



Scout Reservation

Georgia-Carolina Council, BSA

Your Scouting Adventure Awaits

Summer Camp | 2024

Leader's Guide





New Robert E. Knox Scout Reservation Entrance Sign
with Individual Signal Flags for K N O X
Completed by the Order of the Arrow Bob White Lodge 87

2024 Leader's Guide



Scout Reservation

1150 Fred R. Prater Pkwy.
Lincolnton, GA 30817

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Knox Scout Reservation Camp Director

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Knox Scout Reservation Camp Mail

Knox Scout Reservation

[Scout's Full Name]

Troop # [] / Week # []

1150 Fred R. Prater Pkwy.

Lincolnton, GA 30817



BOY SCOUTS OF AMERICA®
GEORGIA-CAROLINA COUNCIL



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Camp Director's Welcome Letter

Dear Scouts and Scout Leaders:

Thank you for choosing Robert E. Knox Scout Reservation (K.S.R.) for Summer Camp 2024! Located along the Savannah River and 71,000 acres of Clarks Hill Lake, K.S.R. offers a one-of-a-kind camping experience on 535-acres. Its seven miles of shoreline distinguishes it from other BSA camps in the Southern Region. It is for this reason and others, including its temperate climate (with cool nights!), exceptional staff, and innovative programs, that K.S.R. is a destination for so many Troops, Crews, and Ships.

I am excited to share with you the following new highlights for 2024:

New Programs. All program areas feature new merit badge bundles. We want you to make the most of your time, eliminating the need to travel across camp every 50 minutes with little time to change out of a bathing suit or delve into a merit badge class. Instead, use this time to take a deep dive into our programs and enjoy added perks!

First Year and Older Scout Programs. First year campers and older Scouts, we have not forgotten about you! In addition to opportunities to earn merit badges, Scouts in our Jimmie Dyess First Year Program will be guided through fundamental scout skills, working through many of the early rank requirements from Tenderfoot to First Class at a newly dedicated site on camp. In addition to program bundles, such as Trail to Eagle, older Scouts can participate in a number of advanced programs, including BSA Lifeguard, Advanced Shotgun, BSA Pistol Safety and Marksmanship, horseback riding, golf, Advanced Archery, Iron Scout competition, Survivor Island Wilderness Survival, and Advanced Water Sports.

Facilities. Over the past year, several new facilities have been built at K.S.R., including the Rodger W. Giles Dining Hall, Sewell Admin Center, Camp Office, Trading Post, and Medical Lodge. Scouts can now relax at meal-times in our newly constructed 6000 square-foot air-conditioned dining hall and look out at one of the best views of the lake on camp. Additional projects that are imminent include a new parade field for camp assembly (in front of the Rodger W. Giles Dining Hall), a new Ecology Program area with access to the lake for fishing and other activities, new training pavilions, a new mountain biking facility, and a pistol range. In short, we are investing in K.S.R. and we want you to be a part of it.

Afternoon Adventures. Our summer camp program offers more than just merit badges. We want Scouts to experience the best that Knox Scout Reservation has to offer. In the afternoons, Scouts can enjoy a range of activities and adventures, which include geocaching/orienteering, a high ropes course challenge, horseback riding, canoe and kayaking tours, and much more. Scouts can also use this time to participate in swimming activities; engage in one of our shooting sports programs; play disc golf (on our beautiful 9-hole course); go mountain biking; work on the BSA Stand Up Paddleboarding award; and earn one or more training certificates in any one of our advance programs.

Twilight Sessions and Adventures. We also have fun-filled adventures in the evenings. Many of our twilight activities, such as astronomy (and other twilight merit badges), STEM Nova award program, and BSA trivia night (with prizes!), offer Scouts exciting opportunities to experience the most of the camping experience at K.S.R.

Adult Leader Programs. Adult leaders, we have not forgotten about you! If training is what you seek, then you can earn any of the following certifications: IOLS certification, Safe Swim Defense, Safety Afloat, Leave No Trace Awareness, Paddle Craft Safety (Basic Canoe and Kayak), Swimming & Water Rescue, and much more. On the other hand, If you seek adventure, consider participating in our Scoutmaster Merit Badge Challenge or Scoutmaster Shoot—the latter, conducted immediately after the Wednesday night Scoutmaster dinner. During this time, Scoutmasters will be able to compete in all three shooting sports with the winner being awarded bragging rights and the possibility of earning a discipline specific patch. For those times that you need to decompress, you can relax in the scoutmaster lounge.

As you can see, we have been working hard to provide you and your Scouts a destination home with new engaging programs and support facilities. With over 15 years of summer camp staff experience and 40 years in the BSA, I can speak to the positive impact the summer camping experience has had on me. Now as the Knox Scout Reservation Camp Director, I am excited for Summer Camp 2024 at Knox Scout Reservation to do the same for you and your Scouts. On behalf of the Georgia-Carolina Council and our wonderful K.S.R. Staff, I look forward to forging new traditions together at Knox Scout Reservation for Summer Camp 2024. Please do not hesitate to contact me if you have any questions as you plan for summer camp in 2024. I also welcome all invitations and opportunities to share the latest camp promotional.

Yours in Scouting,
Jeremy Culler
Knox Scout Reservation Camp Director
Georgia-Carolina Council, BSA



Greetings from the Program Director

Dear Scouts and Scout Leaders:

We are excited to share the following new K.S.R. Summer Camp programming and programs (already in development a year in advance!):

- **A Comprehensive and Complementary Summer Camp Program Guide** (Available August 2023)
- **Tailored Programs for All Ages and Experiences** (Updated Programming and Program Areas for First-Year, Pre-First Class and Post-Second Class Scouts)
- **New Program Areas Engagements with Thematic Programs Based on New Merit Badge and Training Bundles** (further detailed in our Summer Camp Program Guide)
 - At Summer Camp 2024, we will inaugurate this new programming.
 - This programming is here to stay! Did not finish all merit badges from one or more program bundles? Then, come back the next year and complete them and work your way to earning all Program Area Bundle Patches!
- **Exciting Area Patches and Awards Earned Upon Completion of a Program Bundle**— Earn and Collect all Area Patches!
 - All Scouts who complete all Area Bundles will be featured on the Hall of Completion Plaque in the Dining Hall.
- **On-going Program Development Providing New and Exciting Programs Every Year**
- **Ample Open/Free Time to Explore K.S.R. and its Programs**

Yours in Scouting,

Richard Gruby
Knox Scout Reservation Program Director
Georgia-Carolina Council, BSA





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Our Mission and Commitment

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.

Our Commitment

We are committed to upholding the mission of the Boy Scouts of America and maintaining its traditions by delivering a safe, engaging, and memorable camping experience. We strive to develop a culture of inclusivity, offering programs that are open to all individuals regardless of sex, race, religion, color, age, disability, or national origin. We make every effort to deliver exceptional service and substantial nourishment. We aim to provide unforgettable experiences that reinforce a positive scouting experience for every Scout.

Knox Scout Reservation 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.*





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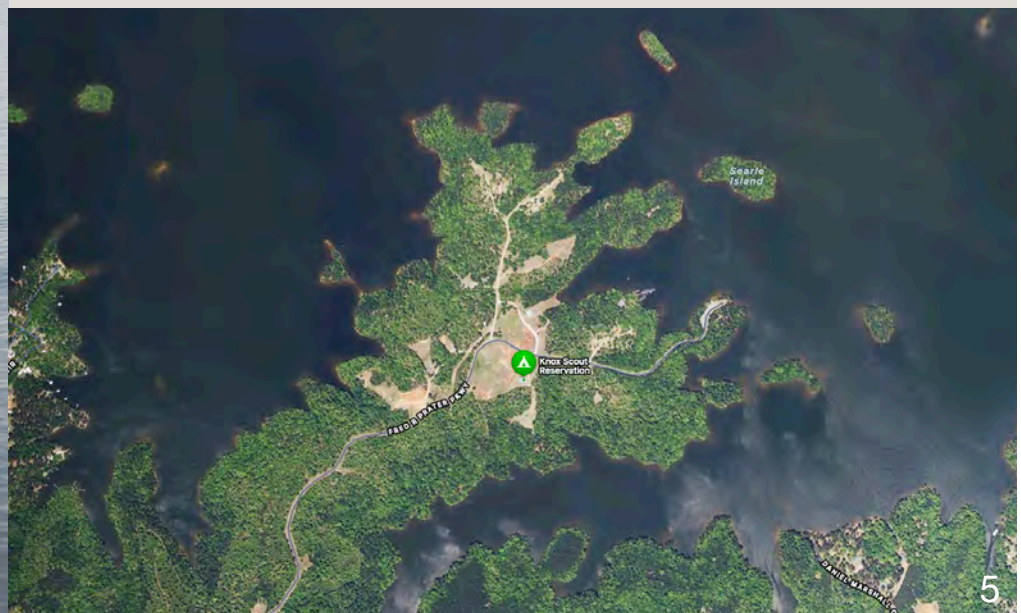
K.S.R. Overview and Highlights

Knox Scout Reservation Overview

The Robert E. Knox Scout Reservation (K.S.R.) is located near the Georgia-Carolina border, along the Savannah River and 71,000 acres of Clarks Hill Lake.

Distinguished by its 7 miles of shoreline, K.S.R. offers a one-of-a-kind camping experience on 535-acres. While many BSA camps have a lake on property, K.S.R. is a camp that branches outward into one of the largest lakes in Georgia and South Carolina: Clarks Hill Lake/Lake Strom Thurmond—a lake 39 miles in length with a shoreline of 1,200 miles. Situated in one of the most picturesque regions in Georgia, K.S.R. lies near the Sumter National Forest, Mistletoe State Park, Hampton Branch State Park, and Baker Creek State Park.

K.S.R. is a nationally accredited camp that undergoes reaccreditation each summer as required by the National Camp Accreditation Program (NCAP). As such, this distinction means that we value and implement NCAP standards in administration, health, programing, and safety. We understand that Scouts want to have fun in every facet of their summer camp experience and know





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K.S.R. Overview and Highlights

how to deliver such while maintaining the welfare and safety of each Scout.

Over the past years, K.S.R. has received several major updates, including new air-conditioned facilities such as the Rodger W. Giles Dining Hall, Sewell Admin Center, Trading Post, and Medical Lodge. Currently, several teams are implementing our council's camping and strategic plan with an aim to increase quality programming year round and install a number of new facilities and program areas—all this while preserving the splendid ecosystem at camp.



A young deer resting at K.S.R. (above) and an aerial view of main camp (below)



At a Glance



average
nighttime
temperature
in June



miles of
shoreline along
71,000 acres of
Clarks Hill Lake



residential
camping sites
divided into 3
campgrounds



large pavilions
equipped with
electric, fans,
and single
restrooms/ hot
showers
in each
campground



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K.S.R. Overview and Highlights

2024 Highlights

- ▶ New Air-conditioned Dining Hall and Kitchen Facility
- ▶ New Medical Lodge, Trading Post, and Admin Center
- ▶ Full Aquatics Program (with Canoeing, Kayaking, Paddleboarding, Small Boat Sailing, Swimming, and Water Sports)
- ▶ Aquatics Supervision Courses (Swimming & Water Rescue and Paddle Craft Safety) and BSA Lifeguard
- ▶ Cowboy-action, Advanced Shotgun Shooting, Pistol Shooting, and Advanced Archery
- ▶ Friday Morning Mile Swim in Clarks Hill Lake
- ▶ Mountain Biking through 6-miles of established trails
- ▶ Off-site Activities (High Ropes Course Challenge, Horseback, Golf, Riding, Kayaking, Canoeing, and Sailing)
- ▶ New Merit Badges in Ecology and Sciences on the Lake
- ▶ Geocaching (Main Camp and Island Caches) with Treasure Caches
- ▶ Wilderness Survival Overnighter on Survivor Island
- ▶ Iron Scout Competition
- ▶ Friday Afternoon Ultimate Camp Wide Challenge
- ▶ Afternoon Adventures (Ecology Adventures, Human Foosball, 9-square-in-the-air, Ga-Ga ball, Open Shooting Sports Activities, Free Swim and Aquatic Adventures, and Open Program Area Merit Badges)
- ▶ 9-Hole Camp Disc Golf Course
- ▶ Order of the Arrow Day with Fellowship Activities
- ▶ Adult Leader Programs (Golf, Scoutmaster's Challenge, Waterfront Activities, Scoutmaster Shoot, and Adult Training Courses, including Introduction to Outdoor Leadership Skills [IOLS]).
- ▶ Convenient Online Registration with Easy Blue Card Printing System



At a Glance



Merit badge offerings and advanced certifications



exceptional staff members hired and trained starting 10-months before camp



Certified National Camp School Directors who also earned the Eagle Scout Rank



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Camp Registration & Payment Information

Online Registration

Registration for Summer Camp in 2024 is now live on the Georgia-Carolina Council's Robert E. Knox Scout Reservation website at www.knoxsr.org.

Summer Camp Weeks

Week 1

June 9 - 15, 2024

Week 2

June 16 - 22, 2024

Campsite
selection is on
a first-come
first-served
basis.

Camp Fee Structure

Cost	Coverage
\$100	Initial Unit Registration Deposit (applied to total fee)
\$325	<i>Early Bird Period</i> base fee per Registered Youth Scout*
\$350	Base fee per Registered Youth Scout after <i>Early Bird Period</i> ends*
\$150	Base fee per Registered Adult
Free	1 free Registered Adult Pass with Units that register with at least 5 Registered Youth
\$75	Base fee for 1 additional Registered Adult for each additional 10 Registered Youth (starting at 15, and then 25, 35, 45, 55.)

* The base fee does not cover specific merit badge fees.

Note: Each unit must provide at least 2 Registered Adult leaders in camp each day. Unit registration applies to 3 or more Registered Scouts from one unit.





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Camp Registration & Payment Information

Provisional (Knox's Own) Option and Come Back Offer

Registration for Summer Camp in 2024 is now live on the Georgia-Carolina Council's Robert E. Knox Scout Reservation website at www.knoxsr.org.

Knox's Own Provisional Scout and Troop

Knox's Own Provisional Scouts attend camp without their registered unit. Instead, they join our very own K.S.R. Provisional Troop! Provisional Scouts must have previously attended a BSA Summer Camp. First Year Scouts are not allowed to attend K.S.R. as a Provisional Scout. In the event of low enrollment, Provisional Scouts may be placed with another Troop that is attending the same week. If you are comfortable with providing leadership to Provisional Scouts, please let the Camp Director know at Troop check-in.

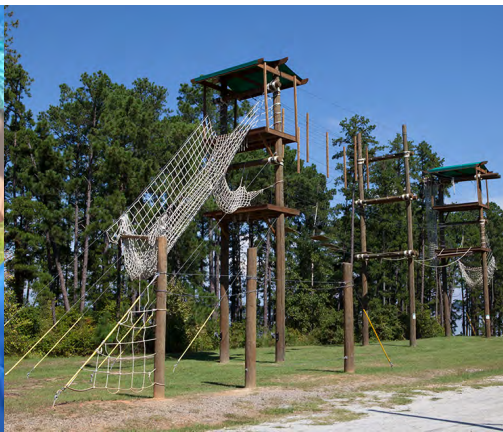
Come Back Offer

Did not finish everything that you began in week 1? Cannot get enough of K.S.R., its amazing programs, and the exceptional staff? Then *Come Back* for another awesome week of camp! For those who attend week 1 and return for week 2 as a Knox's Own Provisional Scout, get \$100 off of the base fee per Registered Youth Scout.

Camp Fee Structure

Cost	Coverage
\$325	<i>Early Bird Period</i> base fee per Registered Youth Scout* as a Knox's Own Provisional Scout
\$350	Base fee per Registered Youth Scout after <i>Early Bird Period</i> ends* as a Knox's Own Provisional Scout
\$250	Come Back as a Knox's Own Provisional Scout (must attend week 1 and come back for week 2 during the same summer for offer)

Special offer
for Scouts who
spend more
than 1 week at
K.S.R.





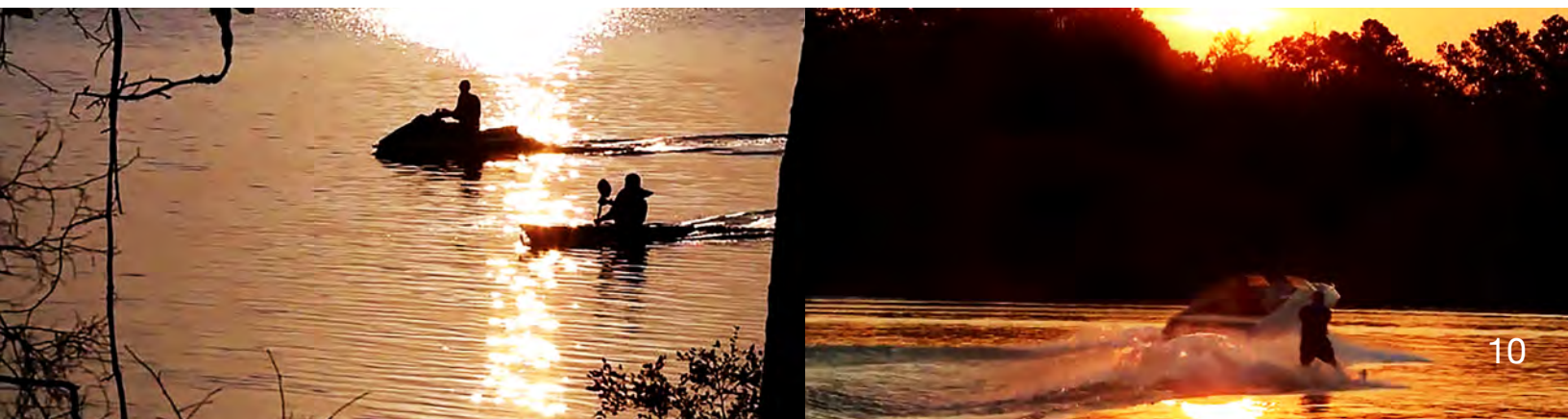
Rocks!

Camp Registration & Payment Information

Camp Fee Schedule

Date	Payment Due
December 15, 2023	<i>Early Bird Period Ends</i>
February 28, 2024	<i>1/3 per participant fee due</i>
March 1, 2024	Date that Merit Badge class selection opens. Only accounts that are up to date will be able to access the online merit badge selection.
March 28, 2024	Additional 1/3 per participant fee due
May 19, 2024	Balance Due
May 19, 2024	Last day that Camp fees, excluding deposit, are refundable
May 31, 2024	Merit Badge class selection closes at the end of the day.

Please visit the following link to reserve your week at Knox Scout Reservation:
www.knoxsr.org.





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Campsite Accommodations

Residential Campsites

Knox Scout Reservation hosts 16 residential camping sites, which are divided into 3 main campground hubs. Each campground hub includes a large pavilion equipped with lights, fans, a wash station, electricity, and single restrooms/bath houses with hot water. While we will do our best to honor campsite requests, we reserve the right to assign sites to divide bath house use accordingly and accommodate troop needs.

Accommodations

Units attending summer camp will be housed in either BSA wall tents or nylon dome tents. Each tent houses 2 people. We recommend that attendants bring a sleeping pad. Cots will be furnished. Tennis ball fittings must remain on the cot ends in the tent—in order to keep from ripping the tent fabric.

Alternatively, hammock camping is becoming more popular among Scouts. For this reason, we have equipped many campsite location with hammock pods capable of holding up to 8 hammocks at a time. (Please only use hammock straps and do not attach hammocks to structures other than the hammock pods.) While the camp does not provide hammocks to check out, we do sell hammocks at our camp's trading post!

Requests for electricity access (for CPAP machines) should be noted in the Tentaroo system when you complete your Initial Unit Registration and Deposit in the system. Should you need access to electricity, a 100 foot extension cord is often the minimum needed. K.S.R. does not supply extension cords. Batteries for CPAPs can be charged daily in the Scoutmaster's Lounge and Health Lodge.





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Campsite Accommodations

Knox Scout Reservation Campsites

Campsite Hub	Residential Camps
Yamasee Campgrounds	Apalachee, Catawba, Cherokee, Ocone, Shawnee, Westoe, and Yuchi
Dyess Campgrounds	Armadillo, Coyote, Fox Squirrel, and Osprey
Aquatics/Kiokee Campgrounds	Cedar, Dogwood, Live Oak, Loblolly, and Palmetto

Information for each campsite can be found at www.knoxsr.org.





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Camp Schedule

Day 1: Sunday

1:00 p.m. - 4:00 p.m.	Arrival and Check-in	Sewell Admin Center
5:00 p.m. - 5:30 p.m.	Troop Photographs	Dining Hall
5:30 p.m. - 5:50 p.m.	Assembly and Opening Flag Ceremony	Parade Field
6:00 p.m. - 6:45 p.m.	Dinner	Dining Hall
6:50 p.m. - 7:10 p.m.	Scouts Own Worship	Dining Hall
7:10 p.m. - 8:10 p.m.	Mandatory Safety Briefing (EAP, Aquatics, Shooting Sports, et al)	Dining Hall
8:15 p.m. - 9:00 p.m.	Opening Campfire Extravaganza	Amphitheater
9:15 p.m. - 10:00 p.m.	Meet the Staff Social and Cracker Barrel	Dining Hall
9:30 p.m.	Scoutmaster/Senior Patrol Leader Briefing	Dining Hall
11:00 p.m.	Taps/Lights Out/Quiet Time	Assigned Campsite

Days 2 - 5: Monday - Thursday

6:30 a.m. until complete	Knox Iron Scout	Sewell Admin Center
6:30 a.m. - 7:45 a.m.	Mile Swim Practice	Aquatics Program Area
6:30 a.m.	Reveille	Assigned Campsite
7:10 a.m. - 7:25 a.m.	Assembly, Flag Ceremony, Enrichments	Parade Field
7:30 a.m. - 8:15 a.m.	Breakfast	Dining Hall
8:30 a.m. - 9:00 a.m.	Scoutmaster Meeting	Dining Hall
8:30 a.m. - 9:20 a.m.	Merit Badge Session 1	Assigned Program Areas
9:30 a.m. - 10:20 a.m.	Merit Badge Session 2	Assigned Program Areas
10:30 a.m. - 11:20 a.m.	Merit Badge Session 3	Assigned Program Areas
11:30 a.m. - 12:20 p.m.	Merit Badge Session 4	Assigned Program Areas
12:30 p.m. - 1:15 p.m.	Lunch	Dining Hall
1:00 p.m. - 1:15 p.m.	SPL Meeting at Dining Hall	Dining Hall
1:30 p.m. - 2:20 p.m.	Merit Badge Session 5 (Monday-Thursday)	Assigned Program Areas
2:30 p.m. - 3:20 p.m.	Merit Badge Session 6 (Monday-Thursday)	Assigned Program Areas
3:30 p.m. - 5:30 p.m.	Afternoon Adventures and Free Time	
6:00 p.m. - 6:15 p.m.	Assembly, Flag Ceremony, Safety Measure	Parade Field
6:20 p.m. - 7:20 p.m.	Dinner	Dining Hall
7:30 p.m. - 8:30 p.m.	Twilight Session (Mon.-Thurs.)*	Assigned Program Areas
8:30 p.m. - 9:15 p.m.	Camp-wide Activities	Assigned Areas



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Camp Schedule

11:00 p.m.	Taps/Lights Out/Quiet Time	Assigned Campsite
Day 6: Friday		
6:30 a.m.	Reveille	Assigned Campsite
6:30 a.m. until complete	Mile Swim (if Qualified)	Aquatics Program Area
7:10 a.m. - 7:25 a.m.	Assembly, Flag Ceremony, Enrichments	Parade Field
7:30 a.m. - 8:15 a.m.	Breakfast	Dining Hall
8:30 a.m. - 9:00 a.m.	Scoutmaster Meeting	Dining Hall
8:30 a.m. - 9:20 a.m.	Merit Badge Session 1	Assigned Program Areas
9:30 a.m. - 10:20 a.m.	Merit Badge Session 2	Assigned Program Areas
10:30 a.m. - 11:20 a.m.	Merit Badge Session 3	Assigned Program Areas
11:30 a.m. - 12:20 p.m.	Merit Badge Session 4	Assigned Program Areas
2:00 p.m. - 5:00 p.m.	Ultimate Camp-wide Challenge	Parade Field
5:00 p.m. - 7:30 p.m.	Family Arrival (Parking Lot Check-in)	Knox Parking Lot
6:00 p.m. - 6:15 p.m.	Assembly, Flag Ceremony, Safety Measure	Parade Field
6:20 p.m. - 7:20 p.m.	Dinner (Food Vouchers Available for Purchase)	Dining Hall
8:00 p.m. - 9:00 p.m.	Closing Campfire Extravaganza and Awards	Amphitheater
11:00 p.m.	Taps/Lights Out/Quiet Time	Assigned Campsite
Day 7: Saturday		
6:30 a.m.	Reveille	Assigned Campsite
7:10 a.m. - 7:25 a.m.	Assembly, Flag Ceremony, Enrichments	Parade Field
7:30 a.m. - 8:15 a.m.	Breakfast	Dining Hall
8:30 a.m.	Campsite Clean-up	Assigned Campsite
9:00 a.m. - 11:30 a.m.	Check-out	Sewell Admin Center

* Twilight sessions are not included in all program areas (such as Shooting Sports) and only include certain merit badges. See the Program Guide for more.

Note: official schedule available at check-in. K.S.R. administration reserves the right to change this schedule.

See the next
page for
check-in and
check-out
procedures



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Check-in/out Procedures

Day 1: Sunday Check-in Procedures

Troops should plan to arrive at Robert E. Knox Scout Reservation between 1:00 p.m. - 4:00 p.m. Once your Troop arrives, you will be directed to the parking lot and greeted by your Camp Staff Guide, who will help you and your Scouts through the following checking-in procedures (two-deep leadership must be adhered to at all times):

- One designated adult leader will be directed to the Camp Office/Registration Check Point at the Sewell Admin Center to complete an administrative check-in. A Camp Staff member will confirm the final roster (i.e., the number and names of youth and adults attending summer camp) and collect Pre-Camp Health Status questionnaires. Once the final roster is complete, the Camp Medical Officer will review medical forms and medications with the designated adult leader.
- Once the administrative check-in is completed, your Camp Staff guide, youth Scouts, and all registered adult leaders will proceed to their assigned campsite and begin the Camp Tour.
- At the assigned campsite, the Staff Guide will complete the pre-camp inspection of the tents, pavilion, and bathrooms/bath house with two of the registered adult leaders.
- At the campsite, all Scouts and leaders should change into their swimsuit and pack water and a towel before leaving for the mandatory Camp Tour.
- The mandatory Camp Tour includes visits to all program areas, a dining hall orientation, and a swim check at the Waterfront.
- Troop photographs will be taken at the Dining Hall from 5:00 p.m. - 5:30 p.m. Please be dressed in the BSA Field Uniform.

Knox's Own Provisional Scouts:

- ◆ Provisional Scouts should plan to arrive between 1:00 p.m. - 4:00 p.m. and a Camp Staff Guide will help you get you checked-in at the Sewell Admin Center. Please plan on having swimsuits and towel readily accessible for swim checks.

Day 6/Day 7: Check-out Procedures

Some local units may elect to leave camp after the Friday evening Campfire, while others will choose to leave the next morning. All units will need to schedule a check-out time with the Camp Administration at the Sewell Admin Center. Sites and equipment will be inspected by the Camp Commissioner and/or Ranger. All inspection reports will be filed at the Sewell Admin Center. See *Equipment Disclaimer* on page 54 of this guide. An adult leader can report to the Medical Lodge at the Sewell Center to pick-up all medical forms. Any medical forms left may be shredded at 12:00 p.m. on the day of departure.

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



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Merit Badge Overview of Schedule

Merit Badge Overview of Schedule

We value your feedback and listened! Our new Camp Schedule and Programs are designed with your feedback in mind. First, all program areas feature new merit badge bundles. We want you to make the most of your time, eliminating the need to travel across camp every 50 minutes with little time to change out of a bathing suit or delve into a merit badge class. Instead, use this time to take a deep dive into our programs and enjoy added perks! **Note that we will provide details about our new program bundles in our separate complementary Summer Camp Program Guide.**

Second, we added adventure time after 3:30 p.m. for individual exploration and free time to explore the best that K.S.R. and its staff have to offer. In preparation, please check the merit badge Prerequisite requirements (that cannot be completed at camp), which can be viewed the next section of the Leader's Guide. For those Scouts who complete Prerequisites prior to camp, please fill out the Prerequisite Form in the Appendix section and submit it during your Troop's initial check-in at the Sewell Admin Center on Sunday. Those Scouts who do not complete Prerequisites will receive a Partial Merit Badge Form. Any partials will be recorded in the completion reports that Unit Leaders will receive at the end of the week.

Each merit badge session will include a 50-minute time block per day with a 10-minute break in between classes. Some merit badge classes and training courses may have exceptions as they are taught during the duration of two or three class blocks. The merit badge bundle schedule will be released by February 1st, 2024. Merit badge registration will begin on March 1, 2024 via the Tentaroo system (accessible at www.knoxsr.org).

Merit Badge Sessions

Days 2 - 5: Monday - Thursday		
8:30 a.m. - 9:20 a.m.	Merit Badge Session 1	Assigned Program Areas
9:30 a.m. - 10:20 a.m.	Merit Badge Session 2	Assigned Program Areas
10:30 a.m. - 11:20 a.m.	Merit Badge Session 3	Assigned Program Areas
11:30 a.m. - 12:20 p.m.	Merit Badge Session 4	Assigned Program Areas
1:30 p.m. - 2:20 p.m.	Merit Badge Session 5 (Monday-Thursday)	Assigned Program Areas
2:30 p.m. - 3:20 p.m.	Merit Badge Session 6 (Monday-Thursday)	Assigned Program Areas
7:30 p.m. - 8:30 p.m.	Twilight Session (Monday-Thursday)*	Assigned Program Areas
Day 6: Friday		
8:30 a.m. - 9:20 a.m.	Merit Badge Session 1	Assigned Program Areas
9:30 a.m. - 10:20 a.m.	Merit Badge Session 2	Assigned Program Areas
10:30 a.m. - 11:20 a.m.	Merit Badge Session 3	Assigned Program Areas
11:30 a.m. - 12:20 p.m.	Merit Badge Session 4	Assigned Program Areas

* Twilight sessions are not included in all program areas (such as Shooting Sport) and only include certain merit badges. See the Program Guide for more.



Rocks!

Program Areas, Merit Badges, Certifications

K.S.R. Program Areas

Aquatics



Canoeing: Anyone can enjoy their time in a canoe once they understand the techniques. This merit badge covers the mechanics of canoeing. Scouts should bring a swimsuit and a towel to each session.

Requirement: Scouts must Pass Swimmer's Test.

Age: Not recommended for younger Scouts

Difficulty: Moderate



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

Requirement: Scouts must Pass Swimmer's Test.

Age: All ages

Difficulty: Moderate



Lifesaving: This is a challenging merit badge that requires physical strength, stamina, and decision-making. Participants must bring long pants, a long sleeve button down shirt, and shoes that can get wet.

Requirement: Scouts must Pass Swimmer's Test and have completed Swimming Merit badge.

Age: Recommended Age is 12

Difficulty: Difficult



Motorboating: Motorboating is a fun merit badge in which Scouts review safety operations and first-aid; learn about types of motors and how to maintain them; and demonstrate proper boat-handling procedures and skills.

Requirement: Scouts must Pass Swimmer's Test.

Prerequisite: Boater education course via <https://gadnrle.org/boating-education>. Youth (12-18) must provide proof of a boater's education completion and bring a copy of the certificate to camp.

Age: 12 and older

Fee: \$25 fuel surcharge

Difficulty: Moderate



Rocks!

Program Areas, Merit Badges, Certifications



Rowing: Rowing has long been recognized as a great way to develop strength and muscle tone. This merit badge will teach the proper techniques and safety procedures for this sport. Scouts should bring a swimsuit and a towel for this class.

Requirement: Scouts must Pass Swimmer's Test.

Age: Not recommended for younger Scouts

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 on Lake Clarks Hill!

Requirement: Scouts must Pass Swimmer's Test.

Age: All ages

Difficulty: Moderate



Swimming: Swimming is one of the Eagle-required merit badges that Scouts need to earn. Participants should bring shoes, socks, swimsuits, long pants, belt, and a long-sleeved shirt that can get wet. Scouts should also bring their swimsuit and a towel to every class.

Requirement: 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!

Requirement: Scouts must Pass Swimmer's Test.

Fee: \$40 fuel surcharge

Age: All ages

Difficulty: Moderate



Rocks!

Program Areas, Merit Badges, Certifications



BSA Lifeguard: This is a rigorous program that certifies a Scout to be a BSA 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 written work is required. This program is recommended only for older Scouts and strong swimmers.

Requirement 1: Scouts must Pass Swimmer's Test.

Requirement 2: 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.

Age: Required Age 15 (open to Adult leaders)

Difficulty: Difficult



Aquatics Supervision: Swimming & Water Rescue: Training for BSA Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training.

Requirement: Scouts must Pass Swimmer's Test.

Age: Required Age 15 (open to Adult leaders)

Difficulty: Difficult



Aquatics Supervision: Paddle Craft Safety (Basic Canoe/Kayak): BSA Paddle Craft Safety expands Safety Afloat training to include the skills and knowledge needed for a unit leader to supervise canoeing or kayaking excursions confidently on flat water.

Requirement: Scouts must Pass Swimmer's Test.

Age: Required Age 15 (open to Adult leaders)

Difficulty: Difficult



Scoutcraft/Outdoor Skills



Camping: Participants are expected to plan a campout and show that they are packed and ready to go on a camping trip. A scout's week at K.S.R. does count towards the 20 days and nights of camping.

Prerequisite: Camping requirement 9 cannot be completed at camp.

Age: All ages

Difficulty: Moderate



Cooking: This badge will teach a Scout to plan, prepare, and cook meals while camping.

Prerequisite: Requirement 4 will not be completed at camp.

Age: Recommended age 12 and older

Difficulty: Easy to Moderate



Orienteering: Scouts will learn to use a map and compass, plan an orienteering course, and compete with other scouts in a course at camp. Scouts will also teach members of their troop about orienteering.

Age: All ages

Difficulty: Moderate



Pioneering: This merit badge will teach Scouts how to use rope and spars to build useful structures such as bridges or tables. Scouts will also learn advanced knots and how to make rope.

Prerequisite: Before camp, scouts should practice the knots for Requirement 3.

Age: Recommended age 12 and older

Difficulty: Difficult



Rocks!

Program Areas, Merit Badges, Certifications



Scouting Heritage: Take a trip back in time to learn about the history of the Scouting Movement. This class will discuss the founders of the Scouting Movement, principle values, and more!

Requirement: Requirements 4, 6, 8 will not be completed during the 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.

Prerequisite: Requirement 5 must be completed prior to camp.

Age: Recommended 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, including modern cryptology, Morse Code, and semaphore.

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



Rocks!

Program Areas, Merit Badges, Certifications

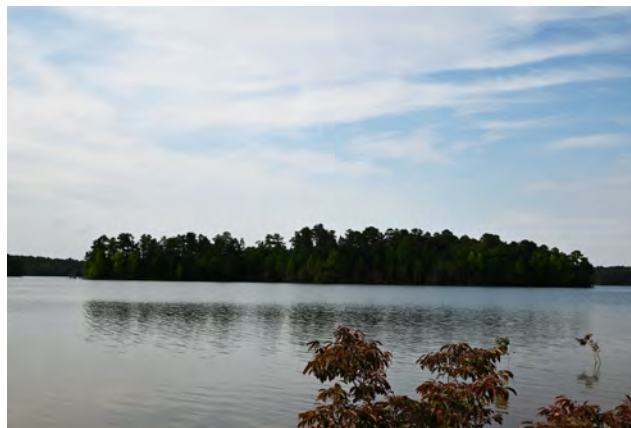


Wilderness Survival: Learn how to survive in several different survival situations. Learn how to prioritize, keep warm, signal for help, and find safe drinking water. We strongly recommend scouts earn camping merit badge before attempting this badge. The highlight will be an overnight on Survivor Island.

Requirement: Scout should bring their survival kit (Requirement #5) to camp.

Age: Not recommended for younger Scouts

Difficulty: Moderate



Scoutcraft Program Activities and Area



Rocks!

Program Areas, Merit Badges, Certifications

Ecology and Science



Astronomy: Scouts will learn about constellations, planetary bodies, and (basic) way finding using the stars.

Prerequisite: 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. During the course, Scouts will develop a journal for effective bird study.

Prerequisite: Requirements 5 & 6 will take more time than camp will allow.

Requirement: Scout should bring binoculars and a journal to camp.

Age: Recommended age 12 and older

Difficulty: Moderate



Chemistry: This merit badge explores how substances react with each other and why. During the sessions, Scouts will learn about safety equipment in a chemistry lab, construct a cartesian diver, and more.

Age: Recommended age 13 and older

Difficulty: Moderate



Electricity: Scouts will learn how we generate, transmit, and use electricity.

Prerequisite: Requirements 2, 8, and 9A must be completed at home.

Class taught Tues./Thurs. 7:30 p.m. - 8:30 pm.

Age: Recommended age 13 and older

Difficulty: Moderate



Rocks!

Program Areas, Merit Badges, Certifications



Energy: Scouts will be able to identify how energy works in appliances, gadgets, and systems. They will understand trade-offs when dealing with conservation.

Requirement: Requirement 4 must be completed at home.

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: Requirement # 9 may not be completed at camp.

Age: All ages

Difficulty: Relaxing



Environmental Science: Scouts will learn about ecosystems and how animals and plants play an equal role in maintaining the delicate balance of nature. Scouts will also conduct experiments to demonstrate how the removal of vegetation affects water runoff as well as others.

Requirement: Scout should bring paper and pencil to camp.

Age: Recommended age 12 and older

Difficulty: Very Difficult



Fish and Wildlife Management: Scouts will learn about conservation techniques for natural resources, such as responsible use of land and protection of wildlife. This merit badge 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



Rocks!

Program Areas, Merit Badges, Certifications



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

Age: All ages

Difficulty: Moderate



Nature: Scouts 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 learn about volcanoes, fossils, rocks, and minerals 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. 7:30 p.m. - 8:30 pm.

Age: Recommended age 13 and older

Difficulty: Moderate



Rocks!

Program Areas, Merit Badges, Certifications



Pulp and Paper: This merit badge will cover the history of paper-making, 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.

Requirement: Scout should bring long pants and closed-toed shoes to camp.

Age: 14 and older (The age limit is based on lumber mill rules.)

Difficulty: Moderate



Reptile and Amphibian Study: This merit badge 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 1: Requirement 8 must be completed outside of camp.

Requirement 2: Scout should bring colored pencils to camp.

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. Scouts 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: Scouts will learn about rocket engines, how to build a model rocket, and how satellites orbit. They will have an opportunity to build, launch, and recover a model rocket. The class also involves designing an unmanned space mission and a manned base on another planet.

Requirement: Cost \$8-\$15, depending on model rocket style purchased

Age: All ages

Difficulty: Moderate



Rocks!

Program Areas, Merit Badges, Certifications

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 are under the guidance of a BSA National Camp School Shooting Sports Director.

Any adult leader, staff member, Scout who is not registered for a shooting sports merit badge program or advanced shotgun may purchase tickets to shoot rifle or shotgun during free time at the rifle range or shotgun field. Archery shooting during free time is at no charge. There are no twilight sessions in the Shooting Sports program area.

It is mandatory that free time participants show proof of attendance of the initial safety brief with the designated wrist band.

* No personal bows, arrows, firearms, or ammunition are to be brought to camp.



Archery: Scouts will receive instruction in class and on the range. This will include safety instructions, types of equipment, and construction of archery equipment. Scouts must also shoot a minimum score to qualify for their merit badge.

Fee: \$15

Restrictions: Restricted to 10 Scouts per session

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

Difficulty: Moderate



Rocks!

Program Areas, Merit Badges, Certifications



Rifle Shooting: 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.

Fee: \$30

Restrictions: Restricted to 12 Scouts per session

Age: Scouts BSA

Difficulty: Moderate



Shotgun Shooting: Scouts will learn basic shotgun skills in classes and on the trap field, where they will learn to shoot clay targets. 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 requirement 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.

Fee: \$40

Restrictions: Restricted to 6 Scouts per session

Age: Scouts BSA and meet ability requirements stated above

Difficulty: Moderate to Difficult





Rocks!

Program Areas, Merit Badges, Certifications

Advanced Level Courses



Advanced Archery: Scouts who have earned their Archery Merit Badge are eligible to participate in this program, which includes a walking course that emphasizes skill, technique, and marksmanship. Scouts will acquire a variety of targets on the course and engage them from a variety of distances.

Prerequisite: Scouts must have earned Archery Merit Badge.

Fee: \$10

Age: Meet ability requirements stated above	Difficulty: Challenging
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Advanced Shotgun: This activity is for Scouts who really enjoy shotgun shooting. Scouts who have already earned their Shotgun Merit Badge will be able to participate in the NRA Marksmanship Qualification Program. This is a self-paced program that will allow Scouts to focus on shooting clay targets, achieving increasingly difficult levels. Scouts may continue to participate in this program on their own after summer camp. This activity requires Scouts to be able to shoot a shotgun throughout the week.

Prerequisite: Scouts must have earned Shotgun Shooting Merit Badge.

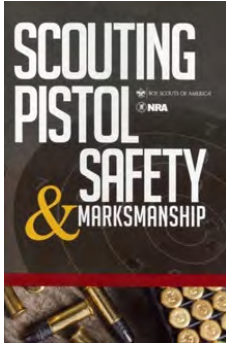
Fee: \$40

Age: Meet ability requirements stated above	Difficulty: Moderate to Difficult
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Rocks!

Program Areas, Merit Badges, Certifications



BSA Pistol Safety and Marksmanship: 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 NRA and BSA Certified Pistol Instructors. Class size is deliberately kept small. At this 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.

Prerequisite 1: Scouts must have earned either Rifle Shooting or Shotgun Shooting Merit Badge.

Prerequisite 2: This course requires parental/guardian permission in writing prior to the start of camp. The Permission Slip is included in the appendix section of this Leader's Guide.

Fee: \$30

Age: Scouts must be 14 years old or 13 and have completed 8th grade

Difficulty: Moderate





Rocks!

Program Areas, Merit Badges, Certifications

Handicraft

Most Handicraft Merit Badges will require the purchase of a kit from the Trading Post to complete. Kit costs range from \$5.00 to \$25.00. While most Handicraft Merit Badges can be completed at camp, please be prepared to purchase a kit for each Merit Badge.



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

Requirement: Requirement #4 may not be completed at camp.

Age: All ages

Difficulty: Moderate



Basketry: Scouts will learn about the glorious world of basketry, including different types of weaves and baskets. Scouts will purchase, create, and take home two baskets, in addition to weaving a stool.

Fee: ranges from \$15 - \$20

Age: All ages

Difficulty: Moderate



Chess: This merit badge challenges Scouts to exercise their critical thinking and strategy skills. In addition to learning about the history of chess, Scouts will learn about game play, strategy, and tactics. Scouts will demonstrate their skills by playing chess.

Age: All ages

Difficulty: Moderate



Indian Lore: Scouts will learn about Native American art, culture, and heritage. They will also have the chance to identify the different American Indian cultural areas address makes them each unique.

Age: All ages

Difficulty: Moderate



Rocks!

Program Areas, Merit Badges, Certifications



Leatherwork: Scouts will learn the following: where leather comes from; how it is used; how to tan, cure, and finish; and how to take care of different types of leather products. Scouts will also get an opportunity to create their own leather souvenir.

Fee: ranges from \$15 - \$20, depending on the project kit

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 and a special-effects model of a fantasy spacecraft. They will also learn about career opportunities where these skills are used.

Prerequisite: Scouts should try to complete requirements 4 and 5 prior to camp. However, it is not a mandatory prerequisite.

Fee: TBA

Age: All ages

Difficulty: Moderate



Woodcarving: Scouts will learn the best wood to carve, the tools to use, and how to carve correctly. Scouts will then plan and carve two projects to take home.

Fee: ranges from \$5 - \$10, depending on the project kit

Age: All ages

Difficulty: Moderate



Rocks!

Program Areas, Merit Badges, Certifications

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.

Prerequisite: Requirements 3, 5, and 7 should be completed prior to camp and brought for approval.

Age: 12 and older

Difficulty: Difficult



Citizenship in the Nation: Scouts will learn about the rights and responsibilities of being a citizen in the United States. They will also dig deeper into the founding documents, such as the Bill of Rights and the Constitution, and learn about some famous speeches and historical sites.

Prerequisite: Participants should bring the contact information for their US Senators and Congressman with them to camp. For Requirement 8, Scouts must complete either 2a, 2b or 2c at home.

Age: 12 and older

Difficulty: Difficult



Citizenship in the World: Scouts will discover how different countries interact and impact our world. One of the goals is to understand and appreciate the values, traditions, and concerns of people in other countries..

Prerequisite: 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



Rocks!

Program Areas, Merit Badges, Certifications



Communication: During this session, Scouts will participate in several written and oral activities designed to strengthen their communication skills.

Prerequisite: Requirements 5, 7, and 8 must be completed prior to camp.

Age: 12 and older

Difficulty: Difficult



Emergency Preparedness: Scouts will learn to take care of themselves, their families, and complete strangers in case of emergencies.

Prerequisite 1: 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.

Prerequisite 2: Scouts must have earned the First Aid Merit Badge.

Prerequisite 3: Requirements 2c, 6b & 6c must be completed prior to camp.

Age: 13 and older

Difficulty: Difficult



First Aid: Scouts will be instructed in basic first-aid. They will cover identification of injuries and then treatments, such as splinting, bandaging, and basic CPR.

Prerequisite 1: Scouts should have basic knowledge of First Aid and have completed most requirements for Tenderfoot through First Class.

Prerequisite 2: Requirements 1 and 2b should be completed prior to camp and brought for approval.

Age: 12 and older

Difficulty: Difficult



Rocks!

Program Areas, Merit Badges, Certifications

Field Sports



Athletics: Being involved in athletics is not only a way to have fun, but also 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.

Requirement: 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.

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 K.S.R.

Age: All ages

Difficulty: Moderate to Difficult



Rocks!

Program Areas, Merit Badges, Certifications



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: Requirement 7 will take 12 weeks to complete after camp.

Age: All ages

Difficulty: Moderate



Sports: Scouts will learn how to train for sports. During the course, Scouts must qualify in the 50-yard dash, standing long jump, and other track and field events based on their weight. Physical strength and stamina required.

Prerequisite: Requirement 1 should be completed prior to camp.

Age: All ages

Difficulty: Moderate to Difficult





Rocks!

Jimmie Dyess First Year Program

Jimmie Dyess First Year Program

Marine Corps Lieutenant Colonel James “Jimmie” Dyess was awarded the Congressional Medal of Honor for his actions during World War II. Dyess is one of only nine known Eagle Scouts who received the Congressional Medal of Honor. He is also the only American to receive both the Carnegie Medal for civilian heroism and the Congressional Medal of Honor. In 1929, he had been awarded the Carnegie Medal for saving two swimmers in 1928, off the coast of Charleston, South Carolina.

Our Jimmie Dyess First Year Program, which honors Lieutenant Colonel Dyess, is designed to introduce Scouts to basic scouting skills covered in the pre-First Class requirements (starting with the Tenderfoot rank). Throughout the week, Scouts will make their own toggle ropes; learn the seven essential knots and their applications; work on lashing and pioneering applications; develop fire building and camping skills; practice first aid and cooking; and earn their Firem’n Chit and Totin’ Chip.

This exciting Program is geared toward Scouts who are attending camp for the first time; but, the Program is not limited to first-time campers. Participants in this program will need to bring the following items: a day pack, ground cloth, sleeping bag, lightweight tent, Scout knife, compass, homemade first aid kit, and canteen or water bottle.

Our K.S.R. Staff is committed to delivering an engaging and exciting first year experience. We also aim to make this Program fun, experiential, and memorable!

New Jimmie Dyess First Year Award and Completion Pin

All Scouts in the Jimmie Dyess First Year Program will receive a special participation patch to be worn during the week. Upon completion of the Program, Scouts will be recognized at the Friday Night Campfire extravaganza with a special pin—one that can be added to a dedicated section on the patch.

The only way to earn this coveted award is to complete the Program. Any Scout who completes this Program and returns for Summer Camp 2025 at K.S.R. will receive a second unique pin, and so on and so forth.



Rocks!

Special Program and Afternoon Adventures

Special Program and Afternoon Adventures

The following are some of the special programs and afternoon adventures offered in the evenings during Summer Camp*:



Mile Swim: Scouts and Adults are welcome to participate in the ultimate test of physical fitness and swimming ability in the BSA. This program will work up to the mile by building endurance through supervised training sessions throughout the week. Scouts and Scouters that earn the mile swim at Knox Scout Reservation wear their award with pride.

Time: Monday-Thursday mornings, 6:30 a.m. - 7:45 a.m.

Age: All ages

Difficulty: Moderate to Difficult



BSA Lifeguard: BSA Lifeguard is a rigorous program that certifies a Scout to be a Lifeguard in the BSA. Scouts are required to spend several hours a day (between 10:00 a.m. 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.

Requirement 1: Scouts must Pass Swimmer's Test.

Requirement 2: 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.

Age: Required Age 15 (open to Adult leaders)

Difficulty: Difficult

* See the Program Guide for a more comprehensive list.



Rocks!

Special Program and Afternoon Adventures



Iron Scout Competition: This is a triathlon competition available to Scouts and their 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 (CDM). 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.

Time: Monday-Thursday mornings, starting at 6:30 a.m. until complete

Age: All ages

Difficulty: Moderate to Difficult



Survivor Island: Wilderness Survival: We have taken the Wilderness Survival Merit Badge to a whole new level. Your survivor experience begins with a "shipwreck" on an island. Survivors will test their survival techniques as they compete with each other for resources using Scouting skills. Note that all scouts will be afforded necessary comfort items.

Time: Thursday evening, starting at 7:30 p.m.

Requirement 1: Scouts must Pass Swimmer's Test.

Age: Recommended Age 14 (open to Adult leaders)

Difficulty: Moderate to Difficult





Rocks!

Special Program and Afternoon Adventure



Advanced Archery: Scouts who have earned their Archery Merit Badge are eligible to participate in this program, which includes a walking course that emphasizes skill, technique, and marksmanship. Scouts will acquire a variety of targets on the course and engage them from a variety of distances.

Prerequisite: Scouts must have earned Archery Merit Badge.

Fee: \$10

Age: Meet ability requirements stated above

Difficulty: Challenging



Advanced Shotgun: This activity is for Scouts who really enjoy shotgun shooting. Scouts who have already earned their Shotgun Merit Badge will be able to participate in the NRA Marksmanship Qualification Program. This is a self-paced program that will allow Scouts to focus on shooting clay targets, achieving increasingly difficult levels. Scouts may continue to participate in this program on their own after summer camp. This activity requires Scouts to be able to shoot a shotgun throughout the week.

Prerequisite: Scouts must have earned Shotgun Shooting Merit Badge.

Fee: \$40

Age: Meet ability requirements stated above

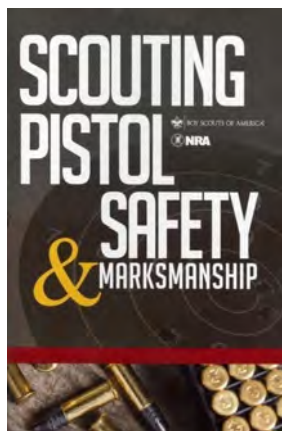
Difficulty: Moderate to Difficult





Rocks!

Special Program and Afternoon Adventures



BSA Pistol Safety and Marksmanship: 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 NRA and BSA Certified Pistol Instructors. Class size is deliberately kept small. At this 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.

Prerequisite 1: Scouts must have earned either Rifle Shooting or Shotgun Shooting Merit Badge.

Prerequisite 2: This course requires parental/guardian permission in writing prior to the start of camp. The Permission Slip is included in the appendix section of this Leader's Guide.

Fee: \$30

Age: Scouts must be 14 years old or 13 and have completed 8th grade

Difficulty: Moderate



Cowboy Action Shooting: This is a scenario-based activity that allows Scouts to shoot in a western-themed event that will protect Camp Knox from a gang of bandits coming our way. This event will be supervised by certified instructors acting as your sheriff and his posse. Scouts will choose a western name and engage targets with a lever action .22 caliber rifle, a single action .22 caliber revolver, and a 20 gauge shotgun. This is the only activity within Scout BSA that allows the shooting of a lever action rifle. This event is offered at no charge to all participants.

Time: Monday evening, 7:00 p.m. to 8:30 p.m.

Prerequisite: Scouts must have earned either Rifle Shooting or Shotgun Shooting Merit Badge or be recommended by the NRA Instructor at camp.

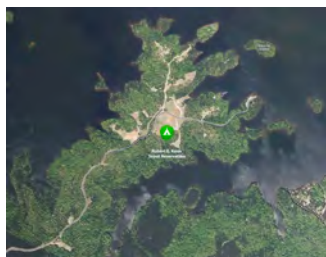
Age: Scouts must be 14 years old or 13 and have completed 8th grade

Difficulty: Moderate



Rocks!

Special Program and Afternoon Adventures



Geocaching and Orienteering: Tucked away in the little hidden areas are caches for you to discover! K.S.R. has its own geocache course. Scouts can check out a GPS unit from the Sewell Admin Center Office, get the clues and logbook, and then search for hidden prizes. Note that you may need to use canoes to get to some of the caches.

Age: All ages

Difficulty: Moderate to Difficult



High Ropes Course at Pointes West: Scouts and Scout leaders have the opportunity to take a trip off-camp to our neighboring camp and complete a High ropes/confidence course—which ends with a zip line.

Restriction: This afternoon adventure is limited to 14 participants per week.

Time: The trip will take about 3 hours and will include a safety brief, instruction, and time to complete the two courses.

Prerequisite: A separate waiver/permission form is required for this activity and will be emailed out to campers that register for the event.

Fee: \$25-35 depending on group size

Age: Scouts must be 14 years old or 13 and have completed 8th grade

Difficulty: Moderate





Rocks!

Special Program and Afternoon Adventures



Off-Site Trips and On-Site Guest Programs: Even though there is a lot to do at Knox Scout Reservation, we are excited to offer off-site adventures. Off-site adventures include horseback riding, golf, historical kayak tours, and more. On-site Guest Programs include a wildlife exposition, astronomy club visit, and more. Off-site and On-site Adventures will be posted/advertised by March 1.

Fee: to be posted by activity

Age: to be posted by activity

Difficulty: Easy to Moderate



Friday Night, Family Night: Friends and family members are invited to visit camp on Friday evening, beginning at 5:00 p.m. At 6:00 p.m., we will serve dinner; visitors who would like to purchase a dinner ticket (\$6) will be able to do so at the Dining Hall starting at 5:45 p.m. At 8:00 p.m., all are invited to the Campfire Extravaganza (during which Scouts will be presented with special awards and recognitions) at the amphitheater.

Time: Friday evening, beginning at 5:00 p.m.

Knox Scout Reservation Honor Troop Program: While attending Summer Camp at K.S.R., Scouts will have the opportunity to work towards and earn the Robert E. Knox Honor Troop Award. The criteria for this award can be found in the Appendix section of this leader's guide.



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Week Long Camp-wide Activities

Evening Camp-wide Activities

The following are some of the camp-wide activities offered in the evenings during Summer Camp (See the Program Guide for a more comprehensive list):

Sunday Opening Campfire Extravaganza (8:15 p.m.)



To start the Summer Camp week off, the K.S.R. Camp Staff will host an Opening Campfire Extravaganza. This includes introductions of the program area staff, management staff, area skits and songs.

Following the campfire program, there will be a Meet the Staff Social and Cracker Barrel. During this time, Scouts can meet with merit badge counselors, area directors, and ask questions about the week.

Monday Night Cowboy Action Shooting (7:00 p.m. to 8:30 p.m.) and BSA Trivia in the Dining Hall (8:30 p.m.)

Cowboy Action Shooting. This is a scenario-based activity that allows Scouts to shoot in a western-themed event that will protect Camp Knox from a gang of bandits coming our way. This event will be supervised by certified instructors acting as your sheriff and his posse. Scouts will choose a western name and engage targets with a lever action .22 caliber rifle, a single action .22 caliber revolver, and a 20 gauge shotgun. This is the only activity within Scout BSA that allows the shooting of a lever action rifle. This event is offered at no charge to all participants.



Rocks!

Week Long Camp-wide Activities

BSA Game/Trivia Night. Scouts will form teams and participate in BSA Game/Trivia Night. Enjoy this fun-filled activity in the comforts of the new Rodger W. Giles Dining Hall. If time permits, we will end with a movie.

Tuesday Evening Scout Games, Scoutmaster Splash, and Staff Hunt!

Tuesday night features include the Scoutmaster Blob-n-Flop Contest, followed by a camp favorite: the Staff Hunt. Staff will explain the rules at the Waterfront, where the Hunt will commence.



Wednesday Adult Leader Steak Dinner and Dutch Oven Cook-off (6:00 p.m.)

While the Scouts enjoy their own special dinner in the Dining Hall, K.S.R. Camp Leadership will host a Scoutmaster Steak Dinner for Scoutmasters and adult leaders to thank them for attending camp and devoting their time and service to Scouting. Afterward, leaders can enjoy open Aquatics and Shooting Sports activities.

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



Rocks!

Week Long Camp-wide Activities



Wednesday Order of the Arrow (O.A.) Fellowship and Ice Cream Social (8:30 p.m.)

Beginning at 8:30 p.m., the Order of the Arrow will host an O.A. Recognition and Awareness ceremony in the Amphitheater. All Scouts and leaders are welcome to the recognition ceremony. Following the ceremony, all O.A. members present will gather to enjoy an ice cream social and fellowship. Don't forget to bring your O.A. sash to camp and wear it to evening assembly on Wednesday.

Dyess Program Overnight Experience and Wilderness Survival Overnighter on Survivor Island (7:30 p.m.)



The Jimmie Dyess First Year Scout Program. Scouts in the Jimmie Dyess First Year Scout Program will spend Thursday night together. In addition to



Rocks!

Week Long Camp-wide Activities

cooking dinner in their first-year campsite, they will apply the Scout Skills learned throughout the week. Following breakfast, Scouts will go on a Friday morning five-mile nature hike, which will mark their completion of the First Year Scout Program.



Wilderness Survival Scouts. Wilderness Survival Scouts will gather at 7:30 p.m. on Thursday evening at the main flag poles. Scouts will then canoe to Survivor Island for the night, set up shelters and practice survival techniques. On Friday morning, Scouts will return to the main camp in time for breakfast assembly.

Friday Night, Family Night Closing Campfire and Flag Retirement (8:30 p.m.)

To close out an awesome week of camp, we end with a Campfire Program. The K.S.R. Camp staff will present awards and recognize Scouts for activities during the week, including the Iron Scout, Mile Swim, Break-8, NRA Marksmanship Qualification Program, Dime Club, Honor Troop awards, and awards for adults who have completed the Scoutmaster's Challenge. Troops will perform various skits and songs for our staff, fellow Scouts, and visiting families.



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Adult Leader Activities and Opportunities

Adult Leader Activities

At K.S.R., the Scouts are not the only ones who get to have fun at Summer Camp. For adult leaders, we have prepared several activities just for you!

Some of the special activities include the following:

► **Adult Leader Appreciation Night (Wednesday):**

This is open to all adult leaders at camp and includes the Scoutmaster's Steak Dinner, Dutch Oven Dessert Cook-off, and Open Leader Activities at Shooting Sports and Aquatics. Immediately after the Scoutmaster dinner, Scoutmasters will be able to compete in all three shooting sports with the winner being awarded bragging rights and the possibility of earning a discipline specific patch.

► **BSA Lifeguard:**

This is a rigorous program that certifies a Scout to be a BSA Lifeguard. Scouts are required to spend several hours a day (between 10:00 a.m. 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.

► **Aquatics Supervision: Swimming & Water Rescue:**

Training for BSA Swimming & Water Rescue provides registered leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training.

► **Aquatics Supervision: Paddle Craft Safety (Basic Canoe/Kayak):** BSA Paddle Craft Safety expands Safety Afloat training to include the skills and





Rocks!

Adult Leader Activities and Opportunities

knowledge needed for a unit leader to supervise canoeing or kayaking excursions confidently on flat water.

► **Introduction to Outdoor Leadership Skills (IOLS):**

We will offer the Introduction to Outdoor Leadership Skills (IOLS) training course. The IOLS course builds and expands on the concepts and themes introduced in Scoutmaster Position-Specific Training and provides Scouters with the confidence to take youth into the outdoors. Specifically, this hands-on program gives adult leaders a practical introduction to the patrol method of a Scout-led troop by teaching many of the practical outdoor skills they need to lead Scouts in the out- of-doors. In addition, the teaching methods, activities, and games model the variety of teaching used in effective and engaging Scouting programs.

► **CPR/AED Training:**

Knox Scout Reservation will offer American Red Cross First Aid and CPR / AED for the Professional Rescuer at predetermined times (conducive to the Instructor).

► **Scoutmaster (Fishing) Boat Outing:**

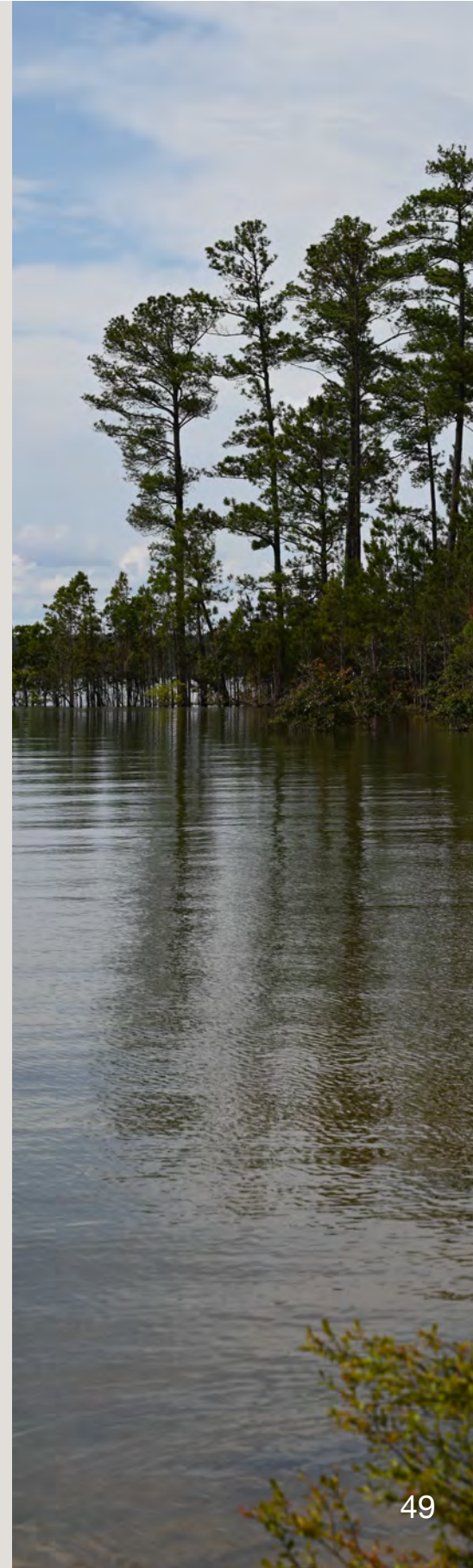
The Scoutmaster's (Fishing) Boat Outing is an optional activity that gives adults an opportunity to enjoy the lake.

► **Scoutmaster Merit Badge Challenge:**

The Scoutmaster's Merit Badge is an optional activity to get adults active. The Scoutmaster Merit Badge booklet will be available in our Summer Camp 2024 Program Guide.

► **Camp Volunteer:**

There are many ways that you can help camp. If you would like to volunteer for a project, please notify the Camp Commissioner.





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Leader Notes

Leader Notes and Camp Information

All updated information for the Knox Scout Reservation Summer Camp program will be added to the K.S.R. website at www.knoxsr.org. The Merit Badge Schedule will be available in August. When choosing merit badge sessions, discuss with your Scouts ways to complete prerequisite requirements before arriving to camp. All prerequisite requirements may be counted if the Prerequisite Form (in the Appendix) is submitted by the Scoutmaster (or designated leader) during the check-in process at the Sewell Admin Center on Sunday. Remember that these forms must be signed by an adult unit leader in order to be signed off for completion.

BSA Medical Forms. All BSA medical forms must contain parts A, B, and C and must be updated before arriving to camp (please see page 53 for a more comprehensive list of requirements). All medical forms should be hand carried by the Adult Leader to camp and turned in during the initial Troop Check-in at the Sewell Admin Center.

✳ **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 with contact number and email address. **Do not send individual forms.** Please submit all unit forms in one group package. **Out-of-council units need to provide Proof of Council Insurance.**

Fees. The Unit Adult Leader is responsible for making sure that all camp fees have been paid before the Troop arrives at camp.

Check-in Procedures. Sunday check-in will begin at 1:00 p.m. at the Sewell Admin Center and will finish at 4:00 pm. Please indicate your estimated time for arrival to the Camp Director and be sure to arrive no earlier than 1:00 p.m. on Sunday. (No Scouts or Scout leaders will be permitted on camp prior to 1:00 p.m.) Each unit is allowed 1 trailer in the campsite (but no vehicles). **When your troop trailer arrives at camp, one vehicle will be permitted to deliver it to the assigned campsite. Once delivered, the vehicle must be immediately returned to the main parking lot. Other vehicles will not be permitted to drive in camp or the campsite.**



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Leader Notes

All vehicles must be parked in the main parking lot per BSA and K.S.R. Policy. Gear will be transferred from the parking lot to assigned campsites by the staff. For rules concerning vehicles on camp, please see our vehicle policy on page 56.

Merit Badge Class Reports. When completing the initial check-in on Sunday, the designated adult leader will receive Merit Badge Class Reports for each Scout. Leaders can also print out a copy before arriving at camp. Merit Badge registration will be available via the tentaroo system on March 1, 2024 (www.knoxsr.org).

K.S.R. Trading Post. The K.S.R. 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. Some merit badges require kits and materials for projects, so check your merit badge requirements before arriving at camp to make sure you have everything; these kits will be available in the Trading Post.

Tenting. Troops will be assigned a campsite consisting of either nylon dome tents or canvas wall tents. These tents will house no more than 2 Scouts per tent. Each adult tent will house 1 leader. We encourage Scouts to bring sleeping mats. Cots will be provided. 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.



Knox Scout Reservation Waterfront



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K.S.R. Camp Rules and Policies

Camp Rules and Policies

K.S.R. Camp Rules and Policies are in place to provide a safe and enjoyable environment for all Scouts attending our long-term Summer Camp. Many of our rules and policies follow the Guide to Safe Scouting and National Camp Accreditation Program (NCAP) policies. Therefore, K.S.R. Camp Rules and Policies are not up for negotiation. We must also abide by State and local laws.

Everyone on camp will abide by the following Camp Rules and Policies:

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

Registration and Insurance

In accordance with National Policy, every Scout/Scouter that attends summer camp must be registered with the Boy Scouts of America. 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. Those immunizations listed on the BSA medical forms must be obtained and documented before arrival at camp.



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K.S.R. Camp Rules and Policies

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 should be hand carried by Adult Leaders to camp. Upon arrival at camp on that Sunday, the Health Lodge check-in team will 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 properly locked in storage. 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

The Robert E. 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 (when completing the online Tentaroo registration) to give the food service staff adequate opportunity to purchase and prepare alternate menus. While vegetarian options may be available (if requested in advance via the Tentaroo Registration system for registering of Summer Camp), vegan diets cannot be accommodated. Vegan campers will need to bring meal supplements for their time at K.S.R. Scouts with life-threatening allergies may need to bring all meals needed for their time at K.S.R. Our kitchen staff 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 possible accommodations no earlier 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. K.S.R. and the Georgia-Carolina Council are not responsible for any electronics brought to camp.



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K.S.R. Camp Rules and Policies

Camp and/or Camp Equipment Damage

Camp equipment and facilities are expected to be maintained and cared for. Units will be responsible for repairing or replacing (to be determined by the Camp Ranger) equipment and facilities that have been vandalized or carelessly damaged. A normal amount of wear and tear is expected and will not be considered as damage.

Provisional Scouts

Provisional Scouts are those persons attending Camp as individuals separately from their Troop. Instead, they join our very own K.S.R. Provisional Troop! Provisional Scouts must have previously attended a BSA Summer Camp. First Year Scouts are not allowed to attend K.S.R. as a Provisional Scout. If there are at least three Scouts from one Troop in attendance, the Troop is required to provide Two-Deep Adult Leadership and register as a Troop. Knox's Own Provisional Scouts attend camp without their registered unit. In the event of low enrollment, Provisional Scouts may be placed with another Troop that is attending the same week. If you are comfortable with providing leadership to Provisional Scouts, please let the Camp Director know at Troop check-in. 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 KnoxCampDirector@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 with proper/required clearance.

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. No exceptions.



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K.S.R. Camp Rules and Policies

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 from the Camp Director before arriving to camp.

Leaving Camp

Anyone leaving the camp at any time during the week must sign-out at the Sewell Admins Center 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 on the Medical Form. Photo IDs are required. Two adult unit leaders (two-deep leadership) must accompany a Scout to the Sewell Admin Center 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 in camp during your stay. Scouts and leaders are more than welcome to enjoy our 6 miles of biking trails along the camp's property too. It is the responsibility of the Troop leader to make sure that all the bikes brought to camp are safe to use and properly maintained.

*** Personal protective equipment is required at all times when riding.**

Required Swim Tests

The Aquatics Director at K.S.R. requires that all Scouts and Scout 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/Use of Tobacco Products

Anyone under 18 years old is prohibited from using tobacco in any form while at camp. Adults who dip, 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.



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K.S.R. Camp Rules and Policies

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 K.S.R. Staff members have been selected based on their Scouting skills, leadership experience, enthusiasm, and maturity. They have very demanding jobs, and they do it cheerfully because they love Scouting. Sometimes Camp Staff Members make honest mistakes or judgment errors. 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, Adult leaders, and visitors are *prohibited* from driving into main camp and the campsite. This is to ensure the safety of everyone on camp while the Summer Camp Program is in session. 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 main parking lot—no exceptions. Those requiring a medical/handicapped tag must have advanced approval from the Camp Director before arriving at camp in order to make medical exceptions. Follow the posted Speed Limit signs and any other traffic control devices. Absolutely no one should ever ride in the back of a truck or on a trailer. This is prohibited and unlawful in the State of Georgia.

Unit Trailers

Unit trailers may be parked and left at designated 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. No exceptions.



Rocks!

K.S.R. Camp Rules and Policies

Uniform & Dress Code

The Scout's BSA Field Uniform, sometimes referred to as the Class A uniform, is the expected uniform for retreat ceremonies, dinner, and campfires. At other times, we encourage campers to wear their Activity Uniform, including Scout shorts, Scout belt, and a polo or T-shirt with a Scouting theme.

Female scouts must wear one-piece swimsuits. 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.



View of Clarks Hill Lake from K.S.R. in the Evening



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Youth Protection



Youth Protection

The following policies have been adopted to provide additional security for youth Scouts in the program. These policies also 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, 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 activities as well as provisional unit activities.

One-on-One Contact is Strictly Prohibited

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 extent that health and safety is an issue. Adults are responsible to protect themselves in similar situations.



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Youth Protection



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 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.

Any good-faith suspicion, belief of an incident, or violation of BSA's Youth Protection policies must be reported immediately to the Camp Director.



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Appendix



BOY SCOUTS OF AMERICA®
Georgia-Carolina Council

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.

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 _____
Email Address: _____



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Appendix



BOY SCOUTS OF AMERICA®
Georgia-Carolina Council

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).

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 _____

Contact Phone Numbers: Home _____ Mobile _____

Email Address: _____



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Appendix

Honor Troop Award Criteria

The staff of Robert E. Knox Scout Camp challenges your troop to do its best and earn the Honor Troop Award. This form must be turned in at the camp office (at the Sewell Center) by lunchtime on Friday.

The following A, B, C, & D requirements must be completed:

- ☐ A. Complete a campsite improvement or conservation project in your campsite, or in the immediate area. Cutting of trees or alterations to camp structures requires permission. See the Camp Commissioner if you have questions.
- ☐ B. Senior Patrol Leader and Scoutmaster or a designee attend all SPL/SM meetings.
- ☐ C. Maintain a clean camp site.
- ☐ D. In addition to the above, participate as a troop in 7 of the following:
 - ☐ Attend the Sunday Opening Campfire Program.
 - ☐ Participate in at least 1 shower house cleaning.
 - ☐ Host or attend an inter-Troop cracker barrel.
 - ☐ 25% of your Troop attends the flag retirement ceremony or OA cracker barrel.
 - ☐ Conduct a flag ceremony at a meal-time assembly.
 - ☐ Carry the Troop flag to 80% of meal-time assemblies.
 - ☐ Wear full scout Field Uniform to 80% of evening meals.
 - ☐ Have a troop entry in the Friday afternoon camp-wide game.
 - ☐ All scouts and adult leaders take at least 2 showers during the week. The pool or lake does not count!
 - ☐ At least one adult participated in an adult training or activity during the week.

I certify, on my honor, that my troop has satisfied the requirements for the Honor Troop Award.

(Signature of Senior Patrol Leader) Troop # _____ Campsite _____



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Appendix

Prerequisite Form

I certify, on my honor, that _____ has satisfied the following
(Scout's full name)
prerequisite requirements:

Merit Badge:	Requirement (please list the Requirement below):

Participant Signature: _____ Date _____

Participant Printed Name: _____

Troop #: _____

Participant Email Address: _____

Scoutmaster Signature: _____ Date _____

Scoutmaster Printed Name: _____

We look forward to seeing you in 2024



www.knoxsr.org



Scout Reservation

Georgia-Carolina Council