

**CRM COURSE SCHEDULE 2011**

<i>Merit Badge / Courses</i>	<b>9:00 - 9:50</b>	<b>10:00 - 10:50</b>	<b>11:00 - 11:50</b>	<b>2:00 - 2:50</b>	<b>3:00 - 3:50</b>	<b>4:00 - 4:50</b>
<b>American Heritage</b>			x			x
<b>Animal Science</b>				x		
<b>Archery</b>	x	x	x	x	x	x
<b>Art and Music</b>	x		x			
<b>Astronomy</b>	x	x				
<b>Basketry and Leatherwork</b>	x	x	x	x	x	x
<b>Bird Study</b>	x		x			
<b>BSA Lifeguard</b>						
<b>BSA SCUBA</b>						
<b>COPE</b>						
<b>Camping A</b>	x	x	x	x	x	x
<b>Camping B</b>	x	x	x	x	x	x
<b>Canoeing</b>						
<b>Chemistry</b>						
<b>Cinematography</b>				x	x	x
<b>Citizenship in the Nation</b>	x	x		x	x	x
<b>Citizenship in the World</b>		x	x	x	x	x
<b>Climbing</b>						
<b>Communications</b>	x	x	x		x	x
<b>Composite Materials</b>			x	x		
<b>Cooking</b>						
<b>Electricity</b>						x
<b>Electronics</b>					x	x
<b>Emergency Preparedness</b>	x	x	x	x		x
<b>Energy</b>			x	x		
<b>Engineering</b>					x	x
<b>Environmental Science</b>						
<b>Environmental Science</b>						
<b>Fire Safety</b>	x	x	x	x		x
<b>First Aid</b>	x		x	x	x	x
<b>First Aid</b>	x	x	x	x		x
<b>Fish &amp; Wildlife Management</b>				x		
<b>Fishing</b>				x	x	x
<b>Fly Fishing</b>	x	x				
<b>Forestry / Plant Science</b>	x	x				
<b>GOLD RUSH!</b>						
<b>Indian Lore</b>	x		x	x	x	x
<b>Lifesaving</b>						
<b>Mammal Study / Insect Study</b>					x	x
<b>Metalwork</b>		x	x	x	x	x
<b>Mountain Trek</b>						
<b>Nature</b>			x	x		

**This schedule is tentative. The updated version will appear on the website in time for online coursework registration and a copy will be mailed to you with your UserID and Password.**

**CRM COURSE SCHEDULE 2011 Con't**

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Nuclear Science						
Orienteering						
Personal Fitness	x	x	x			
Photography	x	x				
Pioneering						
Radio	x	x				
Reptile & Amphibian				x	x	x
Rifle	x	x	x	x	x	x
Rowing	x	x	x	x	x	x
SL Aquatics Outpost (WW Canoe, Sailing, Motor Boating & Water Skiing)						
Salesmanship		x			x	
Shotgun				x		
Shotgun						
Small Boat Sailing						
Soil and Water Conservation / Geology				x		x
Space Exploration			x			
Swimming						
Swimming						
Swimming Clinic			x			x
TNT - Tenderfoot						
TNT - Second Class						
TNT - First Class		x				
Theater				x	x	x
Weather			x			
Whitewater Kayaking						
Wilderness Survival						
Woodcarving	x	x	x	x	x	x
		=				
	x	=				
		=				
		=				
		=				

No class this period  
 Single-period class  
 Two-period class  
 Three-period class  
 Full-day class

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# CRM Course Catalog 2011

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

Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
11 years old or Older or First year	Baskety & Leatherw ork	Kits vary, and are available in the trading post	Scouts w ill w ork to earn both MB	Approx. \$27.00 to purchase kits from the Trading Post	Handicraft Center
	Composite Materials			\$10.00	Technology Shelter
	Energy	Must have note book	Requirement 4	none	Technology Shelter
	Engineering	Bring a broken household device to dismantle and have a note book		none	Technology Shelter
	First Aid ER		Requirement 1, 2d, 6c	none	Beaver Shelter
	Fishing	Please bring your personal gear/ no license required / obtain fishing regulations from w here you live and bring a copy to class	Requirement 7	none	Ballard Cabin
	Indian Lore	Kits vary, and are available in the trading post	Approx \$12 - \$24 to purchase kits in Trading Post		Fox Shelter
	Mammal Study / Insect Study		Requirement 7 (Insect Study)	none	Nature Lodge
	Metalw ork		Requirement 4	\$3	Handicraft Center
	Nature			none	Nature Lodge
	Personal Fitness ER	Requirments 7 & 8 w ill be started but not completed at camp	Requirement 1, 9	none	Dining Hall
	Swimming ER	A long sleeve shirt, long pants, belt, shoes and socks are required for class	Pass BSA Sw im Test	none	Water Front
	Swimming Clinic	This is <b>NOT</b> a merit badge	for non sw immers, beginners, or learn advanced skills	none	Water Front
	TNT, Tenderfoot	This is a three period class (1,2, & 3 period) for New Scouts		none	Eagle/Bobw hite Shelter
	TNT, Second	This is a tw o period class (4 & 5 period) for Tenderfoot Scouts		none	Eagle/Bobw hite Shelter
	TNT, First	This is a one period class (2nd) for 2nd Class Scouts		none	Eagle/Bobw hite Shelter
	Woodcarving	Scouts should have a knife suitable for carving and a Totin Chip	Approx. \$7.00 to purchase kit in Trading Post		Handicraft Center
Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
12 years old or Older or Second year	American Heritage		Requirement 4	none	Ballard Cabin
	Animal Science			none	Technology Shelter
	Archery	Indudes materials, bow string, arrow kit components, etc	Requirement 1c (local and state law s)	\$17	Shooting Ranges
	Art / Music	Scouts w ill w ork to earn both MB's		none	Handicraft Center
	Astronomy	Binoculars recommended	Requirement 5b	none	Nature Lodge
	Bird Study	Bring your ow n binoculars	Requirements 5, 7b & 8	none	Nature Lodge
	Camping ER	This badge can be partially completed at camp, bring camping gear	Requirements 4b, 5e, 7b 9 prior to camp	none	Bear Shelter

ER = Eagle Required

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

## CRM Course Catalog 2011 Cont'd

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Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
12 years old or Older or Second year	Canoeing		Pass BSA Swim Test	none	Water Front
	Cinematography			none	Dining Hall
	Cooking	This is a two period class	Fire Building skills, complete requirement 7 prior to camp	none	Dining Hall
	Electricity		Requirement 2 & 8	none	Technology Shelter
	Electronics			\$10.00	Technology Shelter
	Emergency Preparedness <b>ER</b>		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none	Buffalo Shelter
	Fire Safety		Requirements 6a, 11 & 12	none	Buffalo Shelter
	Fish & Wildlife Mgt		Requirements 5, 7 & 8	none	Nature Lodge
	Forestry / Plant Science			none	Nature Lodge
	Lifesaving <b>ER</b>		Pass BSA Swim Test 2nd class 7a-c, 1st class 9a-c	none	Water Front
	Orienteering	Scouts must provide their own compass		none	Bear Shelter
	Photography		Bring your own Digital Camera	none	Dining Hall
	Pioneering	Scouts should possess basic knot tying skilly	Tenderfoot 4a-b, 1st class 7a-c, 8a	none	Bear Shelter
	Radio			none	Technology Shelter
	Reptile & Amphibian		Complete requirement 8 prior to camp and bring findings with you	none	Nature Lodge
	Rifle Shooting	Includes targets, ammo, ear & eye protection	Requirement 1d, 1f (local and state laws)	\$23	Shooting Ranges
	Rowing		Pass BSA Swim Test	none	Water Front
	Salesmanship	Learn the principles and take a turn in the Trading Post!		none	Trading Post
	Small Boat Sailing		Pass BSA Swim Test	none	Water Front
	Soil & Water Conservation / Geology			none	Nature Lodge
Space Exploration	Includes material, Rocket kit, and engines	Approx \$7.00 to purchase kt from Trading Post		Technology Shelter	
Theater		Requirement 1	none	Amphitheater	
Weather			none	Nature Lodge	
Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight		none	Bear Shelter	

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## CRM Course Catalog 2011 Cont'd

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Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
13 years old or Older or Third year	Chemistry	Must have note book		\$5	Technology Shelter
	Citizenship in the Nation ER	Back by popular demand! Strictly limited in size for quality control.	Requirements 2 & 3	none	Fox Shelter
	Citizenship in the World ER		We plan to have an international Camp Staffer for 7c	none	Owl Shelter
	Communications ER		Requirement 8	none	Fox Shelter
	Environmental Science ER	Course requires 5 hours of class time as well as independent observation		none	Nature Lodge
	Fly Fishing	No equipment necessary must catch 1 fish at camp	Fishing MB	\$15	Ballard Cabin
	Nuclear Science	Must have visited a doctor or dentist at some point in their life		none	Technology Shelter
	Shotgun VR	Includes skeet, shells, and eye/ear protection	Scouts should have previously earned the Rifle Merit Badge	\$30	Shooting Ranges
Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
14 years old or Older or Fourth year	<i>Aquatics OutPost Program</i>	<b>HA Full Week Program</b> Sailing Cruise, Power Boat Extreme & Whitewater Canoeing	Pass BSA Swim Test	\$75	Headquarter Building Porch
	BSA Lifeguard VR	Full Week Program	Pass BSA Swim Test, CPR Certification Must be 14 years old	none	Water Front
	BSA SCUBA	Full Week Program	Pass BSA Swim Test, Must be 15 years old	TBA	Water Front
	C.O.P.E. VR	HA Half-Day Program		\$45	Headquarter Building Porch
	Climbing VR	HA Half-Day Program		\$55	Headquarter Building Porch
	<i>Gold Rush!</i>	<b>LIVE LIKE THE EARLY SETTLERS IN THE 1800'S</b>	See Gold Rush Page	\$65	Ballard Cabin
	<i>MountainTREK!</i> VR	HA Full Week Program Bartram Trail, Chattooga River	Previous Hiking Experience See Leaders Guide	\$75	Headquarter Building Porch
	<i>Whitewater Kayaking</i> VR	HA Full Week Program 4 days on 4 rivers	Pass BSA Swim Test See Leaders Guide Scouts should have previously earned the Canoeing MB	\$135	Water Front

**ER** = Eagle Required  
**HA** = High Adventure

**VR** = Venturer, Ranger Core or Elective

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