

CRM COURSE SCHEDULE Revised 2/22/12

<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
Animal Science				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)						
COPE (3 CONSECUTIVE PERIODS)						
Camping A	x	x	x	x	x	x
Camping B	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 (3 CONSECUTIVE PERIOS)						
Communications	x	x	x		x	x
Composite Materials			x	x		
Cooking						
Disabilities Awareness			x			
Electricity						x
Electronics					x	x
Emergency Preparedness	x	x	x	x		x
Energy			x	x		
Engineering					x	x
Environmental Science						
Environmental Science						
Epic Adventure (ALL DAY – FULL WEEK OFF SITE)						
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	x				
Fishing				x	x	x
Fly Fishing	x	x				
Forestry / Plant Science					x	x
Geocaching *****				x	x	
GOLD RUSH! (ALL DAY – FULL WEEK)						
Golf *****						
Indian Lore	x		x	x	x	x
Lifesaving						

CRM COURSE SCHEDULE Cont'd (Revised 2/2212)

<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
Mammal Study / Insect Study			X			x
Metalwork		X	X	X	X	x
Mountain Trek (ALL DAY – FULL WEEK OFF SITE)						
Nature			X	X		
Nuclear Science	x	x				
Orienteering						
Personal Fitness	x	x	x	x		x
Photography	x	x				
Pioneering						
Radio	x	x				
Reptile & Amphibian			x		x	x
Rifle	x	x	x	x	x	x
Rowing	x	x	x	x	x	x
SL Aquatics Outpost (WW Canoe, Sailing, Motor Boating & Water Skiing) (ALL DAY – FULL WEEK OFF SITE)						
Salesmanship		x			x	
Shotgun			x	x		
Shotgun						
Small Boat Sailing						
Soil and Water Conservation / Geology				x	x	x
Space Exploration			x	x		
Swimming						
Swimming						
Swimming Clinic			x			x
TNT - Tenderfoot						
TNT – Second Class						
TNT – First Class		x				
Theater				x	x	x
Traffic Safety *****			x			
Weather		x	x			
Welding *****	x					
Whitewater K.R. (ALL DAY – FULL WEEK OFF SITE)						
Wilderness Survival						
Woodcarving	x	x	x	x	x	x
		=		No class this period		
	x	=		Single-period class		
***** NEW CLASSES		=		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	Course Locations
11years old or Older or First year	Aviation		Requirement 4	TBA	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	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. \$12 - \$24 to purchase kits in 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 but not completed at camp	Requirement 1,a, 1b, 8 & 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 (2nd) 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
	Animal Science			none	Nature Lodge
	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 Additional Cost are collected at Camp at Check-in

Highlighted
NEW CLASSES

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
	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
	Disability Awareness			none	Fox 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
	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. \$7.00 to purchase kt 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 Required

Highlighted
NEW CLASSES

Highlighted Additional Cost are collected at Camp at Check-in

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

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	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	Fishing MB	\$15	Ballard Cabin
	Nuclear Science	Must have visited a doctor or dentist at some point in their life		none	Technology Shelter
	Shotgun VR	Includes skeet, shells, and eye/ear protection	Scouts should have previously earned the Rifle Merit Badge	\$30	Shooting Ranges
	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	<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 VR	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		\$30	Headquarters Building Porch
	EPIC Adventure	HA ALL Day Off Site		\$65	Headquarters Building Porch
	<i>Gold Rush!</i>	LIVE LIKE THE EARLY SETTLERS IN THE 1800'S	See Gold Rush Page	\$45	Ballard Cabin
	<i>Golf</i>	Bring own Clubs/Golfing equipment		TBA	Dining Hall Front Porch
	<i>Mountain TREK! VR</i>	HA Full Week Program Bartram Trail or Appalachian Trail	Previous Hiking Experience See Leaders Guide	\$35	Headquarters Building Porch
	<i>Whitewater K.R.</i>	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 SUGGESTED 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	▪ COPE -	\$25.00
▪ Archery –	\$17.00	▪ Mountain Trek -	\$35.00
▪ Rifle -	\$23.00	▪ Golf -	TBA
▪ 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		
▪ Climbing -	\$30.00		

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
- Aviation - **TBA**

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)**