

# 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 12.15.16		Course Period Times		P1	0915-1005	P4	1400-1450	P5	1500-1550	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	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 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 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	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	1			
	Citizenship in the World	3					Fox	E		1	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	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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	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		<b>Must complete 1a</b>			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	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
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		
Wilderness Survival	2	Sleeping bag, ground cloth, flashlight				Bear			2			2	
Woodcarving	1	Bring knife and Totin' Chip			\$7	Handicraft		1		1	1		1