

The NEW Trail

The NEW Trail is Camp Rainey Mountain's signature first-time camper program. With over twenty-five years of experience The NEW Trail is designed to give your newest scouts a great opportunity to learn the essential skills of Boy Scouting in the summer camp setting. The program consists of three distinct course offerings each tailored to the needs of your scouts.

Course Description

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

Foot Path TNT – For new Scouts who have begun advancement but still have work to do, this course is offered as a 110-minute session (Period 4-5). Scouts will work on skills and requirements for Second Class and First Class Ranks.

Trail Blazer TNT – For new Scouts who are well underway in advancement, this course is offered in a 50-minute session (Period 4). Scouts will work on skills and requirements for First Class Rank.

NOTE: When signing your new scouts up for The NEW Trail, please choose the ONE course that fits their needs for rank advancement.

Additional Opportunities

- **Monday evening:** First Class Requirement 9c – The NEW Trail staff offers guided instruction in the "line and tender" rescue. This is an open session (split by shift) for anyone who needs First Class Requirement 9c. Participating scouts must attain "Swimmer" classification prior to the session.

BE PREPARED! Scouts should arrive with their buddy tag and prepared to get in the water.

- **Wednesday afternoon:** First Class Requirement 5 – The NEW Trail staff hosts a civic leader to speak to scouts about the U.S. Constitution and government. This is an open session during lunch (split by shift) for anyone who needs First Class Requirement 5.

BE PREPARED! Scouts should arrive with pencil and paper to take notes.

- **Thursday morning:** Second Class Requirement 1b – The NEW Trail staff will guide scouts on the William Bartram Trail from Camp Rainey Mountain to Warwoman Dell. Along this five-mile adventure Scouts will use their map and compass skills, and learn basic first-aid. This is open to Scouts who are registered participants for Trail Head TNT or Foot Path TNT. Participating scouts will leave immediately after breakfast from The NEW Trail program shelter and will return in time to eat lunch in the dining hall. Departure times depend on your troop's dining shift; TNT Patrols will begin departing at 8:15am (Orange Shift), and 8:45am (Blue Shift). Scouts who show up after their TNT Patrol's departure time will be sent back to their unit. Scoutmasters will assume responsibility for any Scouts not attending the hike.

BE PREPARED! Scouts must have a water bottle and closed-toe shoes and socks suitable for hiking in order to participate.

- **THURSDAY afternoon:** Second Class Requirement 3g – The NEW Trail staff hosts a cookout for participants in Trail Head TNT and Foot Path TNT. Scouts will devise a menu with their TNT Patrol prior to Thursday. The cooking begins as soon as the Scouts return from hiking to Warwoman Dell. Participating Scouts may not eat in the dining hall during lunch.

NOTE: Scouts who are leaving with their troop to go rafting will not have time to participate in the cookout.

The NEW Trail Continued

Course Information

Modeling the Troop and Patrol Method – When Scouts arrive to The NEW Trail area, they will be placed in TNT Patrols with an approximate capacity of ten scouts per patrol. Scouts from the same troop may be spread across more than one patrol. Each patrol will have a staff guide to work with throughout the week on skills and requirements leading toward rank advancement with an emphasis on **Scouting Ideals** and the **Troop and Patrol Method**. The dynamic of each patrol will vary based on the scouts and their leadership; this dynamic will determine the amount of material they will cover as a patrol. The following guide shows *which requirements may be covered* in the respective courses. *Results may vary*. Unit leaders are encouraged to attend!

NOTE: Most of the requirements we do not cover contain the words “with your troop” or “with your patrol”.

Trail Head 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.

We will cover the following rank requirements:

Tenderfoot rank: 3, 4a, 4b, 4c, 5, 6, 8, 9, 10a*, 10b*, 11, 12a, 12b

* **Physical Fitness Test** – Scouts will work on the physical fitness test for Tenderfoot rank. Scouts who have completed requirement **10a** at least 30 days prior to camp will show improvement for requirement **10b**. All other Scouts will work on requirement **10a** only.

Second Class rank: 1a, 1b, 2, 3c, 3d, 3e, 3f, 3g, 4, 6, 7a, 7b, 7c, 8a, 8b, 8c, 9b

First Class rank: 1, 4d, 5, 6, 7a, 7b, 8a, 8b, 8c, 8d, 9a, 9b, 9c, 11

Foot Path TNT – For new Scouts who have begun advancement but still have work to do, this program is offered as a 110-minute course (Period 4-5). Scouts will work on Second Class and First Class requirements.

We will cover the following rank requirements:

Second Class: 1a, 2, 3c, 3d, 3e, 3f, 3g, 4, 6, 7a, 7b, 7c, 8a, 8b, 8c, 9b

First Class: 1, 2, 4d, 6, 7a, 8a, 8b, 8c, 8d, 9a, 11

Trail Blazer TNT – For new Scouts who just have some finishing up to do to complete the First Class Rank, this program is offered as a 50-minute course (Period 4).

We will cover the following rank requirements:

First Class: 1, 2, 4d, 6, 7a, 8a, 8b, 8c, 8d, 9a, 11

For questions please e-mail The NEW Trail Director at TNT@nega-bsa.org

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 with which they can succeed!**

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 "Camp work" to do in their campsites at night. Scouts should have the merit badge books for each class. Supplies are available in the Trading Post. Our camps offer Twilight Hours for most of our merit badges on Monday and Tuesday 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.

Venturing Advancement

The Venturing Program of the Boy Scouts of America is a traditional part of Scouting that has goals very similar to that of the Boy Scout Program. Many of our older Boy Scouts are now also joining Venturing Crews to carry their hobbies and adventures to a higher level. We would encourage that Boy Scouts continue on the Eagle Trail and become involved in Venturing as a secondary association. Other youth join Venturing without having been in Scouts.

Venturing has a well-defined advancement structure, much of which is compatible and parallel to Boy Scout Advancement but usually goes a step further. We recognize that Venturers need an opportunity for advancement, especially in the Outdoor Bronze and Ranger Requirements. Please refer to the Ranger Guidebook for specific requirement details. Our course catalog has listed some of the compatible classes with a **VR** code for Venturing Requirements pertaining to the Ranger Award.



High Adventure Opportunities

Our Mission: Our goal is to meet the High Adventure demands of not only the older Scouts and Venturers, but all Scouts. We believe that every Scout and Venturer wants a chance to climb a mountain, or crash through a set of rapids. We must place age as well as class size restrictions on many of the High Adventure activities at Camp Rainey Mountain, and appropriate supplemental fees apply to help defray the cost of specialized equipment and additional certifications of the staff.

All of our High Adventure programs are staffed with individuals that have completed extensive training and hold applicable certifications for the specific activity. Safety is a top priority, so we will not operate any program if conditions exist that would jeopardize the safety of our participants or staff.

See the High Adventure Course Descriptions following the Course Catalog

These programs are very strenuous in nature; therefore an Annual Health and Medical Records Form (Form # 680-001 or newer) is required and "All Activities" must be checked. The High Adventure Director reserves the right to refuse any participant. These guidelines are in place to ensure that the entire group will have a meaningful and safe week.

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 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 unit meeting and have them decide based on what their advancement needs and interests are. Provide them with a CRM Course Schedule and CRM Course Catalog (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 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 **March 2015**.

A letter will be mailed to the Scoutmaster with the exact date along with your username. ***Units must make the first Camp Fees payment by February 2nd, 2015 in order to receive Course Registration Login and password information.*** Please see the ***2015 Fee Schedule*** in the General Information section located at the front of this guide.

Instructions

1. **October/November-** Fundraising, Popcorn sales and program planning for summer camp. Set aside one unit meeting to discuss with each Scout, summer camp programs and to select courses for each Scout to take. Use the **CRM Course Planning Worksheet** found in the forms section of this guide to plan each Scout's preferred schedule
2. **January** – Collect and send in your first payment of camp fees, which are \$85 per Scout for In Council Units and \$95 per Scout for Out of Council Units. **REMEMBER, you will not receive your online login and password until you make the first Scout payment by February 2nd, 2015.** Your login information will then be sent to you by e-mail through Doubleknot.
3. **February** – Finalize preparations for Online Coursework Registration. Make sure you have your User ID and Password. **Register scouts and adults before your online coursework date.**
4. **March** - (Check the Planning Calendar for your Online Coursework Registration opening day listed by week) Log onto the Course Registration Website via www.nega-bsa.org and begin 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 by the camping department 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. **SPACE FOR EACH COURSE IS FIRST-COME, FIRST-SERVED.**

5. Print the Unit's schedule from the online registration website. **This is your confirmation.** Please keep a record and bring it with you to camp.
6. Review each Scouts' schedule with them again. 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.
7. **ALTERNATIVE OPTION:** If you are unable to complete your Units online course selection, you may mail, fax, or email your forms to the Council Office after February 20th, 2015.

VERY IMPORTANT: Please confirm with the camping department that your course selections have been received.

MAIL/EMAIL/FAX info to:

Summer Camp Course Registration

Northeast Georgia Council, BSA

PO Box 399

Jefferson, GA 30549

Attention: Cathy in Camping

e-mail – Cathy Huska: chuska@bsamail.org

FAX: 706.693.4849 Attn: Cathy in Camping

Online Coursework Registration Service

Online Coursework Registration for registering Youth and Adults attending Camp Rainey Mountain or Scoutland utilizes the **Doubleknot** Services, which has been designed for use by Boy Scout Councils to maintain camp and event registration information.

Tremendous, A Huge Success, Very Popular!



S.T.E.M.

**at the Tech Studies
Department on the
campus of CRM**

The CRM Tech Studies Department is designed to give Camp Rainey Mountain one of the most unique camp programs in the south, if not the country. Tech Studies will teach merit badges that give a weeklong experience in Science and Technology Careers. Offering these badges not only allows for a unique program, but also for an excellent vocational experience at Camp Rainey Mountain. Tech studies will offer the following merit badges:

**Archaeology, Chemistry,
Composite Materials,
Electronics, Electricity, Energy,
Engineering, Nuclear Science,
Radio, Robotics & Space
Exploration.**



These badges offer more specific education, interest, and originality to the Camp Rainey Mountain program.



Epic adventure

At Copperhill, TN

AN INCREDIBLE HIGH ADVENTURE OPPORTUNITY FOR SCOUTS AND VENTURERS.

ONLY \$65
plus base fee



register on line with other classes or contact us
Northeast Georgia Council, PO Box 399, Jefferson, GA 30549
800.699.8806

Name _____ Unit _____

Address _____ City / Zip _____

Email _____ Mobile _____

The Epic Adventure 2014 summer edition

Parents contact information:

Name _____

Email _____

Mobile / phone _____

Registration fee \$65 plus base fee

Card _____ Exp. _____

Available all Seven Weeks! 2014

Prepare for a week of Outrageous Adventure!

- * Horseback Riding! (Scouts can earn the merit badge)
- * Ocoee River Whitewater Rafting!
- * Mountain backpacking!, Swimming!
- * Trail Camping! (Scouts will be housed in cabins except for campout night)
- * Nantahala River Whitewater Rafting!
- * High Ropes course!, High Adventure movies!
- * Giant Swing!, Climbing Tower!, BLOB!
- * Mountain Biking!, Rappelling!, Disc Golf!

Easy to participate! Open to individual youth 13 and older. Adults are also welcome but NO unit leadership is required! Transportation is provided! Departing from Camp Rainey Mountain on Sunday evenings and returning to camp on Friday afternoons.

Participants MUST bring:

- > current BSA medical form #680-001 or newer.
- > personal toiletries
- > appropriate clothing including jackets and swimsuits
- > backpack
- > sleeping bag
- > hiking shoes or boots
- > personal tent (or share with a friend)

CRM COURSE SCHEDULE

<i>Merit Badge / Courses</i>	9:15 – 10:05	10:15 – 11:05	11:15 – 12:05	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50
American Heritage		x			x	
Archaeology	x					
Archery	x	x	x	x	x	x
Art and Music	x	x	x			
Astronomy	x	x				
Aviation					x	
Basketry and Leatherwork	x	x	x	x	x	x
Bird Study	x					
BSA Lifeguard Must be 15 (ALL DAY – FULL WEEK)	6					
COPE (3 CONSECUTIVE PERIODS)	3					
Camping	x	x	x	x	x	x
Camping	x	x	x	x	x	x
Canoeing	2			2		
Chemistry	x	x				
Cinematography				x	x	x
Citizenship in the Nation	x	x		x	x	x
Citizenship in the World		x	x	x	x	x
Climbing (3 CONSECUTIVE PERIODS)				3		
Communications	x	x	x		x	x
Composite Materials			x	x		
Cooking	2			2		
Disabilities Awareness			x			
Electricity						x
Electronics					x	x
Emergency Preparedness	x	x	x	x		x
Energy			x	x		
Engineering					x	x
Environmental Science	2			2		
Environmental Science		2			2	
Epic Adventure (ALL DAY – FULL WEEK OFF SITE)	6					
Fire Safety	x	x	x	x	x	
First Aid	x		x	x	x	x
First Aid	x	x	x		x	x
Fish & Wildlife Management	x					
Fishing (Fly Fishing)	x	x		x	x	x
Forestry / Plant Science				x		x
Geocaching				x	x	
GOLD RUSH! (ALL DAY – FULL WEEK)	6					
Indian Lore	x		x	x	x	x
Kayaking		2		2		
Lifesaving	2			2		

Merit Badge / Courses	9:15 – 10:05	10:15- 11:05	11:15 –12:05	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50
Mammal Study / Insect Study			x			x
Metalwork		x	x	x	x	x
Mining in Society / Geology *****			x			
Nature			x	x		
Nuclear Science	x	x				
Oceanography *****						x
Orienteering		2				
Personal Fitness	x	x	x	x		x
Photography	x	x				
Pioneering	2			2		
Pulp and Paper / Forestry *****					x	
Radio	x	x				
Reptile & Amphibian			x		x	x
Rifle	x	x	x	x	x	x
Robotics		2			2	
Rowing	2				2	
SL Aquatics Outpost (WW Canoe, Sailing, Motor Boating & Water Skiing) (ALL DAY – FULL WEEK OFF SITE)	6					
Salesmanship		x			x	
Search & Rescue		2			2	
Shotgun	2		2		2	
Small Boat Sailing		2			2	
Soil and Water Conservation / Geology				x	x	
Space Exploration			x	x		
Swimming		2			2	
Swimming	2			2		
Swimming Clinic			x			x
Trail Head (TNT)	3					
Foot Path (TNT)				2		
Trail Blazer (TNT)				x		
Theater				x	x	x
Traffic Safety	x		x			
Veterinary Medicine			x			
Weather		x				
Welding	x	x	x			
Whitewater K.R. (ALL DAY – FULL WEEK OFF SITE)	6					
Wilderness Survival		2			2	
Woodcarving	x	x	x	x	x	x
***** NEW CLASSES	x			No class this period Single-period class Two-period class Three-period class Full-day class		
	2					
	3					
	6					

CRM Course Catalog**Photocopy the Course Schedule so your Scouts can "Be Prepared"**

Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
11 years 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 (Fly 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 *A
	Swimming Clinic	This is NOT a merit badge	for non-swimmers, beginners, or learn advanced skills	none	Water Front *A
	Traffic Safety			none	Buffalo Shelter
	Trail Head (TNT)	This is a three period class (1,2, & 3 period) for New Scouts		none	Eagle/Bobwhite Shelter
	Foot Path (TNT)	This is a two period class (4 & 5 period) for Tenderfoot Scouts		none	Eagle/Bobwhite Shelter
	Trail Blazer (TNT)	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 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 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

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

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 *A
	Cooking ER	This is a two period class	Fire Building skills, complete requirement 7 prior to camp	none	Dining Hall
	Disabilities 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 *B
	Mining in Society / Geology			None	Nature Lodge
	Movie Making			None	Dining Hall
	Oceanography			None	Nature Lodge
	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
	Pulp & Paper /Forestry			None	Nature Lodge
	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)	TBA was \$25	Shooting Ranges
	Robotics		None	\$20	Dining Hall
	Rowing		Pass BSA Swim Test	none	Water Front *B
	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 *A
	Soil & Water Cons / Geology			none	Nature Lodge
	Space Exploration		Approx. \$12.00 to purchase kit from Trading Post		Technology Shelter

ER = Eagle Required

Highlighted Additional Cost are collected at Camp at Check-in

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

CRM Course Catalog Cont'd

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

Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
12 years old or Older or Second year	Theater		Requirement 1	none	Handicraft Shelter
	Weather			none	Nature Lodge
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight		none	Bear Shelter
	Archaeology	Must have note book	Requirements 8 & 9	none	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	Fox 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
	Kayaking		Swimming MB		Water Front *a
	Nuclear Science	Must have visited a doctor or dentist at some point in their life		none	Technology Shelter
	Search & Rescue		MUST HAVE 4 & 5		Headquarter Building Porch
	Shotgun	Includes skeet, shells, and eye/ear protection	CRM recommends Rifle Merit Badge	\$30	Shooting Ranges
	Veterinary Medicine		6a or 6b	none	Nature Lodge
	Welding	Long Pants (Preferably Blue Jeans), Boots or Leather Shoes, Long Sleeve Shirts		\$24	Owl Shelter
Group	Class	Notes	Pre-Requisites	Additional cost	Course Locations
14 years old or Older or Fourth year	<i>Aquatics Out Post Program</i>	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 *A
	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 This is an OFF SITE Program		\$85	Headquarters Building Porch
	<i>Gold Rush!</i>	LIVE LIKE THE EARLY SETTLERS IN THE 1800'S	See Gold Rush Page	\$45	Ballard Cabin
	<i>Whitewater K.R. HA</i>	ALL Day This is an OFF SITE Program		\$95	Headquarters Building Porch

ER = Eagle Required

VR = Venturer, Ranger Core or Elective

HA = High Adventure

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

Highlighted
NEW CLASSESHighlighted 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 camper's 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 -	TBA was \$25.00	▪ COPE -	\$25.00
▪ Shotgun -	\$30.00	▪ Whitewater K.R. -	\$95.00
▪ Electronics -	\$10.00	▪ Epic Adventure	\$85.00
▪ Chemistry -	\$ 5.00	▪ Aquatics Outpost -	\$45.00
▪ Composite Materials -	\$10.00	(Power Boat Extreme, Sailing,	
▪ Gold Rush -	\$45.00	and Whitewater Canoeing)	
▪ 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. Units have until Sunday of arrival to register. * Cost is \$39.00 without transportation and \$57.00 with transportation per person which includes a guide assisted tour and a meal. 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. 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 \$46.00 without transportation and \$65.00 guided with transportation per person which includes a guide and a meal. 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
Mining in Society / Geology
Mammal Study / Insect Study
Nature
Oceanography
Pulp and Paper / Forestry
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
Traffic Safety

Fox Shelter

Citizenship in the Nation
Citizenship in the World
Communications
Disabilities Awareness
Indian Lore
Personal Fitness

Eagle & Bobwhite Shelters – TNT

Trail Head **(TNT)**
Foot Path **(TNT)**
Trail Blazer **(TNT)**
Launch

Owl Shelter

Welding

Franklin Chapel

Archaeology

Dining Hall

Cooking
Movie Making
Robotics

Beaver Shelter

First Aid

Headquarters Building Porch

Climbing
COPE
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
Kayaking
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, 2015 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.** *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, 2015 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 20 participants.** *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, 2015 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:

\$95.00

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 2015) 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, 2015, 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 2015!**

Who can participate?

Participants must be 14 years old by June 1st, 2015 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 900 campers did in 2014! 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 \$39.00 per person without transportation or \$57.00 per person with transportation, this includes all of your equipment, an orientation session, and a meal when you're done. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

Cost: \$39.00 per person without transportation (Nantahala River only)

Cost: \$57.00 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. The Ocoee River was 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 \$46.00 per person without transportation or \$65.00 per person with transportation, this includes all of your equipment, an orientation session, and a meal when you're done. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

Age Limited (12 years and older)

Cost: \$46.00 per person without transportation (Ocoee River only)

Cost: \$65.00 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. Please check out/in at camp Headquarters, prior to departing camp.

Be prepared – Take water, first aid kit, flashlights & cell phone.

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 1 hour 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."

**"It's been described to me as a
FIVE STAR CAMP!"**

– Ken Alsept, Baton Rouge, LA

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. \$3.00 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.

Scouter's Belly Flop Contest – Monday evening, waterfront A! **What a show!**

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.

Scouters' 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. Hike to Rainy Mountain Peak. _____.
13. Play a round of golf. Tell us what course you played _____.
14. Participate in the Leader / Staff Volleyball Game. _____.
15. Attend the Leaders' Dinner on Tuesday night. _____.
16. Attend the Leaders' Brunch on Friday morning. _____.
17. Attend the Safe Swim Defense / Safety Afloat Class. _____.
18. Participate in the Leaders' Skeet Shoot. _____.
19. Locate the U.S. Geological Survey Benchmark and record the information. _____.
20. Participate in the Belly Flop Contest _____.
21. Attend the Firewise Seminar _____.
22. Attend Adult Leader Training _____.

Adult Leader Training

BSA Leader Training

Scoutmaster / Assistant Scoutmaster Training

Is offered on Wednesday from 9:00 am – 5:00 pm in the Headquarter Building

IOLS (Introduction to Outdoor Leader Skills)

From Monday 9:00 am through Tuesday 5:00 pm

This is a two day / one night commitment! Adult leaders taking this training will be away from their units during this time. They will go through the training with other adults as patrols. All the necessary gear will be provided by NEGA Council. "Please make sure your unit has two-deep leadership in your campsite at all times!"

Cost is TBA

These classes will be on Doubleknot the same MB Scheduling for youth! When you sign up your youths MB classes you will also be able to sign up your adults at the same time.



"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

"A Life changing experience"

■ **Joe Parker, Troop 513**

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. **Callout ceremonies should be conducted in your local council.**



Awards Night Campfire

Friday Night at 8:30pm. 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

