

CRM Course Catalog

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

Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
11years old or Older or First year	Aviation		Requirement 4	none	Technology Shelter
	Basketry & Leatherwork	Kits vary, and are available in the trading post	Scouts will work 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 the fishing regulations from where you live and bring a copy to class with you.	Requirement 7	none	Ballard Cabin
	Indian Lore	Kits vary, and are available in the trading post	Approx. \$25-\$35 to purchase 4 Kits in the Trading Post		Fox Shelter
	Mammal Study / Insect Study		Requirement 7 (Insect Study)	none	Nature Lodge
	Metalwork		Requirement 4	\$3	Handicraft Center
	Nature			none	Nature Lodge
	Personal Fitness ER	Requirements 7 & 8 will be started <u>but not completed</u> at camp	Requirement 1a, 1b & 9	none	Fox Shelter
	Swimming ER	A long sleeve shirt, long pants, belt, shoes and socks are required for class	Pass BSA Swim Test	none	Water Front
	Swimming Clinic	This is NOT a merit badge	for non-swimmers, beginners, or learn advanced skills	none	Water Front
	Traffic Safety			none	Buffalo Shelter
	TNT, Tenderfoot	This is a three period class (1,2, & 3 period) for New Scouts		none	Eagle/Bobwhite Shelter
	TNT, Second	This is a two period class (4 & 5 period) for Tenderfoot Scouts		none	Eagle/Bobwhite Shelter
	TNT, First	This is a one period class (2 nd period) for 2nd Class Scouts		none	Eagle/Bobwhite Shelter
	Woodcarving	Scouts should have a knife suitable for carving and a Totten 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 3 & 4	none	Ballard Cabin
	Archery	Includes materials, bowstring, arrow kit components, etc.	Requirement 1c (local and state laws)	\$17	Shooting Ranges
	Art / Music	Scouts will work to earn both MB's		none	Handicraft Center
	Astronomy	Binoculars recommended	Requirement 5b	none	Nature Lodge
	Bird Study	Bring your own 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**Highlighted
NEW CLASSES*****We have designated our classes by suggesting camper years and age.*****Highlighted Additional Cost are collected at Camp at Check-in**

CRM Course Catalog 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
	Disability Awareness			none	Fox Shelter
	Electricity		Requirement 2 & 8	none	Technology Shelter
	Electronics			\$10.00	Technology Shelter
	Emergency Preparedness ER		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none	Buffalo Shelter
	Fire Safety		Requirements 11	none	Buffalo Shelter
	Fish & Wildlife Mgt.		Requirements 5, 7 & 8	none	Nature Lodge
	Forestry / Plant Science			none	Nature Lodge
	Geocaching	Scouts may bring personal GPS units, if desired	Requirements 8 & 9	none	Bear Shelter
	Lifesaving ER		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	Trading Post
	Pioneering	Scouts should possess basic knot tying skills	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
	Robotics		None	\$20	Dining Hall
	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 Cons / Geology			none	Nature Lodge
	Space Exploration	Includes material, Rocket kit, and engines	Approx. \$12.00 to purchase kit from Trading Post		Technology Shelter
	Theater		Requirement 1	none	Handicraft Shelter
	Weather			none	Nature Lodge
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight		none	Bear Shelter

ER = Eagle RequiredHighlighted
NEW CLASSES***We have designated our classes by suggesting camper years and age.***

Highlighted Additional Cost are collected at Camp at Check-in

CRM Course Catalog Cont'd

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Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
13 years old or Older or Third year	Archaeology	Must have note book	Requirements 8 & 9		Franklin Chapel
	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 5 & 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	CRM recommends Fishing MB	\$15	Ballard Cabin
	Kayaking		Swimming MB		Waterfront
	Nuclear Science	Must have visited a doctor or dentist at some point in their life		none	Technology Shelter
	Search & Rescue		MUST HAVE 4 & 5		
	Shotgun	Includes skeet, shells, and eye/ear protection	CRM recommends Rifle Merit Badge	\$30	Shooting Ranges
	Veterinary Medicine		6a or 6b		
	Welding	Long Pants (Preferably Blue Jeans), Boots or Leather Shoes, Long Sleeve Shirts		\$24	Headquarters Building Porch
Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
14 years old or Older or Fourth year	Aquatics Out Post Program	HA Full Week Program Sailing Cruise, Power Boat Extreme & Whitewater Canoeing	Pass BSA Swim Test	\$45	Headquarters Building Porch
	BSA Lifeguard	Full Week Program	Pass BSA Swim Test, CPR Certification Must be 15 years old	none	Water Front
	C.O.P.E. VR / HA	Half-Day Program		\$25	Headquarters Building Porch
	Climbing VR / HA	Half-Day Program		\$30	Headquarters Building Porch
	EPIC Adventure HA	ALL Day Off Site		\$65	Headquarters Building Porch
	Gold Rush!	LIVE LIKE THE EARLY SETTLERS IN THE 1800'S	See Gold Rush Page	\$45	Ballard Cabin
	Mountain TREK! VR / HA	Full Week Program Bartram Trail or Appalachian Trail	Previous Hiking Experience See Leaders Guide	\$35	Headquarters Building Porch
	Whitewater K.R. HA	ALL Day This is an OFF SITE Program		\$75	Water Front

ER = Eagle Required

VR = Venturer, Ranger Core or Elective

HA = High Adventure

Highlighted
NEW CLASSES

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

Highlighted Additional Cost are collected at Camp at Check-in

Course Fees Breakdown

Some Merit Badge and Advancement programs offered at 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	▪ Robotics -	\$20.00
▪ Archery –	\$17.00	▪ Climbing -	\$30.00
▪ Rifle -	\$23.00	▪ COPE -	\$25.00
▪ Shotgun -	\$30.00	▪ Whitewater K.R. -	\$75.00
▪ Fly Fishing -	\$15.00	▪ Epic Adventure	\$65.00
▪ Electronics -	\$10.00	▪ Aquatics Outpost -	\$45.00
▪ Chemistry -	\$ 5.00	(Power Boat Extreme, Sailing, and Whitewater Canoeing)	
▪ Composite Materials -	\$10.00		
▪ Gold Rush -	\$45.00		
▪ Welding -	\$24.00		

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

- Basketry & Leatherwork - \$27.00
- Woodcarving - \$ 7.00
- Indian Lore - \$25.00 – 35.00
- Space Exploration - \$12.00

Whitewater Raft Trip

Nantahala Raft Trip is an optional excursion which takes place on Thursday afternoon. Units have until Sunday of arrival to register. * Cost is \$38.00 without transportation and \$50.00 with transportation per person which includes a guide assisted tour, a patch, and a box dinner. Fully guided tours require an additional fee. Units must transport themselves to and from the outfitter, unless they have paid for transportation. Location is approximately 1 ½ hours from camp. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

Ocoee Raft Trip is an optional excursion which takes place on Thursday afternoon. Units have until Sunday of arrival to register. **Minimum age of 12 years.** The size of this group is limited, pre-registration is required by indicating the number of Scouts and adults participating. * Cost is \$44.00 without transportation and \$56.00 guided with transportation per person which includes a tour, a patch, and a box dinner. Units must transport themselves to and from the outfitter, unless they have paid for transportation. Location is approximately 1 ½ hours from camp. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

*** (Whitewater Prices subject to change see the update in the spring.)**

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
Bird Study
Environmental Science
Fish & Wildlife Management
Forestry/ Plant Science
Mammal Study / Insect Study
Nature
Reptile & Amphibian Study
Soil & Water Conservation/ Geology
Veterinary Medicine
Weather

Handicraft Center

Art & Music
Basketry & Leatherwork
Metalwork
Theater
Woodcarving

Ballard Cabin

American Heritage
Fishing
Fly Fishing
Gold Rush

Buffalo Shelter

Emergency Preparedness
Fire Safety

Fox Shelter

Citizenship in the Nation
Citizenship in the World
Disability Awareness
Indian Lore
Personal Fitness

Eagle & Bobwhite Shelters – TNT

TNT Tenderfoot
TNT Second Class
TNT First Class

Owl Shelter

Communications
Welding

Dining Hall

Cinematography
Cooking
Golf
Robotics

Beaver Shelter

First Aid
Traffic Safety

Headquarters Building Porch

Climbing
COPE
Mountain Trek – meets Sunday night
SL Aquatics Outpost Programs – Departs Sunday evening at 8:00pm
Epic Adventure – Departs Sunday after campfire
Search & Rescue
Whitewater K.R. – Departs Sunday after campfire

Trading Post Porch

Photography
Salesmanship

Bear Shelter

Camping
Geocaching
Orienteering
Pioneering
Wilderness Survival

Waterfront East side Dock A

BSA Lifeguard
Canoeing
Small Boat Sailing
Swimming
Swim Clinic

Waterfront West side Dock B

Lifesaving
Rowing

Technology Shelter

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

Climbing Adventure Climbing Merit Badge



Take advantage of the unique climbing opportunities in and around Camp Rainey Mountain! Learn the basics at Challenge Valley when you head to the Climbing Tower. Then you can take your experience to Big Rock or other natural rock faces (weather permitting). Scouts participating in this program will complete requirements for the Climbing Merit Badge (Eagle Required) with the exception of First Aid and CPR requirements which should be completed before camp. The Mountaineering Elective for Venturing participants will be completed with the exception of requirement 4d, the table-top display or presentation, and requirement 9, leading a group on a climbing activity.



Who can participate?

Scouts must be 14 years old by June 1st, 2013 and must have completed the First Class Rank to participate. This activity is very strenuous and requires completion of certain skills as outlined in the Climbing Merit Badge Pamphlet; therefore, the High Adventure Director or Camp Director reserves the right to refuse any participant who in their opinion is not physically capable of completing the course. **There is a strict limit of 12 participants per session (24 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 on Monday. 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"/> Rain gear | <input type="checkbox"/> Bandana |
| <input type="checkbox"/> Appropriate hiking boots | <input type="checkbox"/> Sunglasses |
| <input type="checkbox"/> Hydration system or two water bottles | <input type="checkbox"/> Long pants |
| <input type="checkbox"/> Climbing shoes or sneakers | <input type="checkbox"/> Annual Health and Medical Record |
| <input type="checkbox"/> Leather gloves | Form # 680-001 or newer |
| <input type="checkbox"/> Insect repellent NON-aerosol | |

The camp will provide all other necessary climbing equipment including harness, ropes, hardware, and helmet. Personal harnesses, ropes, helmets or hardware **may not** be used during this course.

Program Schedule

Tentative schedule is subject to change. Participants will remain in base camp throughout the week. This is a half-day course. Some work may require that participants arrive earlier or stay later in order to complete the necessary training, but should not interfere with other programs.

Monday: Learn the required emergency procedures, environmental considerations, and proper clothing, footwear for climbing, ropes for climbing and rappelling, and equipment management.

Tuesday: Learn knots, harness fitting, verbal signals and commands, and other equipment skills necessary for climbing. The staff will demonstrate and teach belay techniques.

Wednesday: Belay practice is required prior to any climbing activities. Learn from climbing and rappelling demos plus personal instruction in techniques. Climbing practice at the tower.

Thursday: Climbing at Big Rock (weather permitting)

Friday: Climbing at Mount Currahee or other natural rock faces (weather permitting)

Additional Cost:

\$30.00 for all participants

In addition to regular camp fees.



COPE Challenging Outdoor Personal Experience



Camp Rainey Mountain offers two half day sessions of COPE this year! Come find out 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 **Challenge Valley** 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 14 years old by June 1st, 2013 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 or Camp Director reserves the right to refuse any participant who in their opinion 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. If 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:

- ☐ Hydration system or two water bottles
- ☐ Boots or sneakers
- ☐ Leather work gloves
- ☐ Insect repellant Non-aerosol
- ☐ Bandana
- ☐ Sunglasses
- ☐ **Annual Health and Medical Record**

Form # 680-001 or newer

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 in base camp throughout the week. This is a 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:

\$25 for all participants

In addition to regular camper fees



Whitewater K.R.

Northeast Georgia is home to some of the most exciting Whitewater areas in the country. Now Scouts and Venturers can take advantage of these opportunities in this unique Whitewater program. This **OFFSITE** program is located in the heart of the Nantahala National Forest. With experienced and well-trained instructors, participants will experience a variety of craft. K.R. is Kayaking and Rafting. This program is for accelerated learners who can move fast.

Who can participate?

Scouts must be 14 by June 1st, 2013 and must have attained First Class Rank. Sign up for this program using the online registration. Sign up early since this program will fill up quickly. Participants may be restricted from attending certain rivers or training activities (at the instructors discretion) if they do not learn the necessary skills. Safety being the primary concern, the onsite Whitewater director will consult with the Scoutmaster and camp director, but must have the final say regarding river safety and river restrictions. The Whitewater Director or Camp Director reserves the right to refuse any participant in their opinion not physically able to complete the course. *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.** If space is available, adults must pay the fee associated with this activity.*

Be Prepared!

We cannot take a participant on the river without the following equipment:

- ☐ Water bottle
- ☐ Whitewater Kayaking Agreement and Release form
- ☐ Swim wear
- ☐ Synthetic shirt/top
- ☐ Soft-soled water shoes **NO SANDALS, flip flops or athletic shoes**
- ☐ **Annual Health and Medical Record**
Form # 680-001 or newer (2 copies)

The camp will provide the necessary equipment such as boats, floatation, PFDs, paddles, paddling jacket, helmet and spray skirt.

Program Schedule* (TENTATIVE)

Sunday: Depart CRM after Dinner to the NC facility

Monday: Training on facility lake

Tuesday: River

Wednesday: River

Thursday: River

Friday: River & Return to CRM



Additional cost:

\$75.00

In addition to regular campers 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 (14 and up by June 1st 2013) can take part in all of these programs.

PACKAGE INCLUDES:

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



Scoutland Aquatics Outpost features catered meals, flexible daily schedule, and a relaxed atmosphere providing a unique experience compared 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 unit or as an individual. Adult Leadership is provided for Scouts while on the outpost. Unit leaders may attend with their Scouts or remain at Camp Rainey Mountain with the rest of their unit.

Scouts may arrive on their own at Scoutland on Sunday evening after 8:00pm or, ***shuttle service is provided for Scouts arriving with their unit 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 before dinner.



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 14 years old by June 1st, 2013, 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 |
| <input type="checkbox"/> Water bottle | Record #680-001 or newer |
| <input type="checkbox"/> Lightweight jacket/sweater | Parts A,B,& C (2 copies) |
| <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

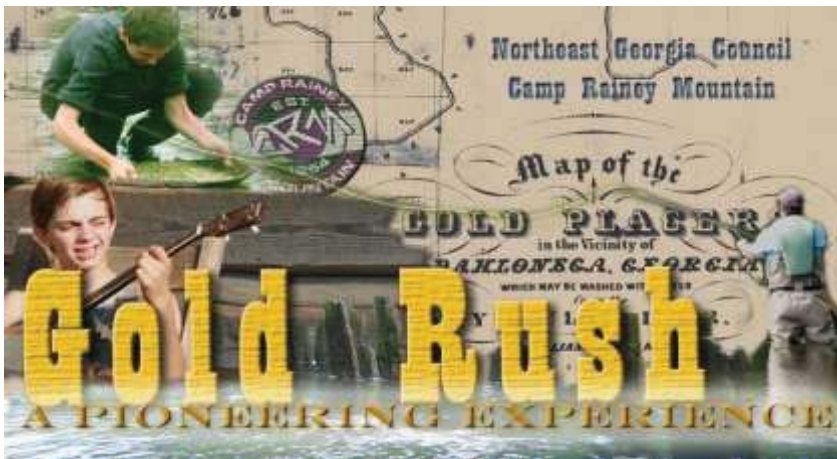
Friday: Sailing, Motorboating wrap-up

Additional cost:

\$45 for all participants

In addition to regular camp fees.





Live in
the 1800's

LIVE LIKE THE EARLY SETTLERS

CAMP RAINEY MOUNTAIN TAKES YOU BACK TO THE TIME OF AMERICA'S FIRST GOLD RUSH WHICH TOOK PLACE IN THE NORTH GEORGIA MOUNTAINS. EXPERIENCE THE YEAR 1828 WHEN *GOLD* CHANGED EVERYTHING AND SHAPED THE LIVES OF OUR PEOPLE, OUR CULTURE AND OUR WAY OF LIFE.

**Expanded FOR
Summer Camp 2013!**

Who can participate?

Participants must be 14 years old by June 1st, 2013 in order to participate. Scouts must be First Class Rank or higher. This program involves hiking into back country wilderness and being away from camp for the entire week. Scouts will live in the Pioneer Village for the entire week - returning to Base Camp on Friday afternoon. Adults are encouraged to visit the Gold Rush Program in the Pioneer Village throughout the week.

What can you expect?

Rustic Cabins built in true pioneer fashion; Advanced outdoor cooking; tomahawk and knife throwing; mountain basketry; black powder rifle; fishing; blacksmithing; period craft and art; Bluegrass and Appalachian music-making; native plants and herbs; history and heritage; folk and Indian pottery; storytelling.....

Advancement opportunities...

Although the program is not designed to complete merit badges we typically cover portions of Pioneering, Cooking, Metalwork, Leatherwork, Woodwork, Fishing, Rifle, American Heritage and more...

Be Prepared!

Gold Rush participants will hike to their program site on Monday. Gear should be brought to camp in their own BACKPACK (3,500-4,000 cubic inches recommended).

- Sleeping bag, ground pad, Backpack
- Rugged jeans, extra clothing, swim suit, rain gear
- Flashlight, extra batteries, pocket knife
- Normal camping gear and personals

Additional Cost:

\$45 in addition to regular camper fees. See your Summer Camp Program Guide or log onto www.nega-bsa.org for more information.



NANTAHALA RAFT TRIP HIGH ADVENTURE FOR EVERYONE!



Here's an opportunity that **everyone** can enjoy. Over 750 campers did in 2012! Camp Rainey Mountain 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 Payment Form included in this Leader's Guide. The fee is \$38.00 per person without transportation or \$50.00 per person with transportation, this includes all of your equipment, an orientation session, and a meal when you're done. Also, an **Exclusive Patch**.

Cost: \$38.00 per person without transportation (Nantahala River only)

Cost: \$50.00 per person with transportation (Nantahala River only)

Please sign up on line through Doubleknot in the Group Forms section!

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

Note: 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

Ocoee Raft Trip

This is an advanced Whitewater Rafting Trip. Experienced Scouts **minimum age of 12 years** can paddle Class II, III, and IV rapids. The Ocoee River has become the most popular Whitewater rafting adventure which is the site of the 1996 Olympics. Located in the Cherokee National Forest, in Tennessee the Ocoee River flows through a beautiful gorge surrounded by scenic wildlife and natural beauty. The size of this group is limited, pre-registration is required by indicating the number of Scouts and adults participating on the Payment Form included in this Leader's Guide. The fee is \$44.00 per person without transportation or \$56.00 per person with transportation, this includes all of your equipment, an orientation session, and a meal when you're done. Also, **Exclusive Patch**.

Age Limited (12 years and older)

Cost: \$44.00 per person without transportation (Ocoee River only)

Cost: \$56.00 per person with transportation (Ocoee River only)

Please sign up on line through Doubleknot in the Group Forms section!

Note: 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

"Hats off to the CRM staff!!! Troop 491 had a great time full of learning, teaching, growing, making new friends, all in a setting of SCOUTING FUN! CRM has excellent programs, support, facilities, and staff."

Doug McBriarty
Scoutmaster
Troop 491, Central Florida Council

HIKING TRAILS HIGH ADVENTURE FOR EVERYONE!

Opportunities for hiking abound at Camp Rainey Mountain. Our dining hall will gladly prepare a “sack meal” for your unit or patrol to take hiking on any of the many trails you will find at Camp Rainey Mountain. Please indicate your request to the dining hall on Monday by noon on the form provided to you by the Food Services Director.

WATERFALL / NATURE TRAIL

The beginning of this trail is located near Russell Campsite approximately 150 yards from the road. This is a great in-camp short patrol hike. There is a waterfall on this trail.

BIG ROCK TRAIL

The beginning of this trail is located across from the Demorest Campsite. This is a STRENUOUS hike. It will take approximately 45 minutes to reach the top at Big Rock, but the view of Camp Rainey Mountain and the beautiful northeast Georgia mountains is worth the effort. Please be sure that everyone on your hike up to Big Rock takes water. Adults must accompany Scouts on this hike. There is a patch available for purchase in the Trading Post for those who complete this hike.

CHARLES SMITH JR. MEMORIAL TRAIL

This trail is named in memory of Charles Smith, Jr., former Scoutmaster of Troop 26 from Gainesville, GA. The hike loops out of camp and connects into the Bartram Trail System at Green Gap. Please be sure that everyone on your hike takes plenty of water and that adults accompany Scouts on this hike since it leaves camp. Estimated time to hike the entire trail is 2.5 hours.

BARTRAM TRAIL

The Bartram Trail stretches from Georgia into North Carolina. The Georgia portion extends 38 miles in the Chattahoochee National Forest. This segment starts from the West Fork of the Chattooga River to the summit of Rabun Bald and on to the Georgia-North Carolina Border. There is good fishing along the way in the many streams that cross or run near the trail. Start from the Charles Smith trail. www.bartramtrail.org

WARWOMAN DELL

This is a nearby recreation area in the Chattahoochee National Forest. Easily gain access from the Bartram Trail by starting from the Charles Smith trail follow directions from the stone marker at Green Gap. Warwoman Dell features a nature trail, historic elements and picnic area and a beautiful waterfall. This area was developed by the Civilian Conservation Corps in the late 1940s.

Chattooga River Trail

This hike takes you along the pristine Chattooga Wild and Scenic River. This extended hike can be reached from the Bartram Trail heading out of camp or by road access from the Georgia side of the Chattooga River (ask for directions from our staff). Witness the raging waters at the famous Bull Sluice or hike up to Ellicott Rock and learn about early surveyors.

Rainey Mountain Peak Trail

This hike continues past the Big Rock trail and **UP** to the peak of “our” mountain. This hike will qualify for the camping MB requirement 9b(1): “Hike up a mountain, going at least 1000 vertical feet.”

“(I am) extremely impressed with your staff, they are highly motivated!”
– Lanny Rhodes, Troop 57, Coastal Empire Council

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:

Nature Hike - Learn the history of Camp Rainey Mountain! Experience the beautiful flora and fauna during this hike. Take your Camelback!

Horseshoes – enjoy a game with fellow leaders anytime (checkout Shoes @ Head Quarters Building.)

Safe Swim Defense /Safety Afloat Class – Monday or Tuesday at 2:00pm.

Leader/Staff Volleyball Games – Monday at 7:45pm.

Leaders Skeet Shoot - Time to be announced. Come out and shoot all the innocent little clay dishes you can hit. \$2.00 for five shots.

Leaders' Lounge – Get away to a quiet and comfortable relaxing lounge to read or surf the net (WiFi available) at the Headquarters Building

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 5:45am on Monday, Tuesday, and Wednesday. The mile swim takes place at 5:45am on Thursday.

Scout Leaders Cook-Off – Tuesday at 7:30pm - Compete against your fellow Scouters. Prepare your entry in your campsites and bring it to the Dining Hall for judging and Scout leader sampling. Leaders will be given the opportunity to brag about their recipes. A flyer will be in your mailbox when you check in on Sunday.

Scouter's Dinner - Tuesday at 7:45pm. Please go to dinner with your Unit and stick around for the best Dinner in CAMP! at approximately 7:45pm. (We'll also have **Gourmet Brunch** on Friday morning at 9:45am.)

GOLF?! – We have access to fantastic nearby courses. Check out Kingwood Resort!

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. Check with the Camp Ranger for specifics.

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

"I was in **TNT class**... I think I learned more about teaching young Scouts from these two (instructors) **than I have from Wood Badge**..."
-- Tim Garrett, Scoutmaster, Troop 388, Watkinsville, GA

Leaders' Service Award

Name _____

Unit # _____



To Earn the Special Patch Do 5 of the required (*) items and then 3 others on the list for a total of 8.

1. *Attend Camp with your Unit! (O.K. it's automatic)
2. *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
3. *Properly utilize the rocking chairs on the Headquarters Building Porch or Dining Hall for a minimum of 30 minutes. _____.
4. *Visit our Council's Website: www.nega-bsa.org _____.
5. *Visit the Gold Rush Program at the Pioneer Village. Document your observations.
 _____.
6. Carry out a unit service project (involve the majority of the unit) this week. See the posted currently available approved projects. List Project details on back of page: _____→
7. Participate in an adult service project. Put your skills to work! See the Camp Ranger for available projects. List Project details on back of page: _____→
8. Participate in a game of Horseshoes. _____.
9. Compete in the Scouter cook off. _____. Describe your dish on back of page: _____→
10. Hike the Nature / Waterfall trail. _____.
11. Hike to Big Rock. What did you see? _____
12. Play a round of golf. Tell us what course you played _____.
13. Participate in the Leader / Staff Volleyball Game. _____.
14. Attend the Leaders' Dinner on Tuesday night. _____.
15. Attend the Leaders' Brunch on Friday morning. _____.
16. Attend the Safe Swim Defense / Safety Afloat Class. _____.
17. Participate in the Leaders' Skeet Shoot. _____.
18. Locate the U.S. Geological Survey Benchmark and record the information. _____.

Adult Leader Training

BSA Leader Training

T.B.A.



"...had a wonderful week, staff was excellent. We look forward to coming back next year!"
-- Dan Smith, Troop 1, Griffin, GA

"We can't find another camp that offers the same **quality of programs** that Camp Rainey Mountain offers..."
-- Chris Lupton, Troop 459, Goose Creek, SC

Campfires

Sunday Night Campfire

Sunday Night at 9:30pm. Come enjoy opening night at the Stewart Amphitheater 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, storytelling 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, Units 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. All Arrowmen are invited to attend the Ice Cream Social following the campfire.



Awards Night Campfire

Friday Night at 9:00pm. This campfire is a chance for Staff to recognize outstanding performances of the week. Units 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. The other service will be a Catholic Mass or Eucharistic Service led by a priest or lay minister. Both of these services are held after the Sunday evening meal. Both services are usually well attended. Your unit should participate in whichever service is appropriate for your Scouts and Scouters.

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

Rainey Mountain Grace

Through the spirit of camping,
may you bless this food,
Great Creator.
May it keep us strong and steadfast,
in service, devotion, and conservation,
for the tranquility of these hills.

Amen

Written by Daniel Victorio, CRM Staff 1994



Chapel in the woods