

SUMMER CAMP 2023

Date: June 18th – June 24th (Week 3)

Location: Camp Rainey Mountain

Scoutmaster in-charge: Ian Hulsebus

Registrar: Nick Harkins

The dates outlined in this document are tentative as well as some information.

Last revised 12/19/2022

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Information:

Scouts will arrive at the scout hut on June 18th at 9:00 am. Load the Troop Trailer with foot lockers (packing list attached). Depart the scout hut by 10:30 am. The troop will stop for lunch at Zaxby's or McDonalds in Clayton around 11:30 am. Will be paid by the Troop. The troop will leave the restaurant around 12:15 pm to arrive at Rainy Mountain around 12:30 pm. Check-in will begin at 1:00 pm.

Scoutmaster in-charge will be responsible for registration upon arrive. See Below

Scoutmaster Responsibilities at Check-in

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/credit card information.
3. If you need to make any changes to your Merit Badge classes or remove Scouts from waitlists, go see the Office Manager at HQ.
4. After ALL MB classes have been changed, go visit the Camp Director/Business Manager to complete financials, if not already completed

Senior Patrol Leader Responsibilities at Check-in

1. Make sure everyone, who has not taken a swim test recently is in swim gear.
2. Meet your troop guide on the Headquarters front lawn
3. Tour camp on the way to campsite with your troop
4. Troop guide will lead SPL and troop to dining hall for orientation
5. Troop guide will lead SPL and troop to waterfront for swim checks/orientation
6. SPL will lead troop back to campsite where your troop guide will answer any questions

Sunday Schedule

Sunday Schedule	
1:00 pm	Check-in begins
5:30 pm	Flag Lowering
6:00 pm	Orange Dinner
6:50 pm	Blue Dinner
7:40 pm	Brown Dinner
8:00 pm	Scoutmaster and SPL Meeting
9:00 pm	Opening Campfire
10:45 pm	Taps/Lights-out

Cost:

Total cost: \$380.00

Fee Breakdown:

Fee Breakdown	
\$365.00	Camp Registration Fee
\$10.00	Meal on travel up to Camp
\$5.00	Fuel for Travel up and back
\$380.00	Total Amount Due

Fee Payment Schedule:

Payment Schedule		
\$80.00	19 th Dec., 2022	Deposit
\$100.00	23 rd Jan., 2023	1 st Payment
\$100.00	6 th Mar., 2023	2 nd Payment
\$100.00	17 th Apr., 2023	3 rd Payment
-	22 nd May., 2023	Misc. Class fees due. Please see additional class fees below.**

Adults

Total Cost \$195.00

Payment Schedule		
\$80.00	19 th Dec., 2022	Deposit
\$115.00	23 rd Jan., 2023	Final Payment
-	22 nd May., 2023	Misc. Class fees due. Please see Nick if you are interested in Adult Leader classes.

Special Course Fees:

Special Course Fees	
\$20.00	BSA Lifeguard
\$40.00	Rifle Shooting Merit Badge
\$40.00	Shotgun Merit Badge
\$30.00	Welding Merit Badge
\$40.00	COPE High Adventure
\$40.00	Climbing Merit Badge
\$40.00	BOW Xtreme Skills
\$125.00	Whitewater Kayaking

*If your scout would like to register for any of the above activities, please see Nick to ensure they are qualified to participate.

**Fees are due on May 22nd, 2023

Programs offered at Rainey Mountain

Below are several programs and merit badge classes offered at CRM. Merit badge class registration will open for CRM on March 23rd, 2023 at 10 am EST.

Troop merit badge selections will be due on March 20th, 2023. The Troop will have 2 registration night 1st on March 6th, 2023 and 2nd on March 13th, 2023. We would like to help in the Merit badge/program selection to ensure your scouts maximize their experience at camp for learning and FUN!

New Trail Program:

The NEW Trail is Camp Rainey Mountain's signature first-time camper program. With over 30 years of experience, The NEW Trail is designed to give scouts up to First Class a great opportunity to learn the essential skills of 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 (Scouts/Tenderfoot) –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 (2nd Class) –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 (First Class) –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.

Additional Opportunities:

- **Monday Evening:** First Class Requirement 6e—The New Trail staff offers guided instruction in the “Line and Tender” rescue. There is an open session for anyone who needs First Class Requirement 6e. Participating Scouts must attain “Swimmer” classification prior to the session.
- **Thursday Evening:** First Class Requirement 9a—The New Trail Staff hosts a civic leader to speak to Scouts about the U.S. Constitution and government. There is an open session during lunch for any Scout who needs First Class Requirements 9a.
- **Thursday Morning:** Second Class Requirement 3b—The New Trail Staff will guide Scouts on the William Bartram Trail from CRM to Warwoman Dell. Along the 5 mile adventure, scouts will use their map and compass skills. This is open to scouts who are registered participants of TNT Trail head or Foot Path. Participating scouts will leave immediately after breakfast from the TNT Shelter. Departure depends on your troops dining schedule; TNT patrols will begin departing time will begin 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 Scoutmaster. Scoutmasters will assume responsibility for any scouts not attending the hike.
- **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.

Requirements covered:

TNT Trail Head – Scouts will work on Scout, Tenderfoot, Second Class, and First Class requirements. We hope to cover the following rank requirements:

- **Scout rank:** 1a, 1b, 1c, 1d, 1e, 1f, 3a, 3b, 4a, 4b, 4c, 5 Totin’ Chip, Firem’n Chit
- **Tenderfoot rank:** 2a, 2b, 2c, 3a, 3b, 3c, 3d, 4a, 4b, 4c, 5a, 5b, 5c, 6a, 7a, 8

Physical Fitness Test – All Scouts will work on the physical fitness test for Tenderfoot rank 6a only.

- **Second Class rank:** 1b, 2a, 2b, 2c, 2d, 2e, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5b, 5d, 6a, 6b, 6c, 6d, 6e, 8b, 9a, 9b
- **First Class rank:** 2c, 2d, 3a, 3b, 3c, 5a, 5b, 5c, 5d, 6a, 6b, 6e, 7a, 7b, 7c, 9a, 9c 9d, 10

TNT Foot Path – 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, 3b, 3c, 3d, 4, 5a, 5b, 5d, 6a, 6b, 6c, 6d, 6e, 8b, 9a, 9b
- **First Class rank:** 2c, 2d, 3a, 3b, 3c, 5a, 5b, 5c, 5d, 6a, 6b, 6e, 7a, 7b, 7c, 9a, 9c 9d, 10

TNT Trail Blazer – Scouts will work on First Class requirements. We hope to cover the following rank requirements:

- **First Class rank:** 2c, 2d, 3a, 3b, 3c, 5a, 5b, 5c, 5d, 6a, 6b, 6e, 7a, 7b, 7c, 9a, 9c 9d, 10

Merit Badge Advancement:

CRM offers a multitude of merit badges both Eagle Required and Not. It is recommend by the Troop that Scouts take several Eagle Required and Non-eagle require to not only advance but enjoy their time at Camp.

- Archaeology
- Archery
- Art and Music
- Astronomy
- Aviation
- Basketry & Leatherwork**
- Bird Study
- BSA Lifeguard***
- Camping*
- Chemistry
- Citizenship in the Nation*
- Citizenship in the World*
- Climbing
- Communications*
- Composite Materials
- Cooking*
- COPE***
- Electricity/Electronics**
- Emergency Preparedness*
- Engineering
- Entrepreneurship
- Environmental Science*
- Fire Safety
- First Aid*
- Fishing
- Forestry/Plant Science**
- Geocaching
- Indian Lore
- Insect Study
- Kayaking
- Lifesaving*
- Mammal Study/Nature**
- Metal Working
- Mining in Society/Geology
- Nuclear Science
- Oceanography/Weather**
- Orienteering
- Paddle Boarding
- Personal Fitness*
- Photography
- Pioneering
- Public Speaking
- Radio
- Reptile and Amphibian**
- Rifle
- Robotics
- Rowing
- Salesmanship
- Search and Rescue
- Shotgun Shooting
- Signs, Signal, & Codes
- Small Boat Sailing
- Soil and Water Conservation/Geology**
- Space Exploration
- Swimming*
- Swimming Clinic***
- Theater
- TNT***
- Welding
- Whitewater Kayaking
- Wilderness Survival
- Woodcarving

*Eagle Required

**Double Merit Badges

***Not a merit badge, but is a class offered

Class Schedule:

Scoutmasters will help your scout decide the best classes for their advancement in the Scouting program, while also ensuring they have fun.

They will have 5 periods a day, each period is 50 minutes long. While they will complete most merit badges at camp, but there are many that have pre or post requirements. The best way to handle pre-requirements is to print out the merit badge workbook, complete them and bring a copy to class. This way the instructor can sign off the merit badge completely by the time the scouts leave.

Other Activities Available while at Camp:

There are many other options for Scouts to participate in, outside of class in their “free time”

Trading Post:

The trading post is where scouts can buy memorabilia, souvenirs, t-shirts, hats, patches, personal toiletries, soft drinks, snacks, ice cream, coursework supplies, pencils, paper, etc.

It is recommended by the troop the scouts bring \$100.00 cash. The trading post does accept most credit cards, but the internet is spotty at best, so do not rely on this.

The troop does not and will not maintain or keep track of your scout’s money. We view this as a learning opportunity.

I.E Scout 1 brings \$100.00 to camp (recommended by troop) and spends \$50.00 on air heads and \$50.00 on soft drinks on the first day. Now Scout 1 does not have any money left, but he wanted to buy a t-shirt to remember camp. This is a learning experience. He can A. take a loan from a leader or another scout with interest (chores or other tasks) or scout 1 cannot buy that shirt. Lesson is one of 2 things, money is not free or next year I save my money to buy the T-shirt.

Free Swim:

This is offered most evenings during free time. It will also be available on free range Thursday. Swim test is required and must be completed before camp with the troop or after check in on Sunday.

Free Range Thursday:

On free range Thursday scouts will not have a set schedule of classes. They will be able to participate in a wide variety of areas:

- Rifle Free Shoot
- Chess MB
- Photography Scavenger Hunt
- Open Board Games
- Ultimate Frisbee Game
- Free Blob
- Free Swim
- Climbing MB Open Climb
- Survival Cordage/Rope Making Demo
- Fire Safety Demo
- Search and rescue competition
- Scoutmaster Shotgun Competition
- CRM Exclusive Nature Hike
- Life to Eagle Workshop
- Archery Free Shoot
- Nature Lodge Competition
- Free Boating
- American Red Cross CPR/AED Certification
- CRM Chopped Cooking Competition

Campfires:

Sunday Night Campfire

Will begin at 9:00 pm. Opening night Camp Fire at the Stewart Amphitheater with the Camp Staff. This will feature skits, songs, storytelling, and camp lore.

Wednesday Night Campfire:

Will begin at 8:30 pm. The troop should plan a skit or a song to present. The SPL should let the Camp Commissioner know if they would like to participate in the campfire.

Friday Night Awards Campfire:

Will begin at 8:30 pm. This campfire is a chance for the staff to recognize outstanding performance during the week. The Units can also give awards to staff members who made a lasting impression. The Troop historically will bring a token for their troop guide (typically a class b shirt).

Telephone, Mail, and internet service:

Scouts will not have access to their phones during this week; it will not do them any good as there is not service at CRM.

Working from CRM:

This is an option for leaders and parents. There is Wi-Fi available at the Admin building, Dining Hall, and Trading Post. Please keep in mind the band width is not the greatest. There is small amounts of phone reception at the admin building near the flag pole.

Care Packages:

CRM does allow parents to send care packages to their scouts. The troop does recommend you send items that do not need refrigeration.

Please send the packages at least one week in advance via UPS or FEDEX to below

“Scouts Name”

“Troop Number”

1494 Rainey Mountain Road

Clayton, Georgia 30525

Electricity

CRM is hot in the summer, very humid. There is electricity in most sites (but not all) most of the time the electricity will need to be accessed by extension cord. Scouts WILL not have access to electricity. Unless they have a medical condition necessary of which.

Packing List:

Official BSA Uniform

- Short Sleeve Class A Shirt
- Green Shorts
- Belt
- Scout Socks (more than one pair)
- Troop Neckerchief
- Neckerchief slide

Clothing

- Socks (6 pairs)
- Sock Liners (4 pairs)
- Class B or T-shirts (6)
- Underwear [not cotton] (6)
- Pair of long pants (1)
- Pair of shorts [not athletic] (5)
- Sweat Shirt or jacket
- Sleep wear [t-shirt and athletic shorts] (2 sets)
- Hiking Boots [broken in] (1)
- Camp Shoes [Closed Toe] (1)
- Raingear
- Bathing Suit (2)
- Beach Towel (2)
- Bandanas

Toiletries

- Soap
- Towels and wash cloths (3 sets)
- Toothbrush and Tooth paste
- Comb
- Deodorant
- Shampoo
- Tissues and Toilet Paper

Camping Gear

- Footlocker (Plano box)
- Head lamp with extra batteries
- Water bottle
- Laundry Bag
- Clothes hangers (4) [for Class A and towels]

Bedding

- Sleeping pad
- Sleeping Bag
- Pillow
- Twin sized mattress cover and sheets

Other Items

- Insect Repellant
- Sunscreen
- Sunglasses
- Medication [To be turned in to the Troop Medical Officer]
- Folding camp chair
- Board game or card (optional and must be scout appropriate)
- Scout Book
- Bible
- Watch (not smart watch)
- Pocket Knife (if you have totin chip)
- Notebook and pencils
- Compass
- Merit badge work books
- Spending Money \$100 (cash)