

Camp Rainey Mountain 2018 Summer Camp Course Schedule

(Uptaded Pre Requisites and Not Comp. at Camp)

Notes:	A/Y: RECOMMENDED minimum age / year of camp: 1 = Age 11 or 1 st year, 2 = Age 12 or 2 nd year, etc.			Rev 4.26.18	Course Period Times	P1	0915-1005	P4	1400-1450				
	E/V/H: E=MB required for Eagle Rank, V=for Venturer Scouts, H=High Adventure					P2	1015-1105	P5	1500-1550				
						P3	1115-1205	P6	1600-1650				
Course	A/Y	Course Notes	PreRequisites	Not comp. at Camp	Add \$\$	Location	E/V/H	P1	P2	P3	P4	P5	P6
Archaeology	3	Bring notebook		7, 8, 9		Dining Hall		1					
Archery	2	Includes materials for bow & arrows	1c		\$17	Range		1	1	1	1	1	1
Art and Music	1	Both MBs				Handicraft		1	1	1			
Astronomy	2	Binoculars		5b		Nature		1	1				
Aviation	1					SciTech						1	
Basketry and Leatherwork	1	Kits & costs vary, at trading post, do both MBs			\$27	Handicraft		1	1	1	1		1
Bird Study	1	Binoculars		5, 7, 8		Nature		1					
BSA - ATV Safety Course (NEW)	4	Long pants, boots, long sleeves	Youth 14 & 15 Year olds		\$30	HQ Porch		2					
BSA - ATV Safety Course (NEW)	4	Long pants, boots, long sleeves	Youth 16 and older		\$30	HQ Porch				2			
BSA - ATV Safety Course (NEW)	4	Long pants, boots, long sleeves	Youth 16 and older		\$30	HQ Porch						2	
BSA Lifeguard	4		15 years old, CPR for the professional rescuer			Waterfront		6					
COPE (Ropes / Obstacles)	4				\$30	HQ Porch	V/H	3					
Camping	2	Partial MB		4, 5e, 7b, 8d, 9		Bear	E	1	1	1	1	1	1
Canoeing	2		2			Waterfront		2			2		
Chemistry	3	Bring notebook		7	\$5	SciTech		1	1				
Chess - Thursday Free Range Day		This class will be given during the Thursday Free Range Day/youth will need to sign up for this class											
Citizenship in the Nation	3		2, 3			Fox	E	1	1		1	1	1
Citizenship in the World	3					Fox	E		1	1	1	1	1
Classic A.T.	4	Appalachian Trail Backpacking Expedition			\$85	HQ Porch		6					
Climbing	4				\$30	HQ Porch	V/H				3		
Communications	3		5	8		Fox	E	1	1	1		1	1
Composite Materials	1			4	\$10	SciTech					1		
Cooking	2			4c,4d,4e,6d,6e,6f		Eagles 3 Kitchen	E	2		2		2	
Electricity	2		2			SciTech							1
Electronics	2		6		\$10	SciTech						1	1
Emergency Preparedness	2		1, 6	2c,8b		Buffalo	E	1	1	1	1		1
Energy	1	Bring notebook	1a	1b, 4		SciTech				1	1		
Engineering	1	Notebook & broken device to dismantle				SciTech						1	1
Environmental Science	3	Course requires 5 hours class time as well as independent observation				Nature	E	2			2		
Fire Safety	1			3a, 6a, 11		Buffalo		1			1	1	
First Aid	3	This is Difficult for Yonger Scouts	1, 7b	5, 14		Beaver	E	1		1	1	1	1
Fish & Wildlife Management	2			5, 7, 8		Nature		1					
Fishing	1	Bring gear, no license req'd	7			Fishing Shelter		1			1	1	1
Fly Fishing	3	No gear required	6			Fishing Shelter					1		1
Forestry / Plant Science	1	Both MBs	Plant (6)			Nature					1	1	
Geocaching	2	Bring GPS if you have one		7, 8, 9		Bear					1	1	
GOLD RUSH! (Youth)	4	Live like 1800 pioneer settlers			\$45	HQ Porch		6					
GOLD RUSH (Adult day participants)		Adults may visit only for the day			\$45	HQ Porch		6					
Indian Lore	1	Kits and costs vary, at trading post			\$25-\$35	Fox			1			1	
IOLS Adult Training		Monday & Tuesday all day!	Must sign up on line		\$10	Franklin Ch.		6					
Kayaking	3		Must complete 2			Waterfront			2			2	

Camp Rainey Mountain 2018 Summer Camp Course Schedule

(Uptaded Pre Requisites and Not Comp. at Camp)

Notes:	A/Y: RECOMMENDED minimum age / year of camp: 1 = Age 11 or 1 st year, 2 = Age 12 or 2 nd year, etc.			Rev 4.26.18	Course Period Times	P1	0915-1005	P4	1400-1450								
	E/V/H: E=MB required for Eagle Rank, V=for Venturer Scouts, H=High Adventure					P2	1015-1105	P5	1500-1550								
						P3	1115-1205	P6	1600-1650								
Course	A/Y	Course Notes	PreRequisites	Not comp. at Camp	Add \$\$	Location	E/V/H	P1	P2	P3	P4	P5	P6				
Lifesaving	2		Must complete 1a			Waterfront B	E	2			2						
Mammal Study / Insect Study	1			9 (On insects)		Nature				1			1				
Metalwork	1		4		\$3	Handicraft			1	1	1	1	1	1			
Mining in Society / Geology	2					Nature		1									
N.O.M.A.D.	4	North GA Outdoor Mastery of Advanced Disport			\$95	HQ Porch		6									
Nature	1			4		Nature				1	1						
Nuclear Science	3					SciTech		1	1								
Oceanography	2			8		Nature							1				
Orienteering	2					Bear			1	1				1			
Paddle Boarding (S.U.P.)	2		BSA Swim Test - Swimmer			Waterfront				1				1			
Personal Fitness	1	7 & 8 will be started but not completed	1a, 1b	8		Fox	E	1		1	1	1	1	1			
Photography	2	Bring Digital Camera				Trdng Pst		1	1								
Pioneering	2	Know basic knots	Scout 4a,4b, 2nd Class 2g, 1st Class 3a-d			Bear		2			2						
Radio	2					SciTech		1	1								
Reptile & Amphibian	1	Bring findings from Requirement 8	8			Nature				1				1			
Rifle	2	Includes targets, ammo, safety gear	1d, 1f		\$30	Range		1	1	1	1	1	1	1			
Robotics	2				\$20	Dining Hall			2				2				
Rowing	2		BSA Swim Test - Swimmer			Waterfront B		1			1						
Salesmanship	2	Work in Trading Post				Trdng Pst		1					1				
Search & Rescue	3		MUST HAVE 4 & 5			Buffalo							1	1			
Shotgun	3	Includes targets, ammo, safety gear	CRM recommends Rifle MB		\$30	Range		2		2			2				
Small Boat Sailing	2		BSA Swim Test - Swimmer			Waterfront			2				2				
SM,/ASM Leader Specific Training		Wednesday 9am - 3pm	Must sign up on line			HQ				1							
Soil & Water Conservation / Geology	2	Both MBs				Nature					1						
Space Exploration	1	Kits and costs vary, at trading post			\$12	SciTech				1	1						
Swimming	1		BSA Swim Test - Swimmer			Waterfront	E	2			2						
Swimming Clinic	1	For non-swimmers or beginners (Not a MB)				Waterfront				1				1			
Theater	2					Handicraft							1	1			
Trail Head TNT	1	For new Scouts (Crossing over)				Eagle/BW		3									
Foot Path TNT	1	Already a Tenderfoot Scout				Eagle/BW					2						
Trail Blazer TNT	1	Already a 2nd Class Scout				Eagle/BW					1						
Traffic Safety	1					Beaver				1							
Weather	1					Nature				1							
Welding	3	Long pants, boots, long sleeves			\$24	Owl		1	1	1							
Whitewater Kayaking / Rafting	4	All Day off Site All Week	BSA Swim Test - Swimmer	Kayaking MB	\$95	HQ Porch	H	6									
Wilderness Survival	2	Sleeping bag, ground cloth, flashlight				Bear			2				2				
Woodcarving	1	Bring knife and Totin' Chip Kits and cost vary, at Trading Post			\$10	Handicraft		1			1	1					