

# CRM Course Scheduele 2010

NEW Tech Classes to be added!

	9:00 - 9:50	10:00 - 10:50	11:00 - 11:50	2:00 - 2:50	3:00 - 3:50	4:00 - 4:50
American Heritage			x			x
Animal Science ** New for 2010				x		
Archery	x	x	x	x	x	x
Art and Music	x		x			
Astronomy	x	x				
Basketry and Leatherwork	x	x	x	x	x	x
Bird Study	x		x			
BSA Lifeguard						
COPE						
Camping	x	x	x	x	x	x
Canoeing						
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						
Communications	x	x	x		x	x
Composite Materials			x	x		
Cooking						
Electricity ** New for 2010						x
Electronics					x	x
Emergency Preparedness	x	x	x	x		x
Energy			x	x		
Engineering					x	x
Environmental Science						
Environmental Science						
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				x	x	x
Fly Fishing	x	x				
Forestry	x	x				
GOLD RUSH!						
Golf						
Indian Lore	x		x	x	x	x
Lifesaving						
Mammal Study					x	x
Metalwork				x	x	x
Mountain Trek						
Nature			x	x		
Nuclear Science	x	x				
Orienteering						
Personal Fitness	x	x	x			
Photography	x	x				
Pioneering						
Radio	x	x				
Railroading ** New for 2010				x		
Reptile & Amphibian				x	x	x
Rifle	x	x	x	x	x	x
Rowing	x	x	x	x	x	x
SL Aquatics Outpost (CanoeTrek,						
Salesmanship		x			x	
Shotgun						
Shotgun 1/2 class				x		
Small Boat Sailing						
Soil and Water Conservation				x		x
Space Exploration			x			
Swimming						
Swimming						
Swimming Clinic			x			x
TNT - Tenderfoot						
TNT - Second Class						
TNT - First Class		x				
Weather			x			
Whitewater Kayaking						
Wilderness Survival						
Woodcarving	x	x	x	x	x	x

\*\* New Classes

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



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

Group	Class	Notes	Pre-Requisites	Additional cost
11 years old or Older or First year	Basketry & Leatherwork	Kits vary, and are available in the trading post	Scouts will work to earn both MB's	Approx. \$27.00 to purchase kits in Trading Post
	Composite Materials			\$10.00
	Energy	Must have note book	Requirement 4	none
	Engineering	Bring a broken household device to dismantle and have a note book		none
	First Aid ER		Requirement 1, 2d, 6c	none
	Fishing	Please bring your personal gear/ no license required	Requirement 7	none
	Indian Lore	Kits vary, and are available in the trading post	Approx. \$12-\$24 to purchase kits in Trading Post	
	Mammal Study		Requirement 3c	none
	Metalwork		Requirement 4	\$3
	Nature			none
	Personal Fitness ER	Req.'s 7 and 8 will be started but not completed at camp	Requirement 1, 9	none
	Swimming ER	A long sleeve shirt, long pants, belt, shoes and socks are required for class.	Pass BSA Swim Test	none
	Swimming Clinic	This is NOT a merit badge	For non swimmers, beginners, or learn advanced skills.	none
	TNT, Tenderfoot	This is a three period class (1, 2, & 3 period) for NewScouts		none
	TNT, Second	This is a two period class (4 & 5 period) for Tenderfoot Scouts		none
	TNT, First	This is a one period class (2nd) for 2nd Class Scouts.		none
	Woodcarving	Scouts should have a knife suitable for carving and a Totin' Chip	Approx. \$7.00 to purchase kit in Trading Post	
Group	Class	Notes	Pre-Requisites	Additional cost
NEW 2010	American Heritage		Requirement 4	none
	** Animal Science			none
12 years old or Older or Second Year	Archery	Includes materials, bowstring, arrow kit components, etc.	Requirement 1c (local and state laws)	\$17
	Art / Music	Scouts will work to earn both MB's		none
	Astronomy	Binoculars recommended		none
	Bird Study	Bring your own binoculars	Requirement 5, 7b & 8	none
	Camping ER	This badge can be partially completed at camp; Bring camping gear	Complete requirements 5e, 7b, 9, prior to camp.	none

**ER**= Eagle Required*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
12 years old or Older or Second year	Canoeing		Pass BSA Swim Test	none
	Cinematography			none
	Cooking	This a two period class	Fire building skills, complete requirement 7 prior to camp	none
	** Electricity		Requirements 2 & 8	\$10
	Electronics			\$10
	Emergency Preparedness ER		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none
	Fire Safety		Requirements 6a, 11 & 12	none
	Fish & Wildlife Mgt		Requirements 5, 7 & 8	none
	Forestry			none
	Golf	This is a three period class	Bring your own clubs	\$50
NEW 2010	Lifesaving ER		Pass BSA Swim Test, 2nd class 7a-c, 1st class 9a-c	none
	Orienteering	Scouts must provide their own compass		none
	Photography	Includes film processing for up to 27 exposures	Bring your own camera and film.	\$12
	Pioneering	Scouts should possess basic knot tying skills	Tenderfoot 4a-b, 1st class 7a-c,8a	none
	Radio			none
	** Railroading			none
	Reptile & Amphibian		Complete requirement 8 prior to camp and bring your findings with you	none
	Rifle Shooting	Includes targets, ammo, and eye protection, ear protection	Requirement 1d, 1f (local and state laws)	\$21
	Rowing		Pass BSA Swim Test	none
	Salesmanship	Learn the principles and take a turn in the Trading Post!		none
	Small Boat Sailing		Pass BSA Swim Test	none
	Soil & Water Cons			none
	Space Exploration	Includes materials, Rocket kit, and engines	Kits are available in the <b>trading post</b>	Approx. \$7.00 to purchase kit in Trading Post
	Weather			none
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight to camp		none

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## CRM Course Catalog Cont'd

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

Now offering More Whitewater Opportunities for beginning and experienced paddlers!

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

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

## Course Fees Breakdown

Some Merit Badge and Advancement programs offered at both Scoutland and 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	▪ Composite Materials -	\$ 10.00
▪ Archery -	\$17.00	▪ Gold Rush -	\$ 65.00
▪ Golf -	\$50.00	▪ Climbing -	\$ 55.00
▪ Photography -	\$12.00	▪ COPE -	\$ 45.00
▪ Rifle -	\$21.00	▪ Mountain Trek -	\$ 75.00
▪ Shotgun -	\$30.00	▪ Whitewater Kayak -	\$135.00
▪ Fly Fishing -	\$15.00	▪ Aquatics Outpost -	\$ 75.00
▪ Electricity -	\$10.00	(Power Boat Extreme, Sailing Cruise and Whitewater Canoeing)	
▪ Electronics -	\$10.00		
▪ Chemistry -	\$ 5.00		

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

▪ Basketry & Leatherwork -	\$27.00
▪ Woodcarving -	\$ 7.00
▪ Indian Lore -	\$12.00 – \$24.00
▪ Space Exploration -	\$ 7.00



## White Water Raft Trip

**Nantahala Raft Trip** is an optional excursion which takes place on Thursday afternoon. Troops have until Sunday of arrival to register. Cost is \$37.00 per person which includes a guide assisted tour, a patch, and a box dinner. Fully guided tours require an additional fee. Troops must transport themselves to and from the outfitter. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

**Chattooga River Raft Trip** is an optional excursion which takes place on Thursday afternoon. This trip has very limited capacity (20 max per week) and fills quickly. Cost is \$70.00 per person which includes a guide assisted tour, a patch, and a snack. Fully guided tours require an additional fee. Troops must transport themselves to and from the outfitter. This trip is designed for older Scouts and experienced rafters. All Scouts and Adults **MUST** pass the BSA Swimmer Test to be eligible for this trip.

**Registration and fees for the Chattooga River Raft Trip must be received no later than April 15, 2010.**