

A member of Camp Staff will call your Unit the week before your check-in date. Please let them know if you are arriving early so they can e-mail the Unit instructions for arriving at camp.

ADVENTURE UNIT (PROVISIONAL UNIT)

For the Scout who cannot attend summer camp with their own Unit. Adult leadership is provided for these Scouts to ensure they have the same camp opportunity as other Scouts attending camp. The Adventure Unit is available the fifth and seventh weeks of camp.

Registration Type	Fee	Payment Due	Payment Type
Send in Form to Camping Department with \$75 Registration Fee.	\$75	At time of registration	Registration Fee applied to balance.
If Registered and paid \$75 by May 15, 2020. Send in to Camping Department .	\$330	By May 15, 2020	Balance Due
If Registered after May 15, 2020. Send in to Camping Department .	\$350	After May 15, 2020	Due if pay after May 15

CAMP FEES

CAMP FEES: **\$300** In-Council Scouts
 \$330 Out-of-Council Scouts
 \$330 Adventure Unit Individual Scout
 \$175 Adults (less discount)


CAMP FEE SCHEDULE

By Registering to attend, Units agree to make the following fee payments as scheduled:

In-Council	Out-of-Council	Payment Due	Payment Type
\$250	\$250	At time of registration	Non-refundable registration fee
\$150	\$150	March 4, 2020	Per Scout, 1 st Installment. Must pay to register for courses.
\$150	\$180	May 6, 2020	Per Scout, 2 nd Installment
\$175	\$175	Sunday Check-In	Leaders fee, MB fees, High Adventure fees etc. (Balance Due at Check-in)

SUNDAY CHECK-IN PROCEDURES

SUNDAY CHECK-IN FEES

At Sunday check-in a Unit leader will meet with the financial staff to pay camp fee balances, leaders fees, extra fees for High Adventure, extra fees for merit badge courses, Thursday only trips, and any other fees dues.  to pay with cash, check, or credit card.

WHEN YOU ARRIVE ON SUNDAY

Please have your troop leadership share the check-in responsibilities. This will make your check-in process run smooth on Sunday. Check-in begins at 1:00 PM till 5:00 PM.

SCOUTMASTER (or designee)

1. Report to Headquarters front porch and sign the troop check-in sheet. Starting at 1 PM staffers will give you an arrival welcome package.
2. Bring Med Forms, medication, troop roster, program schedule, checkbook/fee information.
3. If you need to make any changes to your Merit Badge classes or remove Scouts from waitlists, go see the Office Manager at HQ.
4. After receiving your Welcome package, you will fill out the cover sheet given with your check-in packet. Wait on the front porch for your troop to be called to Med checks.
5. If any Scouts are participating in a High Adventure class (i.e. Climbing, COPE, NOMAD, Classic AT or Whitewater KR) then you will need an additional copy of their individual medical form and will turn it in during check-in.
6. After ALL MB classes have been changed, go visit the Camp Director/Business Manager to complete financials.

ASSISTANT SCOUTMASTERS

1. Load gear onto Rainey Mountain Camp Trailer or drop your trailer. Gear will be delivered to your campsite.
2. Meet with your SPL and Troop Guide (with the troop) on the Headquarters front lawn

SENIOR PATROL LEADER

1. Report to Headquarters with Scoutmaster and Assistant SM
2. Meet with your Troop Guide (with the troop) on the Headquarters front lawn
3. Tour Camp on the way to campsite with your Troop Guide
4. Stow gear, Troop should change into Swim wear (have swim gear easily accessible)
5. Troop Guide will lead SPL and troop to Dining Hall for orientation
6. Troop Guide will lead SPL and troop to Waterfront for swim checks/orientation
7. SPL will lead troop back to Campsite where your Troop Guide will answer any questions

Sundays Schedule:

1:00pm-5:00pm	Check In, Early arrivals report to Headquarters
5:00pm	Dining Hall and Waterfront are closed
6:10pm	First Dinner Waiters report to Dining Hall
6:15pm	RETREAT ASSEMBLY on Parade Field in Field Dress Uniform
6:30pm	Catholic Mass (Franklin Chapel)
6:30pm	First Dinner
7:05pm	Second Dinner Waiters report to Dining Hall
7:25pm	Second Dinner
8:15pm	Chapel Service (Chapel in the Woods)
8:15pm	Senior Patrol Leaders' / Scoutmasters' Meeting in the Dining Hall
9:30pm	Opening Night Campfire
11:00pm	TAPS