

CRM COURSE SCHEDULE

<i>NEW Tech Classes to be added!</i>	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50
American Heritage			x			x
Animal Science ** New for 2010				x		
Archery	x	x	x	x	x	x
Art and Music	x		x			
Astronomy	x	x				
Basketry and Leatherwork	x	x	x	x	x	x
Bird Study	x		x			
BSA Lifeguard						
BSA SCUBA ** New for 2010						
COPE						
Camping	x	x	x	x	x	x
Canoeing						
Carpentry ** New for 2010		x				x
Chemistry	x	x				
Cinematography				x	x	x
Citizenship in the Nation	x	x		x	x	x
Citizenship in the World		x	x	x	x	x
Climbing						
Communications	x	x	x		x	x
Composite Materials			x	x		
Cooking						

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Electricity ** New for 2010						X
Electronics					X	X
Emergency Preparedness	X	X	X	X		X
Energy			X	X		
Engineering					X	X
Environmental Science						
Environmental Science						
Fire Safety	X	X	X	X		X
First Aid	X		X	X	X	X
First Aid	X	X	X	X		X
Fish & Wildlife Management			X			
Fishing				X	X	X
Fly Fishing	X	X				
Forestry	X	X				
GOLD RUSH!						
Golf						
Indian Lore	X		X	X	X	X
Lifesaving						
Mammal Study					X	X
Metalwork				X	X	X
Mountain Trek						
Nature			X	X		
Nuclear Science	X	X				

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Orienteering						
Personal Fitness	x	x	x			
Photography	x	x				
Pioneering						
Radio	x	x				
Railroading ** New for 2010				x		
Reptile & Amphibian				x	x	x
Rifle	x	x	x	x	x	x
Rowing	x	x	x	x	x	x
SL Aquatics Outpost (CanoeTrek, Sailing, Cruise, Power BoatExtream)						
Salesmanship		x			x	
Shotgun						
Shotgun 1/2 capacity				x		
Small Boat Sailing						
Soil and Water Conservation				x		x
Space Exploration			x			
Swimming						
Swimming						
Swimming Clinic			x			x
TNT - Tenderfoot						
TNT - Second Class						
TNT - First Class		x				

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Theater ** New for 2010				x	x	x
Weather			x			
Whitewater Kayaking						
Wilderness Survival						
Woodcarving	x	x	x	x	x	x

**** New Classes**

	=	<i>No class this period</i>
x	=	<i>Single-period class</i>
	=	<i>Two-period class</i>
	=	<i>Three-period class</i>
	=	<i>Full-day class</i>

CRM Course Catalog



Photocopy the Course Catalog so your Scouts can "Be Prepared"

Group	Class	Notes	Pre-Requisites	Additional cost
11 years old or Older or First year	Basketry & Leatherwork	Kits vary, and are available in the trading post	Scouts will work to earn both MBs	Approx. \$27.00 to purchase kits in Trading Post
	Composite Materials			\$10.00
	Energy	Must have note book	Requirement 4	none
	Engineering	Bring a broken household device to dismantle and have a note book		none
	First Aid ER		Requirement 1, 2d, 6c	none
	Fishing	Please bring your personal gear/ no license required	Requirement 7	none
	Indian Lore	Kits vary, and are available in the trading post		Approx. \$12-\$24 to purchase kits in Trading Post
	Mammal Study		Requirement 3c	none
	Metalwork		Requirement 4	\$3
	Nature			none
	Personal Fitness ER	Req.'s 7 and 8 will be started but <u>not completed</u> at camp	Requirement 1, 9	none
	Swimming ER	A long sleeve shirt, long pants, belt, shoes and socks are required for class.	Pass BSA Swim Test	none
	Swimming Clinic	This is NOT a merit badge	For non swimmers, beginners, or learn advanced skills.	none
	TNT, Tenderfoot	This is a three period class (1, 2, & 3 period) for NewScouts		none
	TNT, Second	This is a two period class (4 & 5 period) for Tenderfoot Scouts		none
TNT, First	This is a one period class (2nd) for 2nd Class Scouts.		none	
Woodcarving	Scouts should have a knife suitable for carving and a Totin' Chip		Approx. \$7.00 to purchase kit in Trading Post	

Group	Class	Notes	Pre-Requisites	Additional cost
NEW 2010	American Heritage		Requirement 4	none
	** Animal Science			none
12 years old or Older or Second Year	Archery	Includes materials, bowstring, arrow kit components, etc.	Requirement 1c (local and state laws)	\$17
	Art / Music	Scouts will work to earn both MBs		none
	Astronomy	Binoculars recommended		none
	Bird Study	Bring your own binoculars	Requirement 5, 7b & 8	none
	Camping ER	This badge can be partially completed at camp; Bring camping gear	Complete requirements 5e, 7b, 9, prior to camp.	none

ER= Eagle Required

We have designated our classes by suggesting camper years and age

CRM Course Catalog
Cont'd

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Group	Class	Notes	Pre-Requisites	Additional cost
12 years old or Older or Second year	Canoeing		Pass BSA Swim Test	none
	Carpentry			none
	Cinematography			none
	Cooking	This a two period class	Fire building skills, complete requirement 7 prior to camp	none
	** Electricity		Requirements 2 & 8	\$10
	Electronics			\$10
	Emergency Preparedness ER		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none
	Fire Safety		Requirements 6a, 11 & 12	none
	Fish & Wildlife Mgt		Requirements 5, 7 & 8	none
	Forestry			none
NEW 2010	Golf	This is a three period class	Bring your own clubs	\$50
	Lifesaving ER		Pass BSA Swim Test, 2nd class 7a-c, 1st class 9a-c	none
	Orienteering	Scouts must provide their own compass		none
	Photography	Includes film processing for up to 27 exposures	Bring your own camera and film.	\$12
	Pioneering	Scouts should possess basic knot tying skills	Tenderfoot 4a-b, 1st class 7a-c,8a	none
	Radio			none
	** Railroading			none
	Reptile & Amphibian		Complete requirement 8 prior to camp and bring your findings with you	none
	Rifle Shooting	Includes targets, ammo, and eye protection, ear protection	Requirement 1d, 1f (local and state laws)	\$21
	Rowing		Pass BSA Swim Test	none
	Salesmanship	Learn the principles and take a turn in the Trading Post!		none
	Small Boat Sailing		Pass BSA Swim Test	none
	Soil & Water Cons			none
	Space Exploration	Includes materials, Rocket kit, and engines	Kits are available in the trading post	Approx. \$7.00 to purchase kit in Trading Post
	Theater		Requirement 1	none
	Weather			none
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight to camp		none

ER = Eagle Required

We have designated our classes by suggesting camper years and age.

CRM Course Catalog Cont'd

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Group	Class	Notes	Pre-Requisites	Additional cost
13 years old or Older or Third year	Chemistry	Must have note book		\$5
	Citizenship in the Nation ER	Back by popular demand! Strictly limited in size for quality control.	Requirements 2 & 3	none
	Citizenship in the World ER		We plan to have an international Camp Staffer for 7c	none
	Communications ER		Requirement 8	none
	Fly Fishing	No equipment necessary must catch 2 fish at camp	Fishing MB	\$15
	Nuclear Science	Must have visited a doctor or dentist at some point in their life		none
	Shotgun <i>VR</i>	Includes skeet, shells, and eye/ear protection	Scouts should have previously earned the Rifle Merit Badge	\$30
<i>Package Includes All 3</i>	Aquatics OutPost Program	<i>HA</i> Full Week Program Sailing Cruise, Power Boat Extreme & Whitewater Canoeing	Pass BSA Swim Test	\$75

Group	Class	Notes	Pre-Requisites	Additional cost
14 years old or Older or Fourth year	BSA Lifeguard <i>VR</i>	Full Week Program	Pass BSA Swim Test, CPR Certification Must be 14 years old	none
	BSA SCUBA	Full Week Program	Pass BSA Swim Test, Must be 15 years old	\$550
	C.O.P.E. <i>VR</i>	<i>HA</i> Half-Day Program		\$45
	Climbing <i>VR</i>	<i>HA</i>		\$55
	Gold Rush!	LIVE LIKE THE EARLY SETTLERS IN THE 1800'S	See Gold Rush Page	\$65
	MountainTREK! <i>VR</i>	<i>HA</i> Full Week Program Bartram Trail, Chatooga River	Previous Hiking Experience See Leaders Guide	\$75
Now offering More Whitewater Opportunities for beginning and experienced paddlers!	Whitewater Kayaking <i>VR</i>	<i>HA</i> Full Week Program 4 days on 4 different rivers	Pass BSA Swim Test See Leaders Guide Scouts should have previously earned the Canoeing MB	\$135

We have designated our classes by suggesting camper years and age.

ER = Eagle Required
HA = High Adventure

VR = Venturer, Ranger Core or Elective

Course Fees Breakdown

Some Merit Badge and Advancement programs offered at both Scoutland and Camp Rainey Mountain have either an associated additional fee or require that a Scout purchase a kit or materials in the trading post upon arrival. This chart designates which fees should be paid with the balance of your camper fees and which fees simply require Scouts to bring additional cash for a trading post purchase. Please **DO NOT** collect trading post purchase money to be included with campers fees. **Trading post items cannot be pre-purchased or credited from campers fees.**

Additional fees due with balance of fee payment or upon arrival at camp:

▪ Metalwork -	\$ 3.00	▪ Gold Rush -	\$ 65.00
▪ Archery –	\$17.00	▪ Climbing -	\$ 55.00
▪ Golf –	\$50.00	▪ COPE -	\$ 45.00
▪ Photography –	\$12.00	▪ Mountain Trek -	\$ 75.00
▪ Rifle -	\$21.00	▪ Whitewater Kayak -	\$135.00
▪ Shotgun -	\$30.00	▪ BSA SCUBA -	\$550.00
▪ Fly Fishing -	\$15.00	▪ Aquatics Outpost -	\$ 75.00
▪ Electricity -	\$10.00	(Power Boat Extreme, Sailing Cruise and Whitewater Canoeing)	
▪ Electronics -	\$10.00		
▪ Chemistry -	\$ 5.00		
▪ Composite Materials -	\$10.00		

Individual Scouts should bring these fees to camp with them for Trading Post Purchase:

- Basketry & Leatherwork - \$27.00
- Woodcarving - \$ 7.00
- Indian Lore - \$12.00 – \$24.00
- Space Exploration - \$ 7.00



White Water Raft Trip

Nantahala Raft Trip is an optional excursion which takes place on Thursday afternoon. Troops have until Sunday of arrival to register. Cost is \$37.00 per person which includes a guide assisted tour, a patch, and a box dinner. Fully guided tours require an additional fee. Troops must transport themselves to and from the outfitter. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

Chattooga River Raft Trip is an optional excursion which takes place on Thursday afternoon. This trip has very limited capacity (20 max per week) and fills quickly. Cost is \$70.00 per person which includes a guide assisted tour, a patch, and a snack. Fully guided tours require an additional fee. Troops must transport themselves to and from the outfitter. This trip is designed for older Scouts and experienced rafters. All Scouts and Adults **MUST** pass the BSA Swimmer Test to be eligible for this trip.

Registration and fees for the Chattooga River Raft Trip must be received no later than April 15, 2010.

Course Locations

Some course locations may change for accommodation purposes. This guide will give you a general idea of where courses will meet on Monday. Some courses move around throughout the week or change locations permanently after the first meeting.

Shooting Ranges

Archery
Rifle
Shotgun

Nature Lodge

Astronomy
Nature
Mammal Study
Environmental Science
Fish & Wildlife Management
Weather
Forestry
Reptile & Amphibian Study
Bird Study
Soil & Water Conservation

Handicraft Center

Art & Music
Basketry & Leatherwork
Carpentry
Cinematography
Metalwork
Photography
Woodcarving

Ballard Cabin

American Heritage
Fishing
Fly Fishing
Gold Rush

Buffalo Shelter

Emergency Preparedness
Fire Safety

Fox Shelter

Personal Fitness
Citizenship in the Nation
Citizenship in the World
Communications
Indian Lore

Eagle & Bobwhite Shelters – TNT

TNT Tenderfoot
TNT Second Class
TNT First Class

Amphitheater

Theater

Beaver Shelter

First Aid

Headquarters Building Porch

Mountain Trek – meets Sunday night
SL Aquatics Outpost Programs – Departs Sunday evening at 8:00pm
Climbing
COPE

Trading Post Porch

Salesmanship
Golf – departs at 9:15am and 2:15pm

Bear Shelter

Camping
Cooking
Orienteering
Pioneering
Wilderness Survival

Waterfront East side A-dock

BSA Lifeguard
Canoeing
Rowing
Small Boat Sailing
Swimming
Swim Clinic
Whitewater Kayaking

Waterfront West side B-dock

Lifesaving
BSA SCUBA

Technology Shelter

Animal Science
Chemistry
Composite Materials
Electricity
Electronics
Energy
Engineering
Nuclear Science
Radio
Railroading
Space Exploration

