

## Camp Rainey Mountain 2016 Summer Camp Course Schedule

# Tentative

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 10.1.15		Course Period Times							
					P1	P2	P3	P4	P5	P6		
Course	A/Y	Course Notes	PreRequisites	Add \$\$	Location	E/V/H	P1	P2	P3	P4	P5	P6
Aviation	1		4		SciTech						1	
Animal Science	2				Nature					1		
American Heritage	2		3, 4		Ballard						1	
Animation (NEW)	1											
Archaeology	3	Bring notebook	8 & 9		Francklin Ch.		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			
Astronomy	2	Binoculars	5b		Nature		1	1				
Aviation	1		4		SciTech							
Aquatics Outpost @ Scoutland	4	WW Canoe, Sailing, Motor Boating, Water Skiing, All day off Site All Week	BSA Swim Test	\$45		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, 7b, 8		Nature		1					
Bartram's Surprise (NEW)	4	All Day off Site All Week		\$75	HQ Porch	H	6					
BSA - ATV Safety Course (NEW) Thursday only	4	Long pants, boots, long sleeves		\$30	HQ Porch		3			3		
BSA Lifeguard	4		15 years old, CPR Certified		Waterfront		6					
Camping	2	Bring your camping gear, Partial MB	4b, 5e, 7b, 9		Bear	E	1	1	1	1	1	1
Canoeing	2		Swim Test		Waterfront		2			2		
Chemistry	3	Bring notebook		\$5	SciTech		1	1				
Chess (NEW)	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	4			\$30	HQ Porch	V/H				3		
COPE (Ropes / Obstacles)	4			\$30	HQ Porch	V/H	3					
Communications	3		5, 8		Fox	E	1	1	1		1	1
Cooking	2	5c,5d,5e,5f,7c,7d,7e are NOT completed at camp			Dining Hall	E	2			2		
Composite Materials	1			\$10	SciTech				1			
Electricity	2		2, 8		SciTech							1
Electronics	2			\$10	SciTech						1	1
Emergency Preparedness	2		1, 5, 8c, First Aid MB		Buffalo	E	1	1	1	1		1
Energy	1	Bring notebook	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		
Epic Adventure	4	All Day off Site All Week		\$95	HQ Porch	H	6					
Fire Safety	2		11		Buffalo		1			1	1	1
First Aid	3		1, 2d, 6c		Beaver	E	1	1	1			1

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	E/V/H: E=MB required for Eagle Rank, V=for Venture Scouts, H=High Adventure	Period Times					0915-1005	1015-1105	1115-1205	1400-1450	1500-1550	1600-1650	
Course	A/Y	Course Notes					P1	P2	P3	P4	P5	P6	
Fish & Wildlife Management	2		5, 7, 8		Nature		1						
Fishing (Fly Fishing)	1	Bring gear, no license req'd	7		Ballard		1			1	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!	4	Live like 1800 pioneer settlers		\$45	Ballard					6			
Indian Lore	1	Kits and costs vary, at trading post		\$12-\$24	Fox		1		1				
IOLS		Monday & Tuesday all day!			HQ					6			
Kayaking	3		BSA Swim Test		Waterfront			1		1			
Lifesaving	2		Swim Test, 2nd Class 7a-c, 1st class 9a-c		Waterfront	E	2			2			
Mammal Study / Insect Study	1		7 on Insects		HQ				1			1	
Metalwork	1		4	\$3	Handicraft			1	1	1	1	1	
Mining in Society (NEW) / Geology	2				Nature				1				
Movie Making	2				Dining Hall					1	1	1	
Nature	1				Nature				1	1			
Nuclear Science	3				SciTech		1	1					
Personal Fitness	1	7 & 8 will be started but not completed	Requirement 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-c, 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		1					2	
Salesmanship	2	Work in Trading Post			Trdng Pst		1					1	
Search & Rescue	3		MUST HAVE 4 & 5		Buffalo							2	
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	
Soil and Water Conservation /	2	Both MBs			Nature					1	1		
Space Exploration	2			\$12	SciTech				1	1			
Swimming	1	Long sleeve shirt, long pants, belt, shoes and socks	Swim Test		Waterfront	E		2			2		
Swimming Clinic	1	For non-swimmers or beginners (Not a MB)			Waterfront				1			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			
Traffic Safety	1				Beaver				1				
Welding	3	Long pants, boots, long sleeves		\$24	Owl		1	1	1				
Whitewater Kayaking / Rafting	4	All Day off Site All Week		\$95	HQ Porch	H	6						
Wilderness Survival	2	Sleeping bag, ground cloth, flashlight			Bear			2			2		
Woodcarving	1	Bring knife and Totin' Chip		\$7	Handicraft		1	1	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:

▪ Metalwork	\$ 3.00	▪ Archery	\$17.00
▪ Rifle	\$30.00	▪ Shotgun	\$30.00
▪ Electronics	\$10.00	▪ Chemistry	\$ 5.00
▪ Composite Materials	\$10.00	▪ Gold Rush	\$45.00
▪ Welding	\$24.00	▪ Robotics	\$20.00
▪ Climbing	\$30.00	▪ COPE	\$30.00
▪ Whitewater K.R.	\$95.00	▪ Aquatics Outpost	\$45.00
▪ Epic Adventure	\$95.00	(Power Boat Extreme, Sailing, and Whitewater Canoeing)	

**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.

**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.**