp property. There are no exceptions to this policy and all violators will be removed from camp. In any illegal incident, law enforcement will be notified.

Staff
We work hard to recruit and train the best possible staff to provide a dynamic program in support of your troop. All have been selected based on Scouting skills, leadership experience, enthusiasm, and maturity. They have one of the most demanding jobs imaginable, and they do it cheerfully because they love Scouting. They have made personal sacrifices to be here for you. As we all do, they occasionally make honest mistakes or judgment errors, and will work hard not to repeat them. If you feel that the performance of any staff member does not meet the highest standards of Scouting, please see the Camp Director or Program Director immediately.

Vehicles in Camp
While camp is in session, all Scouts, leaders, and visitors are prohibited from driving into camp site. During check-in, one vehicle will be allowed to your campsite to drop off unit gear. As soon as it is unloaded, it must promptly return to the parking lot at Admin. Those requiring a medical/handicapped tag must have advanced approval before arriving at camp in order to make medical exceptions.

Trailers
Unit trailers may be parked at left at designed trailer parking locations adjacent to each unit campsite. It is important to let us know through Tentaroo that you have a trailer in advance of your arrival. Only one vehicle at a time may be in the site loop for loading and unloading during the check-in and check-out process.

Uniform & Dress Code
The Scouts BSA Field uniform, commonly referred to as Class A, is the expected uniform for retreat ceremonies, dinner, and campfires. At other times, we encourage campers to
wear an activity uniform including Scout shorts, Scout belt, and a casual shirt or T-shirt with a Scouting theme. Female scouts must wear one-piece swimsuits or tankini tops that cover their midriff. Swim shirts are encouraged for all scouts.

**Footwear**
Closed-toe shoes that secure to the foot, must be worn at all times by everyone including visitors. The only exceptions are while in the water at aquatics or in bed. Footwear is required at the waterfront for everyone. Sandals or Crocs may be worn in the Aquatic area. Flip-flops are only allowed in the shower and may not be worn at any other time while in 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 be vulnerability to allegations of abusive behavior.

Make sure that all Adult Leaders attending camp with your unit are familiar with all BSA Youth Protection Policies.

Two-Deep Leadership: Two registered adult leaders or one registered 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 take arrangements with the Camp Director BEFORE arrival at camp. This policy applies to Order of the Arrow activities 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 Scouts, such as changing into swimsuits or taking showers at camp. Adults may intrude only to extend that health and safety is an 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 supervisions, proper preparations, and safety measures taken, by Camp Staff.

Reporting of Incidents: All person 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 Scout Executive Dan Rogers at (706) 733-5277 or 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.
Sunday Check-In Procedures

Troops should plan to arrive to Knox on Sunday between 1 o’clock in the afternoon and preferably no later than 4 o’clock in the afternoon. This is to ensure that all troops receive a quality check-in experience and have some resting time between check-in and evening assembly.

Upon arrival, each unit will be assigned a KSR Staff member as your Troop Guide. Troop Guides will greet your unit when arriving and will take you on a camp tour after you arrive Sunday. They will take their unit to their designated campsite, swim checks, and will oversee the troop’s activities throughout the week while periodically checking in to make sure that your unit is having a great week!

For the purpose of time, we ask that Scouts come dressed in swim attire in order for the swim checks to run quicker and more efficiently.

Check-Out Procedures

If a unit chooses, they may leave on Friday evening or after campfire while other units leave on Saturday morning. Before departing, all campsites will be inspected by the Ranger/Commissioners to check for possible damage and check for a clean site before heading home. All units with a remaining or outstanding balance much have the final payments made before departing from camp.
Summer Camp Merit Badge Prerequisites and information

Aquatics Program Area

**BSA Lifeguard:** Required Age: 15 (This is also open to leaders)
This is a rigorous program that certifies a Scout to be a Lifeguard. Scouts are required to spend several hours a day (between 10:00am and 5:00 P.M.) in the Aquatics area. Physical strength, stamina, and the mental discipline to handle a great deal of written work is required. This program is recommended only for older Scouts and strong swimmers. American Red Cross First Aid and CPR / AED for the Professional Rescuer, or equivalent training courses from recognized agencies are required to complete the course. You must bring proof of current certifications in these areas to camp with you or the BSA Lifeguard card cannot be issued.

**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, possess proper identification and bring a boater’s license to camp to legally operate a PWC. There is a $100.00 fuel surcharge for this program.

**Aquatics Merit Badges**

**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

**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

**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 and have completed Swimming Merit badge
Age: Recommended Age is 12 Difficulty: Difficult

**Motor Boating** - Become the Captain of your own vessel as you take command of the boat and learn responsible operating techniques. There is a $25 fuel surcharge. (Note: Scouts will be operating Boats with engines in excess of 90 HP capable of reaching speeds of 40 mph) Scouts must Pass Swimmer’s Test
Age: 12 and older 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

**Small Boat Sailing** - Small and maneuverable, these small watercrafts 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 Lake Thurmond! Scouts must Pass Swimmer’s Test

Age: All ages  
Difficulty: Moderate

**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

**Water Sports** - Whether it is water skiing or wakeboarding, this exhilarating merit badge class will give you the opportunity to let loose on one of the premier lakes in Georgia! There is a $40 fuel fee. Scouts must Pass Swimmer’s Test

Age: All ages  
Difficulty: Moderate

**Scoutcraft/Outdoor Skills**

**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

**Cooking** - This badge will teach a Scout to plan, prepare, and cook meals while camping. Requirement 4 will not be completed at camp.

Age: Recommended age 12 and older  
Difficulty: Easy to 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

**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
Scouting Heritage – Take a trip back in time to learn about the history of the Scouting Moment. This class will discuss the founders in the Scouting Movement, principle values, important dates and more! Requirements 4, 6, 8 will not be completed in this class period.

Age: All Ages
Difficulty: Easy

Search and Rescue – 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.

Age: 12 and older
Difficulty: Moderate

Signs, Signals and Codes - 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

Weather - Scouts will be able to identify the effects of weather, record weather conditions, and consider all weather-related safety precautions.

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

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

Age: Recommended age 12 and older
Difficulty: Difficult

Ecology and Science

Astronomy - Scouts will learn about the constellations, planetary bodies, and (Basic) finding their way using the stars. Requirement 8 will not be completed at camp.

Age: All ages
Difficulty: Moderate

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

Chemistry - Chemistry explores how substances react with each other and why. Scouts earning their Chemistry Merit Badge will learn about safety equipment in a chemistry lab, construct a cartesian diver, and more.

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

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.

Age: All ages
Difficulty: Moderate
**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

**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.

Age: All ages  
Difficulty: Relaxing

**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

**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

**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

**Geology** - Scouts will explore the study of the earth. Learn about volcanoes, fossils, rocks and minerals here on planet Earth.

Age: All Ages  
Difficulty: Moderate

**Mammal Study** - Scouts will practice techniques to study mammals in the wild. They will learn how to identify footprints left by mammals, how populations influence others, and how the animal kingdom is classified. They will also participate in a project to build a habitat for mammals.

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 Tues/Thurs 7-8:30 pm.

Age: 13 and older  
Difficulty: Moderate

**Pulp and Paper** -This class will cover the history of papermaking, how paper is made, and how paper products are used in our society. The highlight of the week is a trip to the Pollards Lumber Company. Long pants and closed-toed shoes are required for this trip. Scouts under 14 cannot complete the merit badge. The age limit is based on lumber mill rules.

Age: 14+  
Difficulty: easy

**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.

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

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.

Age: All ages
Difficulty: Moderate

### Shooting Sports

All Shooting sports programs are instructed by NRA certified rifle, pistol, or shotgun instructors. Archery is instructed by a certified USA Archery Level II Instructor. All programs come under the guidance of a BSA National Camp School Shooting Sports Director.

**NOTE FOR ALL SHOOTING SPORTS:** Rifle and Shotgun Merit Badge holders desiring to shoot at summer camp must purchase tickets in the Trading Post to shoot during free-time each afternoon. DO NOT register for the Merit Badge classes if the Scout has already earned it.

**Archery** – Cost is $10. Scouts will receive instruction on archery in classes and on the range and will include safety, types of equipment, and construction of archery equipment. Scouts must also shoot a minimum score to qualify for their merit badge.

Age: No minimum, but must be of sufficient size to draw a bow
Difficulty: Moderate

**Advanced Archery** - Cost is $10. Scouts who have earned their merit badge in Archery are eligible to participate in this program. It will be a walking course emphasizing skill, technique, and marksmanship. All of the skills the Scout acquired during their merit badge instruction will be exercised and enhanced. Scouts will acquire a variety of targets on the course and engage them from a variety of distances.

Age: Requirement is to have an archery merit badge
Difficulty: challenging

**BSA Pistol Safety and Marksmanship** – Cost is $30. This is a new challenging marksmanship course in which Scouts will learn to safely handle, fire, and maintain a .22 caliber semi-automatic pistol under the direct supervision of two NRA and BSA Certified Pistol Instructors. Class size is deliberately kept small. Scouts must have a merit badge in either Rifle or Shotgun to participate. Scouts must be 14 years old or 13 and have completed 8th grade. This course requires specific parental/guardian permission in writing prior to the start of camp. The Permission Slip is included in this Leader Guide. At his time, Pistol is not a merit badge program. If it becomes one, the qualification card for this activity will then be replaced by a merit badge. Fee includes ammunition, targets, and highest certificate earned during the class.

Age: 14, or 13 and have completed 8th grade
Difficulty: Moderate
Rifle Merit Badge – Cost is $20.00. Scouts will learn basic rifle marksmanship in classes and on the range. They will be taught to safely handle, shoot, and maintain a .22 caliber rifle. This class is taught by NRA Instructors. The cost for this class includes the NRA First Steps Rifle Student Packet, and also a Basics of Rifle Shooting hardcover book and Certificate.

Age: 10 and older

Difficulty: Moderate

Advanced Rifle - Cost is $40. Scouts will be participating in the Winchester/NRA Marksmanship Program in an intensive rifle shooting experience taught by NRA Rifle Instructors. Scouts will progress through incrementally more difficult courses of fire in order to earn the various levels depending on their skills.

Scouts must have completed their Rifle Merit Badge to participate in this program. Fee includes ammunition, targets, and highest certificate earned.

Required: Must have earned Rifle Merit Badge before arriving at camp

Difficulty: Increasingly difficult, but is self-paced

Shotgun Merit Badge – Cost is $30.00. Scouts will learn basic shotgun skills in classes and on the Trap range where they will learn to shoot clay birds. They will be taught to safely handle, shoot, and maintain a 20 or 12-gauge shotgun. This class is taught by NRA Instructors. There is no specific age for a Scout to be able to take the Shotgun Merit Badge, however, the Scout must be physically able to handle the weight and recoil of a shotgun for a minimum of 50 shots.

Age: Meet ability requirements

Difficulty: Moderate to Hard

NO PERSONAL FIREARMS OR AMMUNITION ARE TO BE BROUGHT TO CAMP

Handicraft

Most Merit Badges will require you to purchase a kit from the Trading Post to complete and the costs range 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.

Art - Scouts will learn to tell a story using pictures as well as draw an object using a variety of mediums.

Requirement #4 may not be completed

Age: All ages

Difficulty: Moderate

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

Chess – A merit badge that challenges you both mentally and strategically. If you are a Grand master or new to the game Chess Merit Badge is one that you will be able to learn and enjoy in the course of you week at camp.

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

Age: All ages  
Difficulty: Easy

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

Age: All ages  
Difficulty: Moderate

**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

**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 perquisite.

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

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**Trail to Eagle**

**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
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

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

Field Sports

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

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

Geocaching – Scouts will learn about GPS Units and 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

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
**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

**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

*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 Form

Name __________________________  Troop # ______
Council _________________________

If you're planning to take any of the following courses, check the blank, but do not fill-out the schedule boxes:

- BSA Lifeguard _____
- Jimmie Dyess First-Year Scout Program ______
- KSR Jet-Ski/Aquatics High Adventure ______

<table>
<thead>
<tr>
<th>Monday-Friday</th>
<th>First Choice</th>
<th>Back-up Choice</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9:45</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11:00</td>
<td></td>
<td></td>
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<tr>
<td>2:00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3:15</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twilight Merit Badge</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Merit Badge registration is due by Sunday, June 2nd, 2019

Additional Charges are required for the following programs:

<table>
<thead>
<tr>
<th>Program</th>
<th>Charge</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archery</td>
<td>$10</td>
</tr>
<tr>
<td>Shotgun</td>
<td>$30</td>
</tr>
<tr>
<td>Rifle</td>
<td>$20</td>
</tr>
<tr>
<td>Motor Boating</td>
<td>$25</td>
</tr>
<tr>
<td>PWC Adventure</td>
<td>$100</td>
</tr>
<tr>
<td>Off Camp Adventures</td>
<td>$24-$50</td>
</tr>
<tr>
<td>Water Sports</td>
<td>$40</td>
</tr>
<tr>
<td>Handicraft (Leatherwork, Indian Lore, etc.)</td>
<td>$10-$20</td>
</tr>
<tr>
<td>Space Exploration</td>
<td>$12</td>
</tr>
</tbody>
</table>
Parent/Guardian Permission Form for Participation in the Pistol Safety and Marksmanship Program

The Knox Scout Reservation, Georgia-Carolina Council, is conducting a Scouting Pistol Safety and Marksmanship program. Scouts will be instructed how to handle, maintain, and shoot a pistol safely and be provided instruction to increase their marksmanship skills. Scouts will have both classroom and range instruction in which they will fire a .22 caliber pistol under the direct supervision of a trained NRA Range Safety Officer and NRA certified pistol instructors. Scouts will be required to wear eye and ear protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and pistol instructor(s).

I, the undersigned, give my child ________________________________, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity. I understand that participation in the activity is entirely voluntary and requires participants to abide by all rules and standards of conduct. I release the Boy Scouts of America, the Georgia-Carolina Council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation.

For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed due to behavioral problems.

1. Complete the First Steps Class taught at Knox Scout Reservation.
2. Wear all safety gear at all times while on the range.
3. Follow all safety rules provided in the training class.
4. Follow the instructions of the Range Safety Officer(s) and the pistol instructor(s).
5. Do not handle any pistols until instructed to do so by the pistol instructor(s).
6. Follow the instructions of the Range Safety Officer(s) at all times.
7. My child is 14, or he/she has completed 8th grade at the start of the class and will be in full compliance with all local, state and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant Signature________________________________________ Date ____________

Parent/Guardian Signature __________________________________________ Date ____________

Parent/Guardian Printed Name __________________________________________

Contact Phone Numbers: Home ________________________________ Mobile ______________________
SCOUT COWBOY ACTION SHOOTING PROGRAM PARTICIPATION AND HOLD HARMLESS AGREEMENT

The Georgia Carolina Council is conducting a Scout Cowboy Action Shooting program. In this program, Scouts will shoot a rifle, pistol, and shotgun under the supervision of an NRA Range Safety Officer and NRA certified instructors. Scouts will be required to wear eye protection and hearing protection at all times while on the range. Scouts are expected to abide by all safety rules and the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).

I, the undersigned, give my child, __________________________, permission to participate in this program. I understand that participation in the activity involves a certain degree of risk. I have carefully considered the risk involved and have given consent for my child to participate in the activity.

I understand that participation in the activity is entirely voluntary and requires participants to abide by the rules and standards of conduct. I release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all claims or liability arising out of this participation. For safety, my child and I agree that he/she will do the following or he/she will be removed from the program. I understand that any additional cost associated with participation in this program will not be refunded if my child is removed for not following the rules below.

1. Complete a range safety briefing.
2. Wear all safety gear at all times while on the range.
3. Follow all the safety rules provided in the briefing.
4. Follow the instructions of the Range Safety Officer(s) and rifle, pistol, and shotgun instructor(s).
5. Do not handle the firearms until instructed to do so by the instructor(s).
6. Is 14 years of age, or 13 and has completed the eighth grade, as of the start of the class and will be in full compliance with all local, state, and federal guidelines, including age restrictions and original equipment manufacturer standards.

Participant signature_________________________________________ Date: ________

Parent/guardian signature_________________________________________ Date: ________

Parent/guardian printed name_______________________________________ Date: ________

Home phone _______________________________Cell phone ___________________________
Robert E. Knox Scout Reservation
Georgia-Carolina Council, 93

We look forward to seeing you in 2020!