Camp Rainey Mountain 2027 Course Schedule

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E/V/H: Eagle Required, Venturing Compatible, High Adventure
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Revised 2026.11.03

Course	A/Y	Course Notes	Pre-Requisite Requirements	Requirements for Sign-Up	Add $$	Location	E/V/H	9:15-10:05 P1	10:15-11:05 P2	11:15-12:05 P3	2:15-3:05 P4	3:15-4:05 P5	4:15 - 4:45 P6 or Unit/Troop Time	7:05 - 7:35 P7 or Unit/Troop Time	Max Particpants
ADVANCED RIFLE	3	Includes targets, ammuniton	Rifle MB	Must have completed the Rifle MB	$ 45.00	Rifle Range				1					12
AI	3					Sci-Tech								1	
American Business	2	Work in Trading Post				Trading Post							1		12
Aquatics Supervision	15+	Swim and Water Rescue & Paddlecraft Safety - Requires study outside class time		BSA Swim Test - Swimmer		Waterfront A		3			3				12
Archery	3	Includes materials for bow & arrows	1d			Archery Range		1	1	1	1	1			16
Art and Music	1	Both MB's:				Handicraft					1	1	1		20
Astronomy	2	Binoculars	5b			Nature Lodge				1	1				20
Automotive Maintenance	3				$ 30.00	Trade Skills		3							10
Aviation	1					SciTech				1					20
Basketry and Leatherwork	1		L: 4			Handicraft		1	1	1					20
Bird Study	1	Binoculars	5, 8			Nature Lodge								1	20
Camping	2	Partial MB	4, 5, 7, 8, 9			Bear	E	1	1	1	1	1			30
Canoeing	2					Waterfront A		2			2				20
Chemistry	3	Bring notebook				SciTech		1	1						16
Citizenship in the Nation	3		5, 7			Fox	E				1	1	1		22
Citizenship in the World	3					Fox	E	1	1	1					22
Climb on Safely	Adult	Adults - Wednesday 4:15 - 5:05 PM				HQ Building							1		20
Climbing	4				$ 45.00	HQ Porch	V/H		3						18
Communication	3		5, 8			Fox	E	1	1	1	1	1			22
Cooking	2		4, 6			Eagles 3 Kitchen	E		2		2				25
COPE (Challenge Course)	4				$ 45.00	HQ Porch	V/H					3			18
CPR / AED Certification Training	Adult	Adults - Thursday 9:30 AM - 11:30 AM & 2:00 PM - 4:00 PM (Includes CPR/AED Card, additional material at TP)		Must Register Online	$ 30.00	HQ Building		2			2				10
Digital Technology	2	Bring pre-req on flashdrive, Must have cyber chip	1, 6			SciTech								1	20
Electricity and Electronics	2	Both MB's	2, 8, 9a			SciTech					1	1	1		20
Emergency Preparedness	2		1, 2b, 2c, 6c, 7b, 8b			Buffalo	E	1	1	1					22
Engineering	1	Notebook & broken device to dismantle				SciTech					1	1			20
Entrepreneurship	3		3			Trading Post			1		1				20
Environmental Science	3	Course requires 5 hours class time as well as independent observation				Nature Lodge	E	1	1			1	1		20
Fingerprinting	1					Beaver								1	16
Fire Safety	1		6			Buffalo					1				20
First Aid	3	This is Difficult for Younger Scouts	1, 5, 7			Beaver	E		2			2			30
Fish & Wildlife Management	3					Nature Lodge								1	
Fishing	1	Personal gear encouraged, no license required.	10			Fishing Shelter			1	1	1			1	20
Fly Fishing	3	Personal gear encouraged, no license required.	11			Fishing Shelter		1				1			15
Footpath - The New Trail	1	Already a Tenderfoot Scout				Eagle/BW					2				60
Forestry and Plant Science	1	Both MB's	F: 1, 5; PS: 8			Nature Lodge				1	1				20
Geocaching	2	Bring GPS if you have one	9			Bear				1	1				20
Home Repairs	3				$ 30.00	Trade Skills						3			10
Insect Study	1		5, 6a, 9, 10			Nature Lodge			1			1			20
IOLS Adult Training	Adult	Monday and Tuesday all day!		Must Register Online	$ 15.00	Franklin Chapel		6							20
Journalism	1		2			Handicraft				1			1		10
Kayaking	3					Waterfront A		1		1					16
Lifesaving	2		2a			Waterfront B	E		2		2				20
Mammal Study and Nature	1	Both MB's	M: 6, 7; N: 4			Nature Lodge		1					1		22
Metalwork	1					Handicraft		1		1	1	1	1		22
Moviemaking						Handicraft		1							20
Nuclear Science	3					SciTech							1		20
Oceanography and Weather	2	Both MB's	O: 7; W: 9			Nature Lodge				1			1		20
Orienteering	2		9, 10			Bear			1			1			20
Paddleboarding (S.U.P)	2	BSA Stand Up Paddleboarding Award (Not a MB)		BSA Swim Test - Swimmer		Waterfront				1	1				24
Painting	2					Handicraft								1	12
Personal Fitness	1	7 & 8 will be started but not completed	1b, 8			Fox	E	1	1	1	1	1			24
Photography	2	Bring Digital Camera	1b			Handicraft		1			1			1	20
Plumbing	2				$ 30.00	Trade Skills								1	10
Public Health	2					Beaver				1					15
Public Speaking	3					Fox							1		10

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								9:15-10:05	10:15-11:05	11:15-12:05	2:15-3:05	3:15-4:05	4:15 - 4:45	7:05 - 7:35	
Radio	2					SciTech				1			1		16
Reptile & Amphibian Study	1	Bring findings from Requirement 8	8			Nature Lodge			1				1		20
Rifle Shooting	2	Includes targets, ammo, safety gear			$ 45.00	Rifle Range			2			2			16
Robotics	2					Dining Hall			2			2			12
Rowing	2			BSA Swim Test- Swimmer		Waterfront B							2		14
Safe Swim Defense	Adult	Wednesday 2:15 - 3:05 PM		Must Sign Up Online		HQ Building					1				20
Safety Afloat	Adult	Wednesday 3:15 - 4:05 PM		Must Sign Up Online		HQ Building						1			20
Salesmanship	2	Work in Trading Post				Trading Post		1		1		1			12
Scouting Heritage	2	Bring your collection of scouting memorabilia	4, 5, 6, 8			Bear		1					1		15
Search & Rescue	3		10			Buffalo						1		1	12
Shotgun Shooting	3	Includes targets, ammo, safety gear		CRM recommends Rife MB	$ 45.00	Shotgun Range			2			2			12
Signs, Signals, & Codes	1		7			Bear		1						1	20
SM/ASM Leader Specific Training	Adult	Wednesday 9:15 AM - 12:05 PM		Must Register Online		HQ Building			3						20
Small Boat Sailing	2			BSA Swim Test- Swimmer		Waterfront A				2		2			20
Soil & Water Conservation and Geology	2	Both MB's	S: 7; G: 3	Both MB's		Nature Lodge			1			1			20
Space Exploration	1					SciTech		1	1	1					20
Swimming	1			BSA Swim Test- Swimmer		Waterfront A	E		2			2			30
Swimming	1			BSA Swim Test- Swimmer		Waterfront A	E			2			2		30
Swimming Clinic	1	For non-swimmers or beginners (Not a MB)				Waterfront A					1		1		12
Swimming Clinic Instructor	15+	For adults and older scouts to learn how to teach other scouts to swim		BSA Swim Test - Swimmer		Waterfront A					2				6
Theater	2		1			Handicraft			1			1			20
Trade Skills Service Corp	3	Long pants, boots, long sleeves				Trade Skills						3			8
Trailblazer - The New Trail	1	Already a Second Class Scout				Eagle/BW					1		1		30
Trailhead - The New Trail	1	For new Scouts (Crossing Over)				Eagle/BW			3						80
Train The Trainer (T3)	Adult	Friday 10:15 AM - 12:05 PM (The Fundamentals of Training)		Must Register Online		HQ Building			2						20
Train The Trainer (T3)	Adult	Friday 2:15 PM - 5:05 PM (The Trainer's Edge)		Must Register Online		HQ Building						3			20
Welding	3	Long pants, boots, long sleeves			$ 30.00	Trade Skills			2				2		20
Whitewater K. R.	4	Rafts each day, returns to camp every afternoon			$275.00	HQ Porch					6				10
Wilderness Survival	2	Sleeping bag, ground cloth, flashlight	5			Bear							2		20
Woodcarving	1	Bring knife and Totin' Chip				Handicraft			1	1	1	1	1		24