

The New Scout Trail "TNT"

TNT program has been designed primarily to give new Scouts maximum opportunity to learn advancement skills. In our effort to provide the skill training that your Scouts need, we ask that you please complete the **Individual History Form** provided and return it to the TNT Directors when you check in at camp. The Scout will then be sorted into patrols based on the requirements they need to complete.

Program Information

Tenderfoot TNT – For brand new Scouts, this program is offered as a half-day course (Periods 1-3). Scouts will work on Tenderfoot, Second Class and First Class requirements.

MERIT BADGE ADVANCEMENT



To have a successful merit badge program, Scouts should begin planning weeks or months before arrival at camp. Some merit badges can easily be earned at camp while others will take quite a bit of work after camp to complete. **In Scouting, merit badges are open to all Boy Scouts; however, our experience shows that some badges are more difficult and academic in nature and that younger and less mature Scouts could struggle, therefore we have limited class registration by experience and age. Please help your Scouts to choose a schedule that they can succeed with!**

While we cannot make any substitutions for any requirements, we will do whatever possible to ensure that your Scouts have the most successful camp experience possible.

We are NOT a merit badge "Factory"!!! Just because a boy comes to camp and is registered for classes doesn't mean that he will automatically complete everything offered. His individual effort and responsibility will play a large part in his success.

Keep in mind that your Scouts may be assigned "Campwork" to do in their campsites at night. Scouts should have the merit badge books for each class. Supplies will be available in the Trading Post. Our camps offer Twilight Hours on Monday, Tuesday and Friday from 7:00pm to 8:00pm for extra instruction or makeup work for some merit badges. Scouts will be informed during Monday's classes as to the location of Twilight Hours.

See the "Program Section" for additional information and instructions on coursework registration.

Pre-Camp Course Registration

Overview

Sign up for TNT, Merit Badges, High Adventure, and Scoutland Aquatics Outpost programs using our online Course Registration website. You can link to the site from at www.nega-bsa.org. Be sure to plan ahead before entering information into the website. Discuss the various programs with your Scouts at a troop meeting and have them decide based on what their advancement needs and interests are. Provide them with a schedule and course description (found in this section), so that they may make an informed decision. Courses fill up quickly, especially High Adventure courses, so you will want to get online and register as soon as you are able.

Tip #1: Please sit-down and review with your scouts their advancement history/record.

Tip #2: Use our Course Catalog and other resources to help your scouts decide which courses they would like to take.

Course
Registration
begins in
February

2010. A letter will be mailed to the Scoutmaster with the exact date along with your username and password. **Troops must make the first Camp Fees payment by February 1st, 2010 in order to receive Course Registration Log-in information.** Please see the **2010 Fee Schedule** in the General Information section located at the front of this guide.

Instructions

- October/November-** Fundraising, Popcorn sales and program planning for summer camp. Set aside one troop meeting to discuss summer camp programs and sign up for courses to take with each Scout. Use the **Scoutland Course Worksheet** found in the forms section of this guide to obtain each Scout's desired schedule
- January** – Collect and send in your first payment of camp fees, which are \$75 per Scout
- February** – Finalize plans for Online Registration. Make sure you have your UserID and Password
- March** – (Check the Planning Calendar for your Online Coursework Registration opening day listed by week) Log onto the Course Registration Website from www.nega-bsa.org and begin by registering Scouts for courses. Only register those Scouts who have made their first payments. A Scout is TRUSTWORTHY; please do not use "place-holders" or fake names for Scouts who have not crossed over or have not registered in your unit as these are deleted from time to time. Some courses' space can be expanded and are usually the courses that are best suited to first year campers such as TNT, First Aid, and Swimming Merit Badges. **COURSE SPACE FOR EACH COURSE IS FIRST-COME, FIRST-SERVED.**
- Print out the Unit's schedule from the online registration website. This is your confirmation. Please keep a record for when you arrive at camp.
- Review each Scouts' schedule with them again. Some Scouts may have not gotten what they wanted. Check back online frequently for courses that were filled up as some Scouts in other units may drop out, freeing up space for your Scouts' needs.
- ALTERNATIVE OPTION:** You can mail, fax, or email your forms to the Council Office after March 1st, 2010. You will receive a confirmation of receipt of your class request within a week of our receiving it. If you do not receive your confirmation, please call and let us know. MAIL/EMAIL/FAX info to:

Summer Camp Course Registration
Northeast Georgia Council, BSA
PO Box 399
Jefferson, GA 30549 FAX: 706.693.4849
camping@nega-bsa.org
www.nega-bsa.org

Scoutland 2010 Course Schedule

Course	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50
Archery	x	x	x			
Basketry and Leatherwork	x	x	x			
BSA Lifeguard*						
COPE*						
Camping				x	x	x
Canoeing						
Citizenship in the Nation	x	x				
Citizenship in the World			x	x		
Communications					x	x
Cooking						
Emergency Preparedness	x	x	x			
Environmental Science						
First Aid	x		x	x	x	x
Fish & Wildlife Management			x	x		
Fishing	x	x			x	
Forestry	x	x	x			
Kayak, BSA				x		x
Lifesaving						
Nature					x	x
Orienteering				x	x	x
Personal Fitness	x			x		x
Photography/ Fingerprinting			x			
Pioneering						
Rifle				x	x	x
Rowing	x			x		
Aquatics Big Wet Package (Motor Boating/Waterskiing, Sailing Cruise Adventure And Whitewater Canoeing)						
Small Boat Sailing						
Swimming						
TNT - Tenderfoot						
Wilderness Survival				x		
Woodcarving					x	x

	=	<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>

Scoutland Course Catalog

Group	Class	Notes	Pre-Requisites	Additional cost
11 years old or Older or First year	Basketry & Leatherwork	Includes supplies and kits	Kits vary, and are available in the trading post	Approx \$27.00 to purchase kits in Trading Post
	First Aid <i>ER</i>	Complete requirements 1, 2b, 3c, and 7 prior to camp		none
	Fishing	License is required for scouts over 16		none
	Nature			none
	Swimming <i>ER</i>	A long-sleeve shirt, long pants, belt, shoes and socks are required for class.	Pass BSA Swim Test	none
	TNT, Tenderfoot	This is a three period class (1, 2, & 3 period) for (New)Scouts		none
	Woodcarving	Scouts should have a knife suitable for carving and a Totin' Chip	Kits vary, and are available in the trading post	Approx \$7.00 to purchase kits in Trading Post

Group	Class	Notes	Pre-Requisites	Additional cost
12 years old or Older or second year	Archery	Includes materials, bowstring, arrow kit components, etc.		\$17.00
	Camping <i>ER</i>	This badge can be partially completed at camp; Bring camping gear	Complete requirements 5e,7c,9, prior to camp. Scouts should have First Aid MB	none
	Canoeing		Pass BSA Swim Test	none
	Cooking	This is a two period class.	Firebuilding skills, complete requirement 7 prior to camp.	\$10.00
	Emergency Preparedness <i>ER</i>		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none
	Livesaving <i>ER</i>		Pass BSA Swim Test, 2nd class 7a-c, 1st class 9a-c	none
	Orienteering	Scouts must provide their own compass		none
	Photography / Fingerprinting	Includes film processing	Bring your own camera and film	\$12.00
	Pioneering	Scouts should possess basic knot tying skills	Tenderfoot 4a-b, 1st class 7a-c,8a	none
	Rowing		Pass BSA Swim Test	
	Rifle	Includes targets, ammo, and eye protection		\$17.00
	Small Boat Sailing		Pass BSA Swim Test	none
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight to camp		none
	Kayak, BSA	Not a Merit Badge	Pass BSA Swim Test	

ER = Eagle Required

This year we have designated our classes by suggesting camper years and age.

Scoutland Course Catalog Cont'd

Group	Class	Notes	Pre-Requisites	Additional cost
13 years old or Older or Third year Package Includes All 3	Citizenship in the Nation <i>ER</i>	Back by popular demand! Strictly limited in size for quality control.	Requirement 4	none
	Citizenship in the World <i>ER</i>		We plan to have an International Camp Staffer for 9c	none
	Communications <i>ER</i>			none
	Environmental Science <i>ER</i>	Course requires 5 hours of class time as well as independent observation	Have an empty 2-liter soda bottle available	none
	<i>Aquatics Big Wet Adventure</i>	<i>HA</i> Full Week Program Sailing Cruise, Power Boat Extream & Whitewater Canoeing	Pass BSA Swim Test	\$75

Group	Class	Notes	Pre-Requisites	Additional cost
14 years old or Older or Fourth year	C.O.P.E. <i>VR</i>	<i>HA</i> Half-Day Program		\$45

ER = Eagle Required

VR = Venturer, Ranger Core or Elective

HA = High Adventure

*This year we have designated our classes
by suggesting camper years and age.*

COPE Challenging Outdoor Personal Experience



out

Scoutland offers two half day sessions of COPE this year! Come find what COPE is all about. Challenging activities help older Scouts understand teamwork, confidence building, challenge by choice, leadership and initiative. Participants will get a full tour of **Eagle Point** as they visit different sites including the Low Course and the High Course. The possibilities are seemingly endless! This course is managed by a BSA National Camping School Certified COPE Director and staffed by a highly qualified and trained group of adult Scouts.

www.nega-highadventure.com

Who can participate?

Scouts must be 13 years old by June 1st, 2010 and must have completed the First Class Rank to participate. This activity is very strenuous and requires completion of certain challenging skills; therefore, the High Adventure Director reserves the right to refuse any Scout who is not physically capable of completing the course. **There is a strict limit of 16 participants per session (32 total).** *Due to the strict limitations in the number of participants allowed, ADULTS may observe but may not participate in this program unless space is available. Adults must pay the High Adventure fee associated with this activity.*

Be Prepared!

Participants will need to bring the following gear to camp with them:

- | | |
|----------------------------------------------------------------|-------------------------------------------------------------------|
| <input type="checkbox"/> Hydration system or two water bottles | <input type="checkbox"/> Bandana |
| <input type="checkbox"/> Boots or sneakers | <input type="checkbox"/> Sunglasses |
| <input type="checkbox"/> Leather work gloves | <input type="checkbox"/> <u>Class III med form # 34412</u> |
| <input type="checkbox"/> Insect repellent Non-aerosol | |

The camp will provide other necessary equipment such as helmets, ropes, harnesses, and hardware. Personal helmets, ropes, harnesses, and hardware may not be used during this course.

Program Schedule

Tentative schedule for COPE is subject to change. Participants will remain on base camp throughout the week. This is half day program. Some work may require that participants arrive earlier or stay later than the designated times in order to complete the necessary training, but this should not interfere with other programs.

Monday – Team Building/Initiative Games

Tuesday – More games, Low Course

Wednesday – Low Course

Thursday – High Course

Friday – High Course

Additional Cost:

\$45 per participant

In addition to regular camper fees





Scoutland Aquatics Outpost

**PART OF THE CAMP
RAINEY MOUNTAIN PROGRAM**

THE AQUATICS
BIG WET PACKAGE!

Take part in one of the most unique programs in Boy Scout Camping!! Scoutland Aquatics Outpost is located just an hour south of Camp Rainey Mountain on beautiful Lake Lanier, Georgia's largest man made lake.

Older Scouts (13 and up by June 1st 2010) can take part in all of these programs.

PACKAGE INCLUDES:

- Motor Boating
- Water Skiing
- Sailing Cruise
- White Water Canoeing



Scoutland Aquatics Outpost features catered meals, flexible daily schedule, and a relaxed atmosphere providing a unique experience to the everyday summer camp. You'll enjoy the low student-instructor ratio and one-on-one time with boating experts.

Scouts can attend with their troop or as an individual. Adult Leadership is provided for Scouts while on the outpost. Troop leaders may attend with their Scouts or remain at Camp Rainey Mountain with the rest of their troop.

Scouts may arrive on their own at Scoutland on Sunday evening after 8:00pm or, ***shuttle service is provided for Scouts arriving with their troop at Camp Rainey Mountain.*** Listen for the announced departure at the evening flag ceremony on Sunday. Scouts will be shuttled back to Camp Rainey Mountain on Friday evening after supper.



Scoutland Aquatics Outpost

Take part in a week long Aquatics Adventure and earn up to 5 merit badges including Motorboating, Water Sports, Small Boat Sailing, Canoeing and Whitewater Merit Badges. This is a fun filled week on Lake Lanier in a special program put on by the best aquatics trained staff. Scouts will learn team building and leadership along the way as they will be responsible for their own boats, equipment, and quarters each day.

Who can participate?

Scouts must be 13 years old by June 1st, 2010, to participate. Participants must pass the BSA swimmers test and be in good physical condition. Programs are accelerated learning environments and move quickly through instruction. The High Adventure Director or Camp Director reserves the right to refuse any participant not physically capable of completing the course. *Adults are welcome to participate if space is available but must pay the additional fee associated with this activity.*

Be Prepared!

Participants will need to bring the following gear to camp with them:

- | | |
|-----------------------------------------------------|-------------------------------------------------------------------------|
| <input type="checkbox"/> Personal camping gear | <input type="checkbox"/> Extra towel |
| <input type="checkbox"/> Sleeping bag/ ground mat | <input type="checkbox"/> Sunscreen, hat, sunglasses |
| <input type="checkbox"/> Swim Wear | <input type="checkbox"/> Synthetic shirt/shorts |
| <input type="checkbox"/> Water shoes/sandals | <input type="checkbox"/> Toiletries |
| <input type="checkbox"/> Bug repellent | <input type="checkbox"/> Annual Health and Medical Record #34605 |
| <input type="checkbox"/> Water bottle | <input type="checkbox"/> Parts A,B,& C (2 copies) |
| <input type="checkbox"/> Lightweight jacket/sweater | |
| <input type="checkbox"/> Rain gear | |

The camp will provide all necessary Sailing, Water Skiing, and Canoeing equipment.

Program Schedule

Tentative schedule is subject to change. Participants arriving at Camp Rainey Mountain will depart on Sunday evening shortly after dinner for the Scoutland Aquatics Outpost. They will return to Camp Rainey Mountain on Friday afternoon shortly before dinner.

Monday: Sailing and Boat Handling, Water Skiing or Tubing

Tuesday: Sailing, Racing, Advanced Skills, Knee Boarding

Wednesday: Canoeing on the Lake, Moving Water Prep

Thursday: River Trip, afternoon open program

Friday: Sailing, Motorboating wrap-up

Additional cost:

\$75 for all participants

In addition to regular camp fees.



NANTAHALA RAFT TRIP HIGH ADVENTURE FOR EVERYONE!



Here's an opportunity that **everyone** can enjoy. Over 750 campers did in 2009! Scoutland Adventure Camp offers a raft trip each **Thursday**. This expedition will take your Scouts and adults to the thrilling Nantahala River which drops through a forested gorge of the same name located about 15 miles southwest of Bryson City, North Carolina. At the Nantahala, rhododendron and stately hemlocks provide an atmosphere of fragrant beauty. The river is clean and cold, and the class II and III rapids offer a challenge to all participants. The Nantahala is dam controlled so that there is a sufficient water level all summer. The size of this group is not limited, but pre-registration is required by indicating the number of Scouts and adults participating on the fees transmittal form included in this Leader's Guide. The fee is \$35.00 per person that includes all of your equipment, an orientation session, a meal when you're done and an **Exclusive Patch**.

Cost: \$35.00 per person (Nantahala River only)

Guided Raft Trips are available for an **additional fee**. See the camp director about the Guided option. Your troop may wish to pay for this trip upon arrival at camp. We'll need a definite number by Monday breakfast.

Be Prepared! Troops must provide their own transportation to and from the river. Since the Scouts will be getting wet, please have them bring a dry change of clothes and some shoes (sneakers or other river shoes) to wear.



SOMETHING FOR ADULTS TO DO

Scouts aren't the only ones who have fun scheduled activities at camp. We have activities planned each week to occupy your time. Listed here are some of the activities that have already been planned. We'll add some different ones each week:

Leaders Horseshoe Tournament - Monday at 2:30pm.

Safe Swim Defense /Safety Afloat Class - Monday or Tuesday at 1:15pm.

Mile Swim - Scouts and adults can earn this award at camp. Participants must pass the swimmer test and attend all practices. Practices take place at 1:15pm on Monday, Tuesday, and Wednesday. The mile swim takes place at 6:30am on Thursday.

Leave No Trace orientation - Learn about the principles of Leave No Trace and how to

facilitate it in a unit. Wednesday at 3:30pm in the administration building.

Training – A comprehensive library of various BSA Training tapes are available for use in our conference center.

Scouters Cook-Off - Wednesday - Compete against your fellow Scouters.

GOLF?! – We have access to fantastic nearby courses.

Service Projects – O.K. for you folks that can't get enough work... We always have plenty of projects available! Bring your favorite tools and let us know that you are interested in serving. Projects vary.

Guest Instructors – Got a special area of expertise? Want to teach a merit badge class? Let us know of your talents and desire!



Name _____ Troop # _____

To Earn the Special Patch Do 8 of the following: Including the 4 Required items (*)

- Attend Camp with your Troop! * (O.K. it's automatic)
- Attend at least one merit badge class each day. *
 - Monday _____ class, _____ period, _____ Instructor's initials
 - Tuesday _____ class, _____ period, _____ Instructor's initials
 - Wednesday _____ class, _____ period, _____ Instructor's initials
 - Thursday _____ class, _____ period, _____ Instructor's initials
 - Friday _____ class, _____ period, _____ Instructor's initials
- Email someone or check your own. _____.
- Visit our Council's Website: www.nega-bsa.org _____.
- Carry out a troop service project (involve the majority of the troop) this week. See the posted Current available approved projects. List Project details on back of page: _____ →
- Participate in an adult service project. Put your skills to work! See the Camp Director for projects available. List Project details on back of page: _____
- Participate in a game of Horseshoes. _____.
- Compete in the Scouter cook off. _____ Describe your dish on back of page:
- Hike the Nature trail. _____.
- Play a round of golf. Tell us what course you played _____.
- Attend the Safe Swim Defense / Safety Afloat Class. _____.
- Participate in SACafe (morning leaders' meetings at the H.O.C.). _____.
- Help your Scouts organize an Inter-troop activity. _____.
- Relax by enjoying one of the Rocking Chairs at the H.O.C. for at least 30 minutes. _____.*
- Take the Twilight Motor Cruise with the Aquatics Director. _____.
- Teach your Scouts a new song to lead in Cleveland Dining Hall. _____.

Sunday Night Campfire

Sunday Night at 9:30pm. Come enjoy opening night at Council Rock with the Camp Staff as we open another session with Sunday Night Campfire! This campfire will feature performances by the camp staff including songs, skits, story telling and a little camp lore. Steeped in tradition, this campfire is always a great way to start things off right!

**Mowogo Lodge's Midweek Campfire**

Wednesday Night at 8:30pm. Sponsored by the Order of the Arrow's Mowogo Lodge #243, Troops should plan a skit or song for the event. SPL's should let the Camp Commissioner know if they would like to participate in the campfire. Also, there will be a special presentation to recognize members of the Order of the Arrow from Mowogo Lodge and Arrowmen from visiting Lodges. OA members, please wear your sash. Tap outs for visiting lodges can be done upon request (please see the program director).

**Awards Night Campfire**

Friday Night at 9:00pm. This campfire is a chance for Staff to recognize outstanding performances of the week. Troops can also give awards to staff members who made a lasting impression. This is also one last opportunity for song and celebration for the whole camp!



A SCOUT IS REVERENT

At camp, we recognize the importance of religious faith and duty. To fulfill our obligation to help our Scouts and Scouters worship in their own way, we will hold two separate religious services on Sunday evenings. One service is a non-denominational service performed by our Camp Chaplain. This service is held after the Sunday evening meal. It is usually well attended. It should be the expectation of your unit to participate in a service appropriate for your Scouts and Scouters.

The Camp Staff will say grace at the evening and morning flag ceremony. Please have your troop's Chaplain's Aide lead your troop in a troop grace prior to entering the dining hall for other meals.

Scoutland Grace

***Bless our meal, Heavenly Father. May it give us the
strength to be faithful
in Service and Devotion
to the spirit of the past,
and the challenges yet to come!***

Amen

Written by Andrew Gast
SL Staff 2000

