

2017 Summer Camp

Program Guide

For youth and adult leaders



BOY SCOUTS OF AMERICA®
NORTHEAST GEORGIA COUNCIL



Dear Scouter,

Welcome to the newly revised Summer Camp 2017 Program Guide! We are excited about the wonderful opportunities that we can offer you and your Scouts! We had a fantastic year in 2016 and are planning a great camp in 2017!

*This guide contains important information about your troop's or crew's stay at our camp. **Please make it available to the Leaders, parents, and youth Leadership of your unit.** Plan to take the time to read thoroughly and digest the information contained in this Program Guide. It contains the answers to most of your questions and is the best way to be prepared for summer camp. Periodically the Guide will be revised with updated information as it becomes available. Please check your working copy version against the version date posted on our website www.nega-bsa.org.*

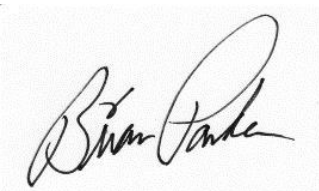
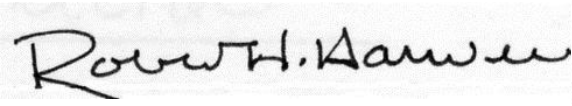
*We are once again assembling an excellent staff to support your troop or crew in 2017. They are **"highly motivated and truly dedicated"** to making the program a success. We think that you'll agree that your unit's summer camp experience will be an exciting adventure they will never forget.*

On behalf of the Council Camping Committee and Council Advancement Committee, we thank you for committing a part of your summer to the youth in your unit. We have worked very hard to provide a quality summer camp experience for your Scouts and Leaders.

Again, we urge you to share the information in this guide. It is provided to prepare your Scouts and their parents. Please share this information with them so that the Scouts will gain the most benefit from their camp experience.

We look forward to seeing you at camp this summer!

Yours in Scouting,



Robert Harwell
Camping Chairman

Brian Parker
Director of Support Services



Will Strother
Advancement Chairman

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Why Summer Camp

You can't take the "Outing" out of Scouting. The outdoor program is a feature of Scouting that appeals to boys, and a week at our summer camp is a lakefront/mountaintop experience. No young man has ever forgotten his experiences from summer camp. Consider also that a unit on its own can't duplicate the program, facilities, and equipment. Our camp provides a variety of programs, air-conditioned dining hall, fully stocked trading post, showers and restrooms and other facilities to match your unit's needs and desires.

Program - Our advancement opportunities are second to none! New Scouts can take advantage of our TNT (The New Trail) program to work on their Scout, Tenderfoot, 2nd Class, and 1st Class rank requirements. All Scouts may work on merit badges toward advancements. Advancement is a prime reason a boy stays in Scouting...it is a measure of his success in the program. We recognize that no two Scout Units are alike. That's why Scout units can develop a program at our camp that suits their individual needs.

Staff - We have Highly Motivated, Truly Dedicated, well-trained staff members available to assist your unit with our program - whether for fun or for training. We begin the selection and training process for next summer as soon as the previous summer ends. Training is an ongoing process, which directly relates to **unit's successful summer camp experience**.

National Camping Standards - A team that represents the National Office of the Boy Scouts of America inspects our camps annually. We pride ourselves for not only meeting but exceeding all standards and regulations. Strict health and safety standards are maintained at all times. Emergency facilities are available and trained medical personnel make medical checks.



Food - Professional cooks manage our camp's food service. Three well-balanced meals are served every weekday by our enthusiastic staff.

As you turn through these pages, let us show you why Camp Rainey Mountain is the camp you want to experience.

Please read this guide thoroughly, write down any questions you may have. If you have questions, please do not hesitate to contact us.



Something for Everyone

The New Trail (TNT)

TNT is for new Scouts or “first-year campers” who have yet to reach the rank of First Class. This program is a great way for your new Scouts to get that advancement jump-start they need on the Trail to Eagle.

Merit Badge Opportunities

This is an opportunity for Scouts to select from a list of many merit badges. Please note that some badges are more difficult than others and a **minimum age or camp experience** may be **recommended for the Scouts own benefit**. Let's keep camp a fun experience, and not just “school work”!

Venturing Advancements

A growing number of older Boy Scouts are becoming Venturers and other youth are joining directly into the Venturing program. We would like to extend to them the opportunity to participate in our program toward their advancements. We have several classes designed to help them. Some classes are designated as Venturing specific and others are Boy Scout classes that may require additional work beyond the scope taught in camp. Regardless, a Venturer will be challenged and enjoy a week at Camp Rainey Mountain.

High Adventure

At our camp, we offer several High Adventure programs for Scouts. To participate in the Climbing, COPE, Whitewater K. R., or EPIC Adventure a **Boy Scouts and Male Ventures must be 14 years old or 13 and completed the 8th grade, also, must have attained First Class Rank or higher to participate. ALL High Adventure participants MUST have an Annual BSA Medical Form #680-001 ([Click here for current form](#)).**

How To Be Prepared for Camp

1. Before camp, know each Scout's advancement status.
2. Determine which Scouts will participate in the High Adventure Program.
3. Process your unit's *Merit Badge Course Schedule* using Online Coursework Registration in March.
4. Work on prerequisites before coming to camp.
5. Use the Patrol Method.
6. Let the more advanced Scouts help the younger Scouts.
7. Keep accurate advancements records.
8. Set a goal with each Scout...challenge him to do his best.
9. **Hint! – Hold a swim classification test prior to camp.** See “Swim Classification Procedures” # 420-122 in forms section. **(This can streamline your Sunday check-in.)** Note: Every Scout in camp must take or must have taken the swim test.
10. Have all medical forms, #680-001 ([Click here for current form](#)) and a **copy** turned into your unit leader **(Do not bring originals to camp).**

MEDICAL FORMS AND PHYSICALS



Each Scout and leader **MUST** submit the completed **BSA Medical form #680-001** ([Click here for current form](#)) upon arrival at camp. There will be no exceptions regardless of amount or degree of activity.

SPECIAL HINT: Bring a Photocopy of the original medical form and leave the original at home!

HEALTH LODGE

Anyone arriving without a completed BSA Medical Form (BSA #680-001 ([Click here for current form](#))) will be required to secure such, at his/her own expense, before he/she will be checked into camp. Please be sure that the parents have signed the medical forms and accompanying notes when appropriate.

Caution: All forms must have signatures, tetanus shot needs to be within 10 years, a copy of front and back of insurance card.

Scoutmasters are expected to pick up all medication **and medical health forms** at checkout time on Saturday. *Prescription medications taken while at summer camp must be listed on that individual's BSA Medical Form, in a medically approved container, and properly identified with a prescription label. Medications requiring a temperature controlled environment can be stored at the Med Lodge. An adult Leader must accompany any Scout needing access to these medications (except in emergencies). All other medications must be maintained in a controlled manner by the adult Leaders of the unit at the campsite.*

Medical expenses incurred by Scouts and adult Leaders while in camp (doctor bills, hospital fees, etc.) will be billed to the home of the person receiving treatment. If the family does not have appropriate insurance coverage, they may turn the bill over to the unit to be paid by the unit's insurance policy.

****REMEMBER:** All Units must bring proof that they have medical insurance! Northeast Georgia Units **ARE** covered under a Council Policy.

In the event of a non-life-threatening injury or illness the unit will be asked to provide transportation to the local doctor or hospital.

"Six of my Scouts and I just returned home to Florida from going on the Rainey Mountain trek on the Bartram Trail in North Carolina and Georgia. We had a great time. Please note that your **trek staff was excellent and well trained."**

– Elliott Jones, Scoutmaster, Troop 503, Vero Beach, FL.

Check-In Procedures

When you arrive on Sunday

Please have your troop leadership share the check-in responsibilities. This will make your check-in process run smooth on Sunday. Check-in starts at 1:00 PM.

Scoutmaster:

1. Report to Headquarters front porch and sign the troop check-in sheet. Starting at 1 PM staffers will give you an arrival welcome package.
2. Bring Med Forms, medication, troop roster, program schedule, checkbook/fee information.
3. After receiving your Welcome package you will fill out the roster that tells us if the name on the medical form is different than the name the camper is called everyday (form provided at camp). Then fill out the green card you were given that lists any Merit Badges that have additional fees. Completing this, go into the middle room of the HQ.
4. If any scouts are participating in a High Adventure class (i.e. Climbing, COPE, Epic Adventure, or Whitewater KR) then you will need an additional copy of their individual medical form and will turn it in during check-in.
5. If you need to make any changes to your Merit Badge classes, go see the Office Manager at HQ.
6. After ALL MB classes have been changed, go visit the Camp Director/Business Manager to complete financials.

Assistant Scoutmaster:

1. Meet with your SPL and Troop Guide on the Headquarters front lawn
2. Transport gear in one vehicle to your campsite/or load gear onto Camp Trailer

Senior Patrol Leader:

1. Report to Headquarters with Scoutmaster and Assistant SM
2. Meet with your Troop Guide on the Headquarters front lawn
3. Tour Camp on the way to campsite with your Troop Guide
4. Stow gear, Troop should change into Swim wear (have swim gear easily accessible)
5. Troop Guide will lead SPL and troop to Dining Hall for orientation
6. Troop Guide will lead SPL and troop to Waterfront for swim checks/orientation
7. SPL will lead troop back to Campsite where your Troop Guide will answer any questions

Sundays Schedule:

1:00pm-4:00pm	Check In, Early arrivals report to Headquarters
5:00pm	Dining Hall and Waterfront are closed
6:10pm	First Dinner Waiters report to Dining Hall
6:15pm	RETREAT ASSEMBLY on Parade Field in Field Dress Uniform
6:30pm	First Dinner
7:05pm	Second Dinner Waiters report to Dining Hall
7:25pm	Second Dinner
8:15pm	Chapel Services
8:15pm	Senior Patrol Leaders' / Scoutmasters' Meeting in the Dining Hall
9:30pm	Opening Night Campfire
11:00pm	TAPS

CAMP OVERVIEW

SWIM TEST

All Scouts and Leaders attending Summer Camp must take the Boy Scout swim test. The BSA Swimmers test should be re-taken by all participants every 12 months or when the unit attends camp. **The unit may also hold their own "unit swim check" in accordance with B.S.A. Standards, (see "Swim Classification Procedures" # 430-122 in the forms section of this guide).**

SPECIAL HINT!!! (Yes, you can do your own prior to camp!) Units that have already completed their swim tests before arrival to camp should present a copy of the results to your Troop Guide. Troop Guide will fill out the buddy tags and put them on the Out-Board at Waterfront 'A'. The Unit Leader administering the BSA Swim test must be certified in Safe Swim Defense (this training is also held at Summer Camp). The Unit Swim Classification form will be reviewed by the Aquatics Director upon arrival at camp. The Aquatics Staff reserves the right to re-test any Scout at camp.

This can really streamline your Sunday afternoon!

Any Scouts or Leaders that didn't do an early swim test will do so on Sunday. As soon as your Troop Guide leads you to your campsite, your boys should prepare to take the swim test. Upon completion of your swim test the appropriate Buddy Tag will be placed on the out-board by the Troop Guide. All Scouts and Leaders will be classified according to their swimming ability on the following scale:

Non-swimmer: One who does not meet "Beginner" swimmer requirements.

Beginner: One who can jump into water over his head and swim a minimum of 50 feet using any stroke, with at least one sharp turn, but has not met the Swimmer requirements.

Swimmer: One who can jump into water over his head, level off and swim 75 yards in a strong manner using the trudgen, crawl, sidestroke, or breast stroke (with proper breath control) and then swim 25 additional yards using the elementary backstroke, be able to float on his back with a minimum of movement.

At our camps it is our aim that all youth be able to enjoy our Waterfront Area. This year we will again be offering swimming lessons aimed at non-swimmers and beginners with the goal of helping the Scout pass his BSA swim test before the end of the week. See the Course Schedule for the class periods that this will be offered.



Camp Program

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

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

TNT Foot Path – 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.

TNT Trail Blazer – 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 ONE course that fits their needs for rank advancement.

Additional Opportunities

- **Monday evening:** First Class Requirement 6e – The NEW Trail staff offers guided instruction in the "line and tender" rescue. This is an open session for anyone who needs First Class Requirement 6e. Participating Scouts must attain "Swimmer" classification *prior* to the session.

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

- **Tuesday afternoon:** First Class Requirement 9a – 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 for any Scout who needs First Class Requirement 9a. *Time is TBA

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

- **Thursday morning:** Second Class Requirement 3b – 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. This is open to Scouts who are registered participants for TNT Trail Head or TNT Foot Path. Participating Scouts will leave immediately after breakfast from The NEW Trail program shelter and Footpath Scouts will return in time to eat lunch in the dining hall. Departure times depend on your troop's dining schedule; TNT Patrols will begin departing at 8:30 am (First Dining), and 8:45 am (Second Dining). 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 wear socks and closed-toe shoes suitable for hiking in order to participate.

NOTE: Scouts who are leaving with their troops to go rafting will not have time to participate in the hiking experience.

- **THURSDAY afternoon:** Second Class Requirement 2e – The NEW Trail staff facilitates cooking for participants in Trail Head 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 Trailhead Scouts will not eat lunch in the dining hall with their troops.

NOTE: Scouts who are leaving with their troops to go rafting will not have time to participate in the cooking experience.

Requirements covered in TNT sessions are subject to change

The NEW Trail Continued

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 will 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”.

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

We hope to cover the following rank requirements:

Scout rank: 4a, 4b, 5, 7a

Tenderfoot rank: 2a, 2c, 3a, 3d, 4a, 4b, 5a, 5b, 5c, 6a*, 6c*, 8

* **Physical Fitness Test** – Scouts will work on the physical fitness test for Tenderfoot rank. Scouts who have completed requirement **6a** at least 30 days prior to camp will show improvement for requirement **6c**. All other Scouts will work on requirement **6a** only.

Second Class rank: 1b, 2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3b, 3d, 4, 5a, 5b, 6a, 6b, 9a, 9b

First Class rank: 2d, 3a-c, 5a, 6a, 6b, 6e, 7a-c, 9a

TNT Foot Path – For new Scouts who have begun advancing 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 hope to cover the following rank requirements:

Second Class rank: 1b, 2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3d, 4, 5a, 5b, 6a, 6b, 9a, 9b

First Class rank: 2d, 3a-c, 5a, 6a, 6b, 6e, 7a-c, 9a

TNT Trail Blazer – 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 hope to cover the following rank requirements:

First Class rank: 2d, 3a-c, 5a, 6a, 6b, 6e, 7a-c, 9a

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

Scoutmasters- We fully cover the First Aid MB HURRY CASES in TNT and since the full MB is cognitively difficult for an 11 and 12 year old to grasp we recommend you postpone the First Aid MB until the Scout is 13.

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.

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 **V** code for Venturing Requirements pertaining to the Ranger Award.



Free Range Thursday

Two years ago CRM started an exciting new way to have a break from daily merit badge classes while still continuing to learn but in a fun, active, exciting way. We are making changes to this program to refresh it and make it unique while still having a GREAT time. The final schedule of activities will be provided upon arrival to camp.

S.T.E.M.

at the SciTech Department on the campus of CRM

The CRM SciTech Department is designed to give Camp Rainey Mountain one of the most unique camp programs in the south, if not the country. SciTech 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. SciTech will offer the following merit badges:

Archaeology, Aviation, Chemistry, Composite Materials, Electronics, Electricity, Energy, Engineering, Nuclear Science, Radio, Robotics & Space Exploration, plus Animation & Chess

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

Welding merit badges and over 70 other great programs!



**Also for 2017... More
activities for Scouts &
additional programs and
trainings for adults!**

Camp Rainey Mountain 2017 Summer Camp Course Schedule

Notes:	A/Y:RECOMMENDED minimum age / year of camp: 1 = Age 11 or 1st year, 2 = Age 12 or 2nd year, etc. E/V/H: E=MB required for Eagle Rank, V=for Venture Scouts, H=High Adventure				Rev 1.3.17		Course Period Times	P1	0915-1005		P4	1400-1450	
	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
Animal Science	2					Nature					1		
Archaeology	3	Bring notebook		8, 9		Dining Hall		1					
Archery	2	Includes materials for bow & arrows	1c		\$17	Range		1	1	1	1	1	1
Art and Music	2	Both MBs				Handicraft		1	1	1			
Astronomy	2	Binoculars		5b		Nature		1	1				
Aviation	1					SciTech						1	
Bartram's Surprise (NEW)	3	All Day off Site All Week			\$75	HQ Porch	H	6					
Basketry and Leatherwork	1	Kits vary, at trading post, do both MBs			\$27	Handicraft		1	1	1	1		1
Bird Study	2	Binoculars		(5)		Nature		1					
BSA - ATV Safety Course (NEW)	3	Long pants, boots, long sleeves	Youth 15 and younger		\$30	HQ Porch		2					
BSA - ATV Safety Course (NEW)	3	Long pants, boots, long sleeves	Youth 16 and older		\$30	HQ Porch				2			
BSA - ATV Safety Course (NEW)	3	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)	3				\$30	HQ Porch	V/H	3					
Camping	2	Partial MB	5e	4b, 9		Bear	E	1	1	1	1	1	1
Canoeing	2		Swim Test			Waterfront		2			2		
Chemistry	3	Bring notebook			\$5	SciTech		1	1				
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
Climbing	3				\$30	HQ Porch	V/H				3		
Communications	3		5	8		Fox	E	1	1	1		1	1
Composite Materials	1				\$10	SciTech					1		
Cooking	2			4c,4d,4e,6d,6e,6f		Eagles 3 Kitchen	E	2			2		
Electricity	2		2			SciTech							1
Electronics	2				\$10	SciTech						1	1
Emergency Preparedness	2		1	2c,8b		Buffalo	E	1	1	1	1		1
Energy	1	Bring notebook		4		SciTech				1	1		
Engineering	1	Notebook & broken device to dismantle Course requires 5 hours class time as well as independent observation				SciTech						1	1
Environmental Science	3					Nature	E	2			2		
Epic Adventure	3	All Day off Site All Week			\$95	HQ Porch	H	6					
Fire Safety	2			6a, 11		Buffalo		1			1	1	
First Aid	3		1	2d		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			Ballard		1			1	1	1
Fly Fishing	3	No gear required				Ballard					1		1
Forestry / Plant Science	2	Both MBs				Nature					1	1	
Geocaching	2	Bring GPS if you have one		8, 9		Bear					1	1	
GOLD RUSH! (Youth)	3	Live like 1800 pioneer settlers			\$45	Ballard		6					
GOLD RUSH (Adult day participants)	3	Adults may visit only for the day			\$45	Ballard		6					

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Notes:	A/Y:RECOMMENDED minimum age / year of camp: 1 = Age 11 or 1st year, 2 = Age 12 or 2nd year, etc. E/V/H: E=MB required for Eagle Rank, V=for Venture Scouts, H=High Adventure				Rev 1.3.17			Course Period Times		P1	0915-1005		P4	1400-1450	
										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		
Indian Lore	1	Kits and costs vary, at trading post			\$12-\$24	Fox			1			1			
IOLS		Monday & Tuesday all day!	Must sign up on line		\$10	Francklin Ch.			2						
Kayaking	3		BSA Swim Test			Waterfront			2			2			
Lifesaving	2		Must complete 1a			Waterfront B	E		2		2				
Mammal Study / Insect Study	1			9 (On insects)		Nature				1			1		
Metalwork	1				\$3	Handicraft			1	1	1	1	1		
Mining in Society (NEW) / Geology	2					Nature				1					
Nature	1					Nature				1	1				
Nuclear Science	3					SciTech		1	1						
Oceanopgraphy	2					Nature							1		
Orienteering	2					Bear			1	1			1		
Paddle Boarding	2					Waterfront				1					
Personal Fitness	1	7 & 8 will be started but not completed	1a, 1b	9		Fox	E	1		1	1	1	1		
Photography	2	Bring Digital Camera				Trdng Pst		1	1						
Pioneering	2	Know basic knots	Tenderfoot 4a-b, 1st Class 7a-b, 8a			Bear			2		2				
Radio	2					SciTech		1	1						
Reptile & Amphibian	2	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		
Robotics	2				\$20	Dining Hall				2		2			
Rowing	2		BSA Swim Test			Waterfront B		1			1				
Salesmanship	2	Work in Trading Post				Trdng Pst		1				1			
Scouting Heritage	2					Fox						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			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	1		
Space Exploration	2				\$12	SciTech					1	1			
Swimming Clinic	1	For non-swimmers or beginners (Not a MB)				Waterfront					1		1		
										2			2		
Swimming	1		Swim Test			Waterfront	E		2			2			
Theater	2					Handicraft						1	1		
Traffic Safety	1					Beaver					1				
Trail Head TNT	1	For new Scouts				Eagle/BW			3						
Foot Path TNT	1	For Tenderfoot Scouts				Eagle/BW						2			
Trail Blazer TNT	1	For 2nd Class Scouts				Eagle/BW						1			
Weather	2					Nature					1				
Welding	3	Long pants, boots, long sleeves			\$24	Owl		1	1	1					
Whitewater Kayaking / Rafting	3	All Day off Site All Week			\$95	HQ Porch	H				6				
Wildemess Survival	2	Sleeping bag, ground cloth, flashlight				Bear				2			2		
Woodcarving	1	Bring knife and Totin' Chip			\$7	Handicraft		1			1	1	1		

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 camper's 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:

▪ Archery	\$17.00	▪ ATV Safety Course	\$30.00
▪ Rifle	\$30.00	▪ Bartram Surprise	\$75.00
▪ Shotgun	\$30.00	▪ COPE	\$30.00
▪ Chemistry	\$ 5.00	▪ Climbing	\$30.00
▪ Composite Materials	\$10.00	▪ Epic Adventure	\$95.00
▪ Electronics	\$10.00	▪ Gold Rush	\$45.00
▪ Metalwork	\$ 3.00	▪ White Water K.R.	\$95.00
▪ Robotics	\$20.00		
▪ 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

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.

NOTE: Boy Scouts and Male Ventures must be 14 years old or 13 and completed the 8th grade, also, must have attained First Class Rank or higher to participate.

NOTE: The High Adventure Course have strict class size restrictions. We cannot over book these classes.

These programs are very strenuous in nature; therefore an Annual Health and Medical Records Form (Form # 680-001 ([Click here for current form](#)) 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.

Whitewater K.R. & EPIC Adventure

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. This program is for accelerated learners who can move fast.

Who can participate?

Boy Scouts and Male Ventures must be 14 years old or 13 and completed the 8th grade, also, must have attained First Class Rank or higher to participate.

Sign up for this program using the online registration. Sign up early since this program will fill 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 that is 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.***



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Be Prepared!

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

- ☐ Water bottle
- ☐ Whitewater Outfitter's agreement
- ☐ Swim wear
- ☐ Synthetic shirt/top
- ☐ Soft-soled, water shoes **NO SANDALS, CROCS, flip flops or athletic shoes**
- ☐ **Annual Health and Medical Record**

Form # 680-001 ([Click here for current form](#)) (2 copies)

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

K. R. Program Schedule* (TENTATIVE)

Sunday: Depart CRM after Dinner to the NC facility

Monday: Training on facility's lake

Tuesday: River

Wednesday: River

Thursday: River

Friday: River & Return to CRM

Additional cost:

\$95.00

In addition to regular campers' fees.

(K.R. is Kayaking & Rafting)

EPIC Program Schedule (TENTATIVE)

Sunday: Depart CRM after Dinner to the NC facility

Monday-Friday: Schedule will vary from:

*Horseback Riding *Ocoee River Whitewater Rafting

*Swimming *Nantahala River Whitewater Rafting

*High Ropes Course High Adventure Movies

*Giant Swing *Climbing Tower *BLOB

*Mountain Biking *Rappelling *Disc Golf

Return to CRM Friday afternoon

Additional cost:

\$95.00

In addition to regular campers' fees

NOTE: For the Epic Program participant has the chance to earn the Horsemanship MB.

NOTE: For the K.R. Program if participant meets the Kayaking or Canoeing Merit Badge prerequisite for Whitewater Merit Badge (Requirement #3) and passes their BSA swimmer test as required in the Kayaking BSA award (Requirement #1). Our program design for Whitewater KR covers all of remaining requirements for both the Whitewater Merit Badge and the Kayaking BSA Award.

NOTE: Female Ventures must have a Female Advisor accompany them.

Thursday Whitewater Raft Trip



NANTAHALA RAFT TRIP *HIGH ADVENTURE FOR EVERYONE!*

Here's an opportunity that everyone can enjoy. Over 900 campers did in 2016! 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 (1 ½ hours from camp). At the Nantahala, rhododendron and stately hemlocks provide 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. 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: \$58.00 per person with transportation (Nantahala River only)**

(Includes all of your equipment, an orientation session, and a meal)

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 Noon.

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 (*1½ hours from camp*) 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. All Scouts and Adults **MUST** pass the BSA Swimmers Test to be eligible for this trip.

Age Limited (12 years and older)

***Cost: \$48.00 per person without transportation (Ocoee River only)**

***Cost: \$67.00 per person with transportation (Ocoee River only)**

(Includes all of your equipment, an orientation session, and a meal)

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

Chattooga Raft Trip

The river is less than 10 miles from camp! Scouts will love exploring Section III. The Chattooga River is without a doubt the Southeast's premier whitewater rafting adventure. In fact, Southern Living called rafting the Chattooga "The #1 Thing Every Southerner Ought to Do." The Chattooga was federally protected in 1974 by the Wild & Scenic Rivers Act, thus forever preserving its rugged river gorge from development. Thus, the Chattooga delivers breathtaking scenery and treasured whitewater in an unmatched wilderness setting. Perhaps most recognized for its depiction in the film 'Deliverance', there are two very distinct whitewater rafting sections on the Chattooga. Section III is what we call "Mild & Scenic" with numerous swimming holes then Class II-III drop pool rapids, and a Class IV grand finale at the famous Bull Sluice rapid! NOC's expert guides add to the experience, peppering the run with breaks for swimming, play and lunch. A deli style lunch is served in a scenic location alongside the river.

***Cost: \$96.00 per person without transportation (Chattooga River only)**

This Excursion Must be prepaid prior to camp and ASAP to secure your slot.

*** 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.

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