

On-site High Adventure

COPE Challenging Outdoor Personal Experience



Camp Rainey Mountain offers two half-day sessions of COPE this year! Come find out what COPE is all about. Challenging activities help older Scouts understand teamwork, confidence building, challenge by choice, leadership, and initiative. Participants will get a full tour of **Challenge Valley** as they visit different sites including the Low Course and the High Course. The possibilities are seemingly endless! This course is managed by a BSA National Camping School Certified COPE Director and staffed by a highly qualified and trained group of adult Scouts.

www.nega-highadventure.com

Who can participate?

Boy Scouts and Ventures must be 14 years old or 13 and completed the 8th grade, also, must have attained First Class Rank or higher to participate. This activity is very strenuous and requires completion of certain challenging skills; therefore, the High Adventure Director or Camp Director reserves the right to refuse any participant who in their opinion is not physically capable or mature enough to complete the course. **There is a strict limit of 20 participants.** *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 High Adventure fee associated with this activity.***

Be Prepared!

Participants will need to bring the following gear to camp with them:

- Hydration system or two water bottles
- Boots or sneakers
- Leather work gloves
- Insect repellent Non-aerosol
- Bandana
- Sunglasses
- Annual Health and Medical Record Form # 680-001 ([Click here for current form](#))**

The camp will provide other necessary equipment such as helmets, ropes, harnesses, and hardware. Personal helmets, ropes, harnesses, and hardware **May Not** be used during this course.

Program Schedule

Tentative schedule for COPE is subject to change. Participants will remain in base camp throughout the week. This is a half-day program. Some work may require that participants arrive earlier or stay later than the designated times in order to complete the necessary training, but this should not interfere with other programs.

Monday – Team Building/Initiative Games

Tuesday – More games, Low Course

Wednesday – Low Course

Thursday – Free Range

Friday – High Course

Additional Cost:

\$30 for all participants

In addition to regular camper fees



Climbing Adventure Climbing Merit Badge



Take advantage of the unique climbing opportunities in and around Camp Rainey Mountain! Learn the basics at Challenge Valley when you head to the Climbing Tower. Then you can take your experience to Big Rock or other natural rock faces (weather permitting). Scouts participating in this program will complete requirements for the Climbing Merit Badge with the exception of First Aid and CPR requirements which should be completed before camp. The Mountaineering Elective for Venturing participants will be completed with the exception of requirement 18.d.iv, the table-top display or presentation, and requirement 18.i, leading a group on a climbing activity.



Who can participate?

Boy Scouts and Ventures must be 14 years old or 13 and completed the 8th grade, also, must have attained First Class Rank or higher to participate. This activity is very strenuous and requires completion of certain skills as outlined in the Climbing Merit Badge Pamphlet; therefore, the High Adventure Director or Camp Director reserves the right to refuse any participant who in their opinion is not physically capable or mature enough to complete the course. **There is a**

strict limit of 12 participants. *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 on Monday. If space is available, ADULTS must pay the High Adventure fee associated with this activity.***

Be Prepared!

Participants will need to bring the following gear to camp with them:

- Rain gear
- Appropriate hiking boots
- Hydration system or two water bottles
- Climbing shoes or sneakers
- Leather gloves
- Insect repellent NON-aerosol
- Bandana
- Sunglasses
- Long pants
- Annual Health and Medical Record Form # 680-001 ([Click here for current form](#))**



The camp will provide all other necessary climbing equipment including harness, ropes, hardware, and helmet. Personal harnesses, ropes, helmets or hardware **may not** be used during this course.

Program Schedule

Tentative schedule is subject to change. Participants will remain in base camp throughout the week. This is a half-day course. Some work may require that participants arrive earlier or stay later in order to complete the necessary training, but should not interfere with other programs.

Monday: Learn the required emergency procedures, environmental considerations, and proper clothing, footwear for climbing, ropes for climbing and rappelling, and equipment management.

Tuesday: Learn knots, harness fitting, verbal signals and commands, and other equipment skills necessary for climbing. The staff will demonstrate and teach belay techniques.

Wednesday: Belay practice is required prior to any climbing activities. Learn from climbing and rappelling demos plus personal instruction in techniques. Climbing practice at the tower.

Thursday: Free Range

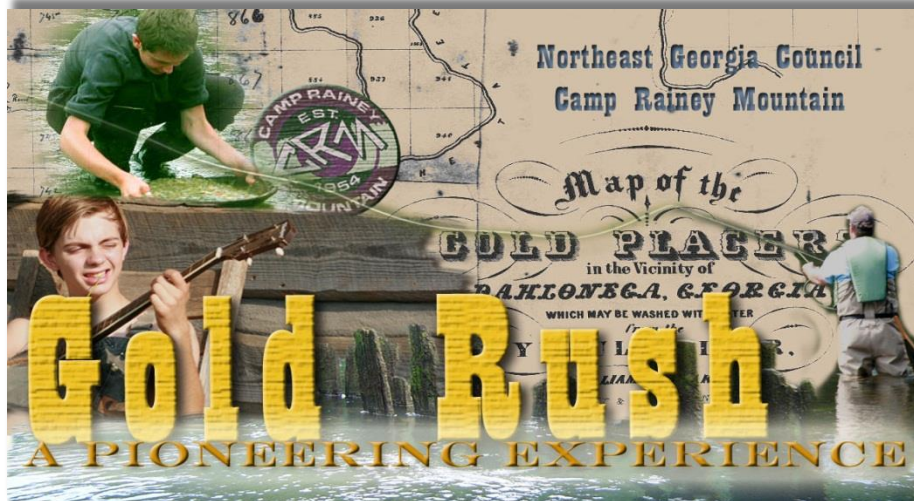
Friday: Climbing at Mount Currahee or other natural rock faces (weather permitting)

Additional Cost:

\$30.00 for all participants

In addition to regular camp fees





Seasoned for Summer Camp 2017!

Camp Rainey Mountain takes you back to the time of America's first Gold Rush that took place in the North Georgia Mountains. Experience the year 1828 when Gold changed everything and shaped the lives of our people, our culture and our way of life.

Who can participate?

Boy Scouts and Ventures must be 14 years old or 13 and completed the 8th grade, also, must have attained First Class Rank or higher to participate. This trip involves hiking into back country wilderness and being away from camp for the entire week. **Adults are welcome to participate as a Day Participant if space is available but must pay the additional fee associated with this activity.**

What can you expect?

Rustic Cabins built in true pioneer fashion; Advanced outdoor cooking; tomahawk and knife throwing; mountain basketry; black powder rifle; fishing; blacksmithing; period craft and art; Appalachian music-making; native plants and herbs; history and heritage; Folk and Indian pottery; storytelling.....

Advancement opportunities...

Although the program is not designed to complete merit badges we typically cover portions of Pioneering, Cooking, Metalwork, Leatherwork, Woodwork, Fishing, Rifle, American Heritage and more...

Be Prepared!

Gold Rush participants will hike to their program site on Monday. Gear should be brought to camp in their own **BACKPACK** (3,500-4,000 cubic inches recommended).

- Sleeping bag, Backpack
- Rugged jeans, extra clothing, swim suit, rain gear
- Flashlight, extra batteries, pocket knife
- Normal camping gear and personals
- No outside food

Additional Cost:

\$45 in addition to regular camper fees. (Youth)
\$45 in addition to regular camper fees. (Adults)

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



BSA-ATV Program



We are proud to offer the BSA-ATV program to your Scouts. This very successful program has recently completed the 3-year BSA pilot phase and is being expanded to select camps this year. Through this program, Scouts will learn how to safely handle and operate an ATV in a controlled environment. **Scouts must be at least 14 years of age, have a completed waiver signed by their parent, and be prepared with their own long pants, long sleeved**

shirt, and over-the-ankle boots. The camp will provide helmets, eye protection and other safety gear. **Space is limited** and pre-registration is encouraged.

The **ASI-ATV RiderCourse** is conducted by licensed **ATV Safety Institute** Instructors. The course offers students an opportunity to increase their safety knowledge and to practice basic riding skills in a controlled environment under the direct supervision of a licensed Instructor. The **ATV RiderCourse** includes pre-ride inspection, starting and stopping, quick turns, hill riding, emergency stopping/swerving and riding over obstacles. You'll also learn about protective gear, local regulations, places to ride and environmental concerns. Successful completion of the course concludes with an organized trail ride through the backcountry of our camp!

This hands-on course is offered as one of the many options we have at Camp Rainey Mountain. Additional class work may be required during twilight times on Monday or Tuesday evening. Get a head start! The "e-course" is available online through the **ATV Safety Institute** at: <http://www.atvsafety.org/>

There is a \$30 course fee to cover gas, maintenance and program expenses.

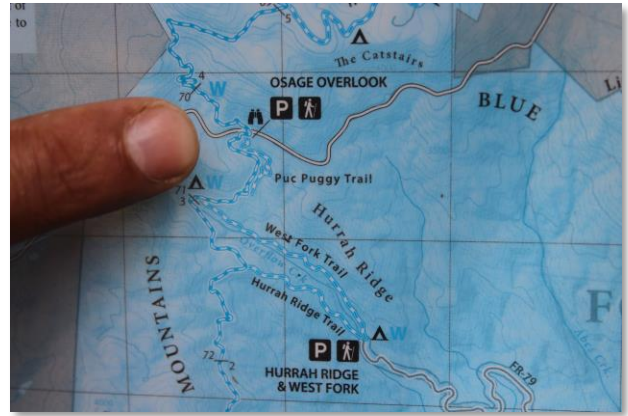
Optional state certification through ASI is \$25 if desired.



Bartram's Surprise

Experience the Southern Appalachians in this exciting new one-of-a-kind adventure. Camp Rainey Mountain's new CODE NAME: "Bartram's Surprise" is the action-packed High Adventure program you've been looking for.

The adventure begins with a three-day, two-night trek in the Chattahoochee National Forest following the historic William Bartram Trail. Beginning in North Carolina you will hike south to Georgia's second highest peak, Rabun Bald, then through Courthouse Gap and Warwoman Dell, and finally to Big Rock overlooking Camp. Your hike will retrace the 240 year-old



footsteps of America's first Naturalist.

The excitement continues with fun opportunities in and around camp. Thursday you can customize your experience with your choice of Free Range Thursday options which includes an opportunity to try out our new Blob, join in a Shooting Competition, compete in our Water Show Live, and much more! You could even go Whitewater Rafting, go rock climbing with the climbing class, or a day-hike to Rainey Mountain Peak!

What to Bring:

You will only need to prepare for the activities that you plan on participating in.

Trek: Hiking boots, backpack, 2 water bottles, knife, compass, flashlight, rain gear, sleeping bag, sleeping pad, tent, bowl, spoon, cup...

Whitewater: swim trunks, towel, dry clothes

Rock Climbing: long pants (all safety equipment will be provided, no personal harnesses).

Requirements: Open to mature **Boy Scouts and Ventures must be 14 years old or 13 and completed the 8th grade, also, must have attained First Class Rank or higher to participate**, complete medical form approved for high adventure, ATV consent and release form.

Base Camp fee plus \$75

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

Things to do

Extra Activities (Twilight Activities happen after your dining shift. Start times are Green shift - 6:45 PM, Blue shift - 7:30 PM, *unless noted otherwise.*)

Mile Swim - 5:30 AM Waterfront A

Rise and Shine with this early morning test of perseverance. You must attend all practices on Monday, Tuesday and Wednesday in order to participate in the Mile Swim on Thursday. *Bring your buddy tag!*

Free Swim - Twilight Days to be determined, Waterfront A

"Come on in, y'all; the water's cool!" Bring a buddy - *and your buddy tag*

Line and Tender Rescue - Twilight Monday, Waterfront B

This activity is for any scout who needs First Class requirement 6e. Hosted by the TNT staff, you will complete the requirement during your shift's twilight time. You must complete the BSA "swimmer" test before attempting this activity. *Bring your Buddy Tag.*

Open Handicraft - Twilight Monday, Handicraft Shelter

This activity is for scouts in handicraft merit badges to continue their projects and ask questions.

Scouters' Belly Flop - 8:30 PM Monday, Waterfront A

"Silence for the Flop!" Come to the Waterfront for the most entertaining competition of the week as your leaders attempt to wow the judges with their amazing splash and outlandish costume!

Astronomy Observation - After Dark Monday, Amphitheater

Scouts will experience a guided observation that will expand their knowledge of the universe. Participants will observe planets, constellations, satellites, and other exciting things far beyond our atmosphere! *Scouts need a buddy and a flashlight.*

Scout Skills Competition - 7:30 PM Tuesday, Bear Shelter

Knot-tying, fire-building, orienteering, pioneering: test your essential scouting skills in this action-packed competition! Complete all the tasks in the fastest time and your patrol will win a prize! *Bring a compass.*

Qualifying Shoots - Twilight Tuesday, Shooting Ranges

Qualifying shoots are for participants in the Rifle and Archery merit badge classes only. Qualifying happens during twilight hours on Tuesday evening, or during the opposite lunch shift on Wednesday.

Nature Show - 8:00 PM Tuesday, Amphitheater

Back by popular demand, this interactive wildlife show has moved to the Big Stage! Come meet wildlife from Camp Rainey Mountain and around the world, then witness a live feeding and get a chance to handle living reptiles! *Cameras are recommended!*

Reptile Hunt - Tuesday, Amphitheater

This guided tour will depart directly following *The Nature Show*. Scouts will learn skills to identify local wildlife based on their calls. The staff will bring scouts into some of the best wildlife areas in camp. *Bring a buddy and a flashlight!*

Dutch Oven Cook-off - 7:30 PM, Dining Hall

Open to youth and adults! Camp chefs complete their gourmet masterpieces in the campsite and bring them to the dining hall to present by 7:30 PM. Supplies available in the Quartermaster. Judging takes place during the Leaders' Dinner, with awards in Two Categories: Entree and Dessert!

Ultimate - 1:00 PM Friday

Come out and play the best pick up game ever! The staff teams up with scouts to make a fun, team-building, recreational game of Ultimate and finish off the week with a bang!

HIKING TRAILS *HIGH ADVENTURE FOR EVERYONE!*

Opportunities for hiking abound at Camp Rainey Mountain.

**Please check out/in at camp Headquarters, prior to departing camp.
Be prepared – Take water, first aid kit, flashlights & cell phone.**

WATERFALL / NATURE TRAIL

The beginning of this trail is located near Russell Campsite approximately 150 yards from the road. This is a great in-camp short patrol hike. There is a waterfall on this trail.

BIG ROCK TRAIL

The beginning of this trail is located across from the Demorest Campsite. This is a STRENUOUS hike. It will take approximately 1 hour to reach the top at Big Rock, but the view of Camp Rainey Mountain and the beautiful northeast Georgia mountains is worth the effort. Please be sure that everyone on your hike up to Big Rock takes water. Adults must accompany Scouts on this hike. There is a patch available for purchase in the Trading Post for those who complete this hike.

BARTRAM TRAIL

The Bartram Trail stretches from Georgia into North Carolina. The Georgia portion extends 38 miles in the Chattahoochee National Forest. This segment starts from the West Fork of the Chattooga River to the summit of Rabun Bald and on to the Georgia-North Carolina Border. There is good fishing along the way in the many streams that cross or run near the trail. Start from across the road near Demorest campsite. www.bartramtrail.org

WARWOMAN DELL

This is a nearby recreation area in the Chattahoochee National Forest. Easily gain access from the Bartram Trail by starting from the Charles Smith trail follow directions from the stone marker at Green Gap. Warwoman Dell features a nature trail, historic elements and picnic area and a beautiful waterfall. This area was developed by the Civilian Conservation Corps in the late 1940s.

Chattooga River Trail

This hike takes you along the pristine Chattooga Wild and Scenic River. This extended hike can be reached from the Bartram Trail heading out of camp or by road access from the Georgia side of the Chattooga River. Witness the raging waters at the famous Bull Sluice or hike up to Ellicott Rock and learn about early surveyors.

Rainy Mountain Peak Trail

This hike continues past the Big Rock trail and **UP** to the peak of "our" mountain. This hike will qualify for the camping MB requirement 9b(1): "Hike up a mountain, going at least 1000 vertical feet." This hike takes about two hours to reach the summit.

Appalachian Trail

This hike follows the most used trail in America. The trail (Dick's Creek Gap) crosses Hwy 76, 13 miles west of Clayton. There is parking and you can choose to travel north or south out of the gap.

**"It's been described to me as a
FIVE STAR CAMP!"**

– Ken Alsept, Baton Rouge, LA

SOMETHING FOR ADULTS TO DO

Scouts aren't the only ones who have fun scheduled activities at camp. We have activities planned each week to occupy your time. Listed here are some of the activities that have already been planned. We'll add some different ones each week:

Meet the Council Representative - 2:00 PM Tuesday, Dining Hall

Tell us how we're doing; we value your comments! Come meet our Council Representative to provide feedback and learn about exciting new council programs.

Nature Hike- See the beauty of Camp Rainey Mountain! Experience the beautiful flora and fauna during this hike. Take your Camelback!

Horseshoes- enjoy a game with fellow leaders anytime (checkout Shoes @ Headquarters Building.)

Leaders Skeet Shoot- Time to be announced. Come out and shoot all the innocent little clay dishes you can hit. \$3.00 for five shots.

Disc Golf- We have a challenging nine hole course. Bring your discs or check out a set.

Leaders' Lounge- Get away to a quiet and comfortable relaxing lounge to read or surf the net (WiFi available) at the Headquarters Building

Mile Swim- Scouts and adults can earn this award at camp. Participants must pass the swimmer test and attend all practices. Practices take place at 5:30 a.m. on Monday, Tuesday, and Wednesday. The mile swim takes place at 5:30 a.m. on Thursday.

Scouter's Belly Flop Contest- Monday evening, 8:30 p.m. waterfront A! **What a show!**

Scout Leaders Cook-Off- Tuesday at 7:30 p.m.
- Compete against your fellow Scouters. Prepare your entry in your campsites and bring it to the Dining Hall for judging and Scout leader sampling. Leaders will be given the opportunity to brag about their recipes.



Leaders' Dinner - 7:30 PM Tuesday, Dining Hall

Sit with your troop at dinner, but come back for the grand feast! We'll also sample the offerings from the Dutch Oven Cook-off.

Gourmet Brunch - On Friday morning at 9:45 a.m. Pig out on a variety of pork, including country ham, red hots, sausages and the ever important BACON! Fresh fruit and pastries and other delights! From sweet to savory, the offerings abound at this Breakfast of Champions.

GOLF?!- We have access to fantastic nearby courses. Check out Kingwood Resort!

Service Projects- O.K. for you folks that can't get enough work... We always have plenty of projects available! Let us know that you are interested in serving. Projects vary. Check with the Camp Ranger for specifics. Tools provided.

SOME MORE STUFF FOR ADULTS TO DO

Guest Instructors- *Got a special area of expertise? Want to teach a merit badge class? Let us know of your talents and desire!*

TRAININGS

Climb on Safely - 2:00 PM Monday,
Headquarters Lounge

This informative introduction will get you started with a unit-level climbing program. Hosted by the High Adventure Staff.

Safe Swim Defense/Safety Afloat Class - Wednesday at 2:00 p.m. on HQ Porch

Leaders' Roundtable - Monday/Wednesday/Friday 9:15 a.m. Dining Hall. Meet with Leadership after breakfast to get program updates. Share coffee and helpful hints with your fellow Adult Leaders at the information session.

CPR Certification - Day and Time to be determined.

Introduction to Outdoor Leader Skills (IOLS)- Days to be determined - 9:00 a.m. - 8:00 p.m. Strict class limit because of supplies and resources, **Pre-Registration is required NO WALK-INS allowed**. Will be taught in the HQ building (Please see the information flyer in Part 3 of the Guide).

Scoutmaster/Asst. Scoutmaster Leader Specific Training - Days to be determined - 9:00 a.m. - 5:00 p.m. Strict class limit because of supplies and resources, **Pre-Registration is required NO WALK-INS allowed**. Will be taught in the HQ building (Please see the information flyer in Part 3 of the Guide).



Leader Service Award



Name: _____
Unit #: _____

Do 4 of the required (*) items and then choose 4 others on the list for a total of 8.

1. *Attend at least one merit badge class each day:

Day	Class/ Activity	Period	Instructor's Initials
Monday	_____	_____	_____
Tuesday	_____	_____	_____
Wednesday	_____	_____	_____
Friday	_____	_____	_____

2. *Properly utilize the rocking chairs on the HQ Building Porch or the Dining Hall for a minimum of 30 Minutes. _____
3. *Visit Our camp's Facebook page: Camp Rainey Mountain Northeast Georgia Council. Like the Page _____
4. *Visit the Gold Rush Program at the Pioneer Village. Document your observations. _____
5. Carry out a unit service project (involve the majority of the unit) this week. See the posted currently available approved projects. List Project details on back of page.
6. Participate in an adult service project. See the camp Ranger for available projects. List projects on back.
7. Participate in a game of horseshoes. Who won? _____
8. Compete in the Dutch Oven Cook-off. What did you make?

9. Hike the Waterfall/Nature Hike. _____
10. Hike to Big Rock. What did you see? _____
11. Hike to Rainy Mountain. What is the elevation marked on the Geodetic Marker? _____
12. Play a game of Disc Golf. What was your Score? _____
13. Attend the Leaders Dinner on Tuesday Evening. What was served? _____
14. Attend the Leaders Brunch on Friday Morning. How many types of pork were served? _____
15. Attend the Safe Swim Defense/Safety Afloat Class. Who was the instructor? _____
16. Attend the Climb On Safely Class. Who was the instructor? _____
17. Locate the U.S. Geological Survey Benchmark and record the information. _____
18. Participate in the Belly Flop Contest. _____
19. Attend Adult Leader Training. _____
20. Attend Tuesday Feedback Meeting with our Council Representative in the Dining Hall. _____



Campfires

Sunday Night Campfire

Sunday Night at 9:30pm. Come enjoy opening night at the Stewart Amphitheater with the Camp Staff as we open another session with Sunday Night Campfire! This campfire will feature performances by the camp staff including songs, skits, storytelling and a little camp lore. Steeped in tradition, this campfire is always a great way to start things off right!



Mowogo Lodge's **Midweek Campfire**

Wednesday Night at 8:30pm. Sponsored by the Order of the Arrow's Mowogo Lodge #243, Units should plan a skit or song for the event. SPL's should let the Camp Commissioner know if they would like to participate in the campfire. Also, there will be a special presentation to recognize members of the Order of the Arrow from Mowogo Lodge and Arrowmen from visiting Lodges. OA members, please wear your sash. All Arrowmen are invited to attend the Ice Cream Social following the campfire. **Callout ceremonies should be conducted in your local council.**

Awards Night Campfire

Friday Night at 8:30pm. This campfire is a chance for Staff to recognize outstanding performances of the week. Units can also give awards to staff members who made a lasting impression. This is also one last opportunity for song and celebration for the whole camp!



A SCOUT IS REVERENT



At camp, We recognize the importance of religious faith and duty. To fulfill our obligation to help our Scouts and Scouters worship in their own way, we will hold two separate religious services on Sunday evenings. One service is a non-denominational Christian service performed by our Camp Chaplain. The other service will be a Catholic Mass or Eucharistic Service led by a priest or lay minister. Services are held Sunday evening. Both services are usually well attended. Your unit should participate in whichever service is appropriate for your Scouts and Scouters. The Camp Staff will say grace at the evening and morning flag ceremony. Please have your unit's Chaplain's Aide lead your unit in a unit grace prior to entering the dining hall for other meals.

Rainey Mountain Grace

*Through the spirit of camping,
may you bless this food, Great Creator.
May it keep us strong and steadfast,
in service, devotion, and conservation,
for the tranquility of these hills.*

Amen

Written by Daniel Victorio, CRM Staff 1994

Summer Camp Planning Calendar

Below are some important dates to remember in planning for Summer Camp 2017.

October 3rd, 2016

(1st step) \$250.00 Troop Registration Fee is due to the Jefferson Council Service Center.

Raise money for camp by participating in the Council Popcorn Fundraising event this fall. Participate in the Camp Card Program so Scouts can earn their way to camp.

November

Set aside one troop meeting to discuss summer camp programs and select courses for each Scout to participate in.

Use the **Worksheet** found in the forms section of your program guide to obtain each Scout's desired schedule.

January

Collect and send in your first payment of campers' fees early! Fees are \$90.00 per Scout. Make your first payment. You must make the February 2nd payment in order to receive your registration card.

February

(2nd step) First payment due \$90.00 per Scout *in-council*. The first payment due on **17th of February** should include an additional \$5 per Scout late fee.

March

Online Course Registration opens **each week!**

March 2nd

March 7th

March 9th

March 14th

March 17th

We are implementing a new online MB system for 2017. This page is subject to change.



April

(3rd step)

20th

Final payment due \$85.00 per Scout *in-council*, (\$100 out of council) is due by April 6th. **Fees paid after the 6th of April will incur an additional \$5 per Scout late fee for this payment.**

May

Collect and send in your third payment of campers' fees. Fees are due June 1st. **Also, New Scouts and Webelos Crossover Scouts. Fees are due June 1st.**

June

(4th step) Third payment due \$85.00 per Scout *in-council*, (\$95 out of council) is due by June 1st. **Fees paid after the 15th of June should include an additional \$5 per Scout late fee for this payment.**

WEEKS 1 & 2 participants should make their third payment (late fees will not apply) and balance of fee payments upon arrival at camp.

ADULT fees due upon arrival at camp along with any merit badge and High Adventure Course Fees. See Program Guide for calculating total adult Leaders' fees. Any other remaining fees are due upon arrival at Camp.

June 4 - 10	CRM Week 1
June 11 - 17	CRM Week 2
June 18 - 24	CRM Week 3
June 25 - July 1	CRM Week 4
July 2 - 8	CRM Week 5
July 9 - 15	CRM Week 6
July 16 - 22	CRM Week 7

HOW TO REGISTER YOUR UNIT

To register for camp, contact the Camping Department at the Northeast Georgia Council Service Center in Jefferson, GA. at (706) 693-2446. A \$250.00 per unit fee is required to register for camp. The Summer Camp Registration Form can be found online at nega-bsa.org ([Click here](#))



The \$250.00 registration fee must accompany the unit's summer camp registration request. Reservations are taken on a first-come first-serve basis. Reservation requests received without the \$250.00 registration fee **will not** guarantee your registration.

**We receive many requests beyond our capacity.
It is important to keep us informed of any
changes in your unit's projected attendance.**

\$90 per Scout (\$100 per scout for out-of-council) is due by February 2, 2017 to continue to hold your reservation and to begin coursework registration online. **Units not meeting this deadline may not receive their Online Coursework Registration UserID and Password in time to begin registering Scouts for their courses.**

The number of Scouts and Adults that a unit brings to camp will determine their campsite assignment. Any unit that does not fill a campsite may be assigned a campsite to share with another unit.

Pre-Camp Course Registration

Overview

Sign up using our online Course Registration form. You can link to the site at Nega-bsa.org ([Click here for form](#)). Be sure to plan ahead before entering information into the website. Discuss the various programs with your Scouts at a unit meeting and have them decide based on what their advancement needs and interests are. Provide them with a CRM Course Schedule and CRM Course Catalog (found in this section), so that they may make an informed decision. Courses fill up quickly, especially High Adventure courses, so you will want to get online and register as soon as you are able.

Tip #1: Please review with your Scouts their advancement history/record.
Tip #2: Use our Course Catalog and other resources to help your Scouts decide which courses they would like to take.

Course Registration begins in **March 2017**.

A letter will be mailed to the Scoutmaster with the exact date along with your username. **Units must make the first Camp Fees payment by February 2nd, 2017 in order to receive Course Registration Login and password information.** Please see the **2017 Fee Schedule** located on pg. 31.

Instructions

1. **October/November-** Fundraising, Popcorn sales and program planning for summer camp. Set aside one unit meeting to discuss with each Scout, summer camp programs and to select courses for each Scout to take. Use the **CRM Course Planning Worksheet** found in the forms section of this guide to plan each Scout's preferred schedule
2. **January** – Collect and send in your first payment of camp fees, which are \$90 per Scout for In Council Units and \$100 per Scout for Out of Council Units. **REMEMBER, you will not receive your online login and password until you make the first Scout payment by February 2nd, 2017.** Your login information will then be sent to you by e-mail through Doubleknot.
3. **February** – Finalize preparations for Online Coursework Registration. Make sure you have your User ID and Password. **Register scouts and adults before your online coursework date.**
4. **March** - (Check the Planning Calendar for your Online Coursework Registration opening day listed by week) Log onto the Course Registration Website via www.nega-bsa.org and begin registering Scouts for courses. Only register those Scouts who have made their first payments. A Scout is TRUSTWORTHY; please do not use "place-holders" or fake names for Scouts who have not crossed over or have not registered in your unit as these are deleted by the camping department from time to time. Some courses' space can be expanded and are usually the courses that are best suited to first year campers such as TNT and Swimming Merit Badges. **SPACE FOR EACH COURSE IS FIRST-COME, FIRST-SERVED.**

5. Print the Unit's schedule from the online registration website. **This is your confirmation.** Please keep a record and bring it with you to camp.
6. Review each Scouts schedule with them again. Check back online frequently for courses that were filled up as some Scouts in other units may drop out, freeing up space for your Scouts' requests.
7. **ALTERNATIVE OPTION:** If you are unable to complete your Units online course selection, you may mail, fax, or email your forms to the Council Office after February 20th, 2017.



MAIL/EMAIL/FAX info to:

Summer Camp Course Registration
Northeast Georgia Council, BSA
PO Box 399
Jefferson, GA 30549
Attention: Cathy in Camping

e-mail – Cathy Huska: cathy.huska@scouting.org

FAX: 706.693.4849 Attn: Cathy in Camping



Online Coursework Registration Service

Online Coursework Registration for registering Youth and Adults attending Camp Rainey Mountain or Scoutland utilizes the **Doubleknot** Services, which has been designed for use by Boy Scout Councils to maintain camp and event registration information.

Early Arrivals / Late Departures

We are happy to work with your travel plans. Should your unit need to arrive early or depart later than normal, you need to make prior arrangements with the Camping Department at the Jefferson Service Center **by going on line to (Tentaroo) under group forms and filling out the Early Arrivals / Late Departures section.** Units arriving on Saturdays or staying past Saturday noon will be charged an additional **\$5.00 per person** per day. Units arriving early or staying late are responsible for providing their own Leadership, medical support, meals and ice. **You should plan to arrive before 5:00 pm. Camp Rainey Mountain staff will NOT be available for early arrival check-ins after 5:30 pm.**

If arriving early, please make sure to let one of the commissioners know when they do the confirmation phone calls, the week before your Sunday check-in date. Our Commissioners will then e-mail Units' instructions on what to do when they arrive at camp.

Please use the CRM Payment Form worksheet found in the "Forms Section" to maintain your unit's payment records.

CAMP FEES: \$265 In-Council Scouts
 \$295 Out of Council Scouts



2017 FEE SCHEDULE

By Registering to attend, troops agree to make the following fee payments as scheduled:

- #1 \$90 per Scout *in-council*, (\$100 out of council). Payment must be postmarked by Feb. 2nd
A Late fee of \$5 per scout will be added after Feb. 16th.
- #2 \$90 per Scout *in-council*, (\$100 out of council). Payment must be postmarked by April 20th
A Late fee of \$5 per scout will be added after April 20th.
- #3 \$85 per Scout *in council*, (\$95 out of council). Payment must be postmarked by June 15th
A Late fee of \$5 per scout will be added after June 15th.

By registering to attend at Camp Rainey Mountain, the troop agrees to make a reservation. A late fee of \$5 per scout should be paid if the reservation is not made by the deadline. The Balance of camper fees, High Adventure fees, and other fees should be paid during Financials on your scheduled Sunday.

Additional fees may apply for certain activities. We are committed to providing the **best quality** and **most affordable** experience for our Scouts. Scouters should enroll in our program.

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We are implementing a new online MB system for 2017.
This page is subject to change.

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Following courses have minimal additional fees which must be paid with the balance of your campers fees at Sunday Check-in: Archery, ATV, COPE, Chemistry, Composite Materials, Climbing, Electronics, Epic Adventure, Rifle, Gold Rush, Metalwork, Shotgun, Bartram's Surprise, , Whitewater K.R., and Welding.

Webelos Crossovers and New Scouts - may pay the early registration fee schedule, if paid by June 1st. Please submit a copy of their Boy Scout Application with their fees in order to receive their discounted prices.

Camperships are available to assist with the financial needs of Northeast Georgia Council Scouts (See campership section in this guide). These funds are available from the council proceeds of the annual Camp Card sale and Trail's End Popcorn. Thanks for participating!

Adventure Troop is for the individual Scout who cannot attend summer camp with his own troop. Adult leadership is provided for these Scouts to ensure that they have the same opportunities afforded other Scouts. The Adventure Troop will be available during the fifth and seventh weeks. There is an additional \$20 fee.

Early Arrivals / Late Departures **\$5.00** per person per day.

Please use the CRM Fees Worksheet found in the "Forms Section" to maintain your troop's payment records.

REFUND POLICY

If your unit cancels its reservation before March 1st, then any money beyond the initial registration fee will be considered for a refund. **Registration fees are non-refundable.** Any reservations canceled after April 1st will be considered on an individual basis only. Individual partial refunds will be considered only in the event of illness and if the Director of Support Services receives a written request within two weeks following the unit's week at summer camp. All refund requests after June 1st are subject to a minimum of \$28 administrative cost per Scout. Refunds will be processed as soon as possible after the camping season, but could be as late as October. All refund requests should be addressed in writing to the Director of Support Services at the following address:

Director of Support Services
Northeast Georgia Council
PO Box 399
Jefferson, GA 30549

NO REFUNDS WILL BE MADE AT CAMP

GENERAL INFORMATION

Plan Ahead!

What Scouts should bring to Camp

- Scout Field uniform – Complete with: shirt, shorts, belt, socks and T-shirts.
- Medical form #680-001 ([Click here for current form](#)) (A, B, C sections should be up to date) including copy of insurance card, parents' signature, doctor's signature and their SS#.
- Prescription medications should only be in the quantity needed for summer camp and must have a proper prescription label.
- Extra clothing - socks, underwear, shoes, etc.
- Sweater or jacket (YES, We **ARE** in the MOUNTAINS!!)
- Rainwear (*We recommend a poncho*)
- Sleeping bag or bedding
- Swim trunks
- Soap, comb, toothbrush, towel and other personal items
- Scout, or Ranger Handbook, pens, pencils, notebooks, merit badge books
- Money for crafts, Trading Post, cokes, snacks (*\$75 is recommended, we accept Master Card, Visa, Discover & Amex.*)
- Other items such as camera, compass, pack, flashlight, insect repellent, etc.
- Water bottle or camelback.

Leader's Planning Outline

- Read the Leader's Guide carefully and thoroughly
- Plan your unit's program.** Sign Scouts up for TNT, Merit Badges, High Adventure or the Scoutland Aquatics Outpost programs online
- Have your patrol Leaders' council review the guide
- Obtain medical forms from all Scouts and Leaders. Be sure that their family insurance number, social security number, parents' signature and doctor's signature is included.
- Unit flag & US flag
- Make sure you have your unit's proof of accident insurance (Northeast Georgia Units are covered.)
- Arrange two-deep Leadership for camp and traveling.
- Discuss with parents:**
 - Time, place, and date of departure and return
 - The camp mailing address
 - The camp Emergency phone number
 - Directions to camp
 - How and when their son's medical form should be completed
(**The original should be copied and left at home; the copy should be brought to camp.**)
 - Camp fees and money needed for program items.

Phone calls are DISCOURAGED! (Not available in Headquarters, EMERGENCY calls only)

(Typically a homesick Scout does not improve if he calls home.)





H. Randolph Holder Dining Hall

DINING HALL OPERATIONS

The H. Randolph Holder Dining Hall provides **Air Conditioned** comfort to enjoy your meals and fellowship! The dining hall serves all meals cafeteria style with the exception of Thursday night's Troop cookout and the Saturday morning On The Go Continental Breakfast. The Food Service Director and dining hall staff work to ensure hot meals and good service. The Food Service Director will be glad to assist in any way he can. Be sure to speak to him if you have a problem.

The Dining Hall is open Monday-Friday from 7:30am until 7:30pm and Sunday from 1:00pm until 7:30pm for access to the Adult/Staff restrooms, coffee and drink service that is provided. The doors closest to the restrooms will always be open during these times. Please ask for assistance for help in these areas if needed. Please remember that some classes use the dining hall between meal times.

Visitors are always welcome to eat in the dining hall, with prior notice.

Tickets must be purchased at the camp Headquarters building! Individual meals purchased will be \$7 per person. Wristbands will be issued and must be worn at all times while visitors are in camp and are required by everyone entering the Dining Hall. Campers, Adults and Visitors included.

Special meals can be prepared for most Scouts with dietary restrictions. *The Food Service Director must be notified no later than 2 weeks prior to attending camp, due to special purchasing requirements and preparations. We cannot make provisions at the last minute.*

During the camp season, please call 706-782-6617, fax to 706-782-5590, or email (adhenson7crm@gmail.com).

Any Scout or adult wishing to bring his own food for a special diet may do so with a note from his unit leader and/or Doctor. However, it is requested that this food in no way enter the dining hall unless properly labeled or in its original packaging and approved by the Food Service Director.

The Food Service Director is willing to work with most Dietary situations that are presented at camp considering that we are in a camp setting. This includes but not limited to Vegetarians, Lactose Intolerance, Gluten Free, Nut and Food allergies, and some Religious situations. Please be prepared to be flexible since we are at scout camp.

Picky or Finicky Eaters? We always have peanut butter and jelly sandwiches and fresh fruit, etc. available! **No child should ever leave the dining hall hungry. Please see the Food Service Director with help in these matters.**

Birthday Celebrations are welcome and can only be done at the evening meals. For staff participation please see the Camp Program Director or Camp Commissioners. Due to the number of celebrations the Food Service Director can only provide storage for Troop purchased items in the cooler or freezer for a limited time. Please place Troop # and scout's name on items to be stored. Please see the Food Service Director for assistance. He will be more than glad to help out and can also provide you with information for local vendors near camp!

Thursday Night Cookout. The Food Service department provides materials for scout foil dinners and fixings. The Dining Hall does not loan any equipment such as knives, utensils, pots or pans. Please bring your own items to camp with you to do campsite cooking. Any extra items may be purchased through the dining hall if available. Please see Food Service Director for assistance. Pick up Thursday night & Saturday morning meals at the loading dock.

Waiters -Troops should assign waiters for each meal. Waiters are to set up before every meal and remain behind to clean up after every meal for their troop, no exceptions. Dining hall stewards will instruct them what and how to do procedures at every meal. Waiters should arrive 15 minutes before every meal and not leave until dismissed by the steward in charge.

Need more info? Call the Food Service Director at 706.782.6617 or email adhenson7crm@gmail.com between June 1st and the end of camp, or call the Service Center-Camping Department at 706.693.2446.

GENERAL CAMP FACILITIES

The Northeast Georgia Council and Mowogo Lodge are working hard to create and maintain a first class facility for the Scouts attending Camp Rainey Mountain. Many of the buildings, equipment, facilities and campsites have been provided by the services of the Order of the Arrow, Mowogo Lodge #243.

Some of the unique features of our first class facilities include:

- Mountainous surroundings, cool evening temperatures/warm daytime temperatures, beautiful panoramic views
- Private Lake w/ 2 waterfronts, 70°-75° F water temperatures all season
- Covered pavilions throughout the camp program areas for program use during the day, troop use in the evening
- The 800 seated air-conditioned **H. Randolph Holder Dining Hall**
- Centrally located Shower Houses – Male/Female/Adult youth protection compliant, Hot Water!
- 800+ seat Stewart Amphitheatre for campfires and assemblies
- Platform tent, adirondack, and cabin campsite accommodations for campers
- Fully stocked Trading Post featuring top name brand camping and outdoor products, snack shack as well as all the basic necessities
- Two Chapels – Franklin Lakeside Chapel, Chapel in the Woods, beautiful meditation trail
- Activity Fields throughout the camp for inter-troop activities and camp programs
- Quartermaster fully stocked with equipment for campsites and service projects
- Shooting Ranges – fully equipped for shooting sports activities
- Two Waterfronts for camp programs and troop use (by request only) feature sailing, rowing, canoeing, swimming, and lifesaving
- Ecology/Conservation Center featuring live specimens and nature displays
- Challenge Valley – Home of our **High Adventure** programs like COPE & Climbing.

“Our troop enjoyed our stay during Week 2, the staff was great!”
--Stan Crane, Troop 54, Lawrenceville, GA



VEHICLES IN CAMP

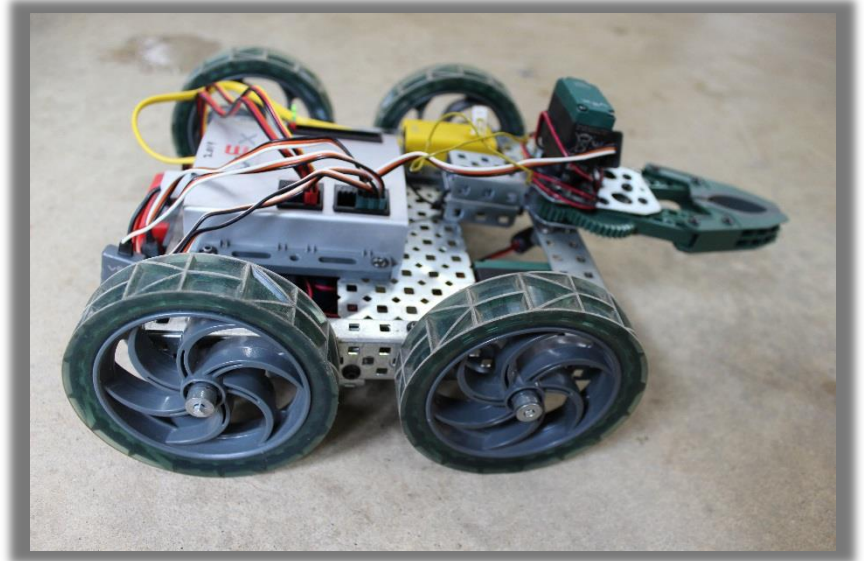
NO VEHICLES WILL BE ALLOWED BEYOND THE HEADQUARTERS BUILDING. All vehicles must be parked in the camp parking lot. Note: The camp ranger will be available to move unit gear to and from campsites during Sunday check-in and Saturday checkout. Units must be prepared to "backpack" all gear brought to or from their campsites during the week. We will allow one vehicle at a time per unit to carry gear during Sunday Check-in (**No buses will be permitted on the camp roads**). All Trailers will be moved by the ranger and/or his staff only.

Camp will provide a trailer for gear for Units that need assistance moving gear to their campsites. **NO Vehicles will be allowed in camp after Sunday check-in.** All gear, after Sunday evening, must be carried in or other arrangements made with the ranger or commissioners. **Handicapped vehicles are not to be used as a shuttle for non-handicapped Scouts or Scouters.** The speed limit throughout camp is **7 mph.** **While traveling on camp roads use headlights and hazard flashers to alert any Scouts on camp roads.** Also remember to wear seatbelts at all times. **Unit Trailers** are permitted in the designated areas at certain campsites.

TELL YOUR PARENTS AND LEADERS that *BSA policy prohibits anyone from riding on fenders, hoods, and trunks of cars or in the open beds of pickup trucks.* Untrained parents seem to be our worst offenders. Be sure to share these rules with them before camp. Please help us to maintain our Camp's high standards of safety by abiding by these rules.

Golf Cart/RTV/UTV Rules for Camp Rainey Mountain

1. Operate vehicle according to Manufacturer's warnings and instructions.
2. Do not exceed 7 mph with headlights and flashers on.
3. Vehicles to be driven by **AUTHORIZED DRIVERS, ONLY.** (To be authorized, must be over 21 and possess a valid driver's license and have a 'Handicapped' placard issued by HQ.)
4. Only authorized passengers allowed on the vehicle. (Authorized are ONLY adults or Scouts with special needs approved by Camp Director.)
5. Do not leave key in vehicle.
6. Place vehicle in neutral and set parking brake before exiting vehicle.
7. Do not operate at night unless equipped with **HEADLIGHTS AND TAIL LAMPS.**
8. Operate only on approved roads in camp.
9. Do not exceed passenger capacity.
10. Passengers are to be fully seated on the seat and holding on while vehicle is moving.
11. Use caution and reduce speed when driving near people.



DIRECTIONS TO Camp Rainey Mountain

DO NOT ASSUME your GPS directions are correct! Basically located "Approximately 6 miles west of South Carolina and 12 miles south of North Carolina". **DO NOT USE WARWOMAN ROAD**

Google Earth: N34.51'54.92 W83.20'35.60

From Atlanta...

Take I-85 North to I-985 North

(Towards Gainesville)

Stay on I-985 North, this will become Ga. 365 North

Stay on Ga. 365 North, this will merge with US 441 North

Stay on US 441 into Clayton, Ga.

Turn Right at the light on US 76 East

(Walgreens is on the right, McDonald's is on the left)

Go 4.2 miles to Rainey Mountain Road (look for the brown "**Rainey Mountain Scout Camp**" sign)

(Keep a sharp eye out...it's easy to miss!)

(Look for the granite Camp Rainey Mountain sign on left)

Turn left

Dead ends into camp!



Telephone and Mail Service

One thing parents always want to know is where their son is and how to reach him. We encourage parents to write their sons, but we must ask them not to call except in the case of emergency. In an attempt to discourage homesickness, we ask that you tell your son to not call home. Typically, a homesick Scout doesn't improve if he calls home. The camp phone must be reserved for those individuals on camp business.

Please address mail, UPS or FED-X to:

<p>"Scout's Name" "Troop Number" 1494 Rainey Mountain Rd. Clayton, GA 30525</p>

Be sure to provide good return addresses. Mail and packages received after a Scout has left camp will be returned. Please remind parents not to send valuables to camp and to ship packages for the appropriate delivery time

THE CAMP'S PHONES ARE FOR EMERGENCY AND CAMP BUSINESS ONLY:

Camp Rainey Mountain (706) 782-3733 This phone is NOT available for use by campers. It is available in case of emergencies and is to be used ONLY by adult leaders and staff members on camp business.

It is common that a first year camper can get homesick and it is well documented that if he calls home, it gets worse!

Course Locations

Some course locations may change for accommodation purposes. This guide will give you a general idea of where courses will meet on Monday. Some courses move around throughout the week or change locations permanently after the first meeting.

Shooting Ranges

Archery
Rifle
Shotgun

Nature Lodge

Animal Study
Astronomy
Bird Study
Environmental Science
Fish & Wildlife Management
Forestry/ Plant Science
Mammal / Insect Study
Mining in Society / Geology
Nature
Oceanography
Reptile & Amphibian Study
Soil & Water Conv. / Geology
Weather

Handicraft Center

Art & Music
Basketry & Leatherwork
Metalwork
Theater
Woodcarving

Ballard Cabin

Fishing
Fly Fishing
Gold Rush

Buffalo Shelter

Emergency Preparedness
Fire Safety
Search & Rescue

Fox Shelter

Citizenship in the Nation
Citizenship in the World
Communications
Indian Lore
Personal Fitness
Scouting Heritage

Eagle & Bobwhite Shelters – TNT

Trail Head **(TNT)**
Foot Path **(TNT)**
Trail Blazer **(TNT)**

Owl Shelter

Welding

Eagles 3 Kitchen

Cooking

Dining Hall

Archaeology
Robotics

Beaver Shelter

First Aid
Traffic Safety

Headquarters Building Porch

Bartram's Surprise
BSA ATV Safety class
COPE
Climbing
Epic Adventure – Departs Sunday evening at 8:00pm
Whitewater K.R. – Departs Sunday evening at 8:00pm

Trading Post Porch

Photography
Salesmanship

Bear Shelter

Camping
Geocaching
Orienteering
Pioneering
Wilderness Survival

Waterfront East side Dock A

BSA Lifeguard
Canoeing
Kayaking
Paddle Boarding
Small Boat Sailing
Swimming
Swim Clinic

Waterfront West side Dock B

Lifesaving
Rowing

Sci-Tech Shelter

Aviation
Chemistry
Composite Materials
Electricity
Electronics
Energy
Engineering
Nuclear Science
Radio
Space Exploration



PHOTO OPPORTUNITY

Friendly Reminder: When your unit arrives at camp Sunday, it is a great opportunity for your troop to take a unit photo. This is a great way to preserve those priceless memories. We do not take unit photos so be prepared with your own camera. Many Units post photos during the week at online locations such as photobucket for their parents to see. Please share your outstanding photos with us to post on our information screens in the dining hall. We are always looking for outstanding photos for our Facebook and promotional materials.

TRADING POST

Our trading post is well stocked with the supplies that you need. We also have uniform parts, crafts, personal toiletries, and souvenirs such as T-shirts, hats, patches, knives and other camping gear. We have soft drinks, snacks, ice cream, ice and munchables. Of course we accept cash, checks, MasterCard, Visa, Discover and Amex. Some Scouts bring pre-loaded cards. Based on past camps we recommend that Scouts bring \$75.00 plus any fees needed for additional classes.

BARRIER FREE

The Northeast Georgia Council has dedicated time and energy to make our camps the finest and most accessible facilities anywhere.

The Johnson & Johnson (J & J) Barrier Free Campsite at Camp Rainey Mountain is part of that commitment. This campsite is available to Units who have members with special needs. It is reserved on a first come first served basis. If it is not available for the time your unit is scheduled, please contact the Director of Support Services for possible alternatives for your needs.

The Johnson & Johnson (J & J) site is located near the waterfront area adjacent to the Russell campsite. This central location makes it easily accessible to nearly all other areas of camp. The site is equipped with four extra-large 3-man tents that are fully wheelchair accessible. Special needs facilities (showers & bathrooms) are also located at the Johnson & Johnson site. These restrooms are conveniently available for the use of special needs Scouts and adults.

Our **Showers and Restrooms** located next to the Cornelia, Maupin and Alto campsites are also barrier free.

We have added a **limited** amount of **electrical outlets** in selected campsites **specifically for the convenience of special needs Scouts and Adults who must have their medical appliances powered**. Please contact the Camping Department in the council office if your unit has this need.

Amateur Radio

Rainey Mountain is the home of the KK4BSA repeater. The repeater operates on 444.5 MHz with a =5 MHz offset. No tone is required. If no licensed amateur is in camp the repeater may be off. To activate it you can key your radio and use the touch tone sequence *9921. The repeater covers the entire camp including the surrounding trails and Big Rock. If any technical problems are noticed, please contact Steve Back, WB2OGY.

During the summer there is an HF station located at SciTech. Amateurs with appropriate licenses can arrange an operating schedule by contacting the SciTech Director. Licensed Amateurs are also encouraged to offer assistance during the Radio Merit Badge classes.



Frequently Asked Questions

- **Please be advised that driving into the campsite is not permitted. Those coming to visit will be walking & should dress accordingly.**
- **Is there electricity in campsites?** Yes, in some campsites, but not in all. Please specify needs to camping department.
- **Are there mosquitoes? Do we need nets?** No, Camp Rainey Mountain does not have mosquitoes.
- **Are there Bears?** Camp Rainey Mountain is in the foothills of the Appalachian Mountains. There is a chance of a sighting.
- **Are there snakes?** Yes, there are many different types of snakes in the mountains.
- **Can we conduct the BSA Swim test before camp?** Yes, please refer to the forms section of our Leader's Guide.
- **Are there age limits for merit badges?** Yes, all High Adventure MB's have age requirements. Age suggestions are listed on all other MB's. These are not requirements, just suggestions.
- **Where can I mail a package to my Scout?** Mail all packages to Camp Rainey Mountain 1494 Rainey Mountain Road, Clayton, GA 30525. **Please mail packages at least 4 days before their first Monday of camp and no later than Tuesday of the week they are at camp. Make sure their name and Troop number is on all mail.**
- **When is family night?** Camp Rainey Mountain **does not** have a Family Night. If you must visit your Scout please check in at the Headquarters Building. If you are staying for meals, the cost is \$7 per person per meal. **Please remember that first year Scouts may get homesick and it may be best for them that you refrain from visiting.**
- **What is the temperature?** Days go into the mid 80's low 90's. Nights are in the 60's & low 70's.
- **Can we park our trailer at our campsite?** Most of our campsites have availability for trailer parking. **Limit on size of trailers.**
- **I have special dietary needs.** Please email or fax all requests to the Food Service Director two weeks prior to attending camp due to special purchasing requirements. Phone: 706-782-5590 or email: crmfoodsvcdirector@gmail.com. Also see Dining Hall Operations in Facility section of our Leaders Guide.
- **Is there internet service?** Yes, WiFi is located in the Headquarters Building, Trading Post and Dining Hall
- **Is there cell phone service?** Cell phone service is not reliable at Camp Rainey Mountain.
- **Are there separate restrooms for youth and adults?** Yes.
- **Are there tarps covering Adirondack/cabin openings?** Available upon request.
- **When do I get my user name and password for online registration?** You must make your February 1st payment in order to receive your username and password, an e-mail will be sent to you.
- **Saturday arrivals to camp.** Pick up your packet at the Headquarters Building for campsite assignment. **(No staff available after 5:30pm. (Plan to arrive before 5pm) (No food or ice available for early check-ins. Troops should be prepared to be self-sufficient.) There is a fee associated for early arrivals of \$5.00 per person.**
- **Can we use our School Medical forms?** No. Only the BSA Medical form #680-001 or newer parts A B & C will be accepted at Summer Camp.
- **Do we need to bring our original medical forms?** No. Please bring copies only.
- **What do we do for dinner Thursday night?** You may go into town or cook in your campsite. Please fill out the form you get Sunday in order to request a meal from the kitchen for you to prepare at your campsite. The kitchen does not loan equipment for preparing/cooking meals. Dutch Ovens (limited #) are available for loan at the Quartermaster.
- **Do we need Merit Badge books for every class?** Yes. It is strongly suggested that Scouts have their own MB pamphlet. Books are available for purchase in the Trading Post or may be brought from home.
- **What are the age lists for all High Adventure Courses?** Bartram's Surprise, Climbing, COPE, Scoutland Aquatic Outpost, Gold Rush: 13 years old by September 1, 2017. Whitewater kayaking: 14 years old by January 1, 2017.
- **What merit badges kits are purchased in the Trading Post?** Basketry and Leatherwork, Wood Carving, Indian Lore and Space Exploration. Please do not pay for these with Summer Camp Registration fees.
- **What time is check-in on Sunday?** 1:00pm – 5:00pm
- **I have my user name and password, why can't I register my Scouts for classes?** On the Program Registration page make sure to **tell us the names of the people attending camp** are correct. This is found under **Add, Modify or Delete Registration**. Click on **Tell us names of the people attending camp** and make sure there is a check mark next to each name that is coming under **Attendee** and **Attendee Type** is correct. Save this section and click Continue. This will bring you back to the Program Registration page. Under **Register for Activities** click on **Sign up for Merit Badges and other activities**. You now should be able to register each Scout for classes. Any Question please call 1-706-693-2446 ext. 103.

CAMP RULES

Although the SCOUT LAW and OATH should be the only rules a Scout needs, the following is a list of policies and standards that have been established to ensure that our Camps continue to maintain our excellent safety record:

1. B.S.A. Youth Protection Guidelines apply in camp! ALL Leaders and **Parents** are REQUIRED TO BE TRAINED!
2. NO rock throwing of any kind.
3. NO fixed-blade sheath knives allowed.
4. NO firearms or any kind of ammunition may be in the possession of any Scout or Adult.
5. NO fireworks of any kind allowed in camp.
6. NO pets or other animals should be brought to camp. (Guide dogs permitted)
7. Do not use aerosol cans in campsites.
8. All white gas lanterns, propane lanterns, stoves, etc., are to be filled and stored ONLY by adults. Fuel must be secured and locked away.
9. All cars will remain in the parking area while at camp. The only exception will be service vehicles and those used to transport handicapped Scouts and adults.
10. NO illegal drugs or alcoholic beverages are allowed at camp.
11. NO fires or open flames are allowed in tents, adirondacks, cabins, or any other structure at camp.
12. Anyone leaving camp at any time must sign out in the camp office.
13. Each unit must have adult supervision (over 21) at ALL TIMES while at camp (minimum 2 adults).
14. NO smoking in any buildings or in the presence of Scouts. **(There is a designated smoking area behind the OA building)**
15. The Scout Field Uniform (Class A) is required for dinner. Activity Uniform (Class B) during the day correctly worn, is the most proper dress.
16. All Scouts are to behave at all times in accordance with the Scout Oath and Law. Campers, Leaders & Adults who do not act like Scouts are subject for review by their local Scout Leaders and the camp management. Any person who violates laws or endangers anyone may be asked to leave the camp immediately. It will be the responsibility of the individual Unit's Leaders and/ or parents to remove the Scout/Adult from the camp within a designated time decided by the Camp Director. If a camper, leader or adult is sent home, no refund will be given for programs or services missed.
17. CLOSED TOE SHOES MUST BE WORN AT ALL TIMES in camp.
18. Camp should be operated for all in attendance in accordance with the information in the **Guide to Safe Scouting and Youth Protection Training**. Any violation of these guidelines is to be reported to the Camp Director or his designee. All unit Leaders are expected to follow these guidelines at all times. (The Guide To Safe Scouting is available online).
19. No improper or unauthorized possession or use of any medication in camp.

DRUGS and Alcohol: Drug laws will be strictly enforced according to the criminal code of the State of Georgia. Alcohol use is strictly prohibited on Northeast Georgia Council, BSA property.

FIREARMS: Firearms and ammunition are available at the camp for use ONLY on the rifle/shotgun range. **NO OTHER FIREARMS WILL BE PERMITTED IN CAMP. Do NOT** bring your personal firearms or bows.

IMMUNIZATION: The State of Georgia Immunization Unit and recommendations adopted by the BSA Health and Safety Support Committee (2008) requires all attendees to have adequate immunizations **including Tetanus**. Many teenagers are not fully protected against all preventable diseases such as measles, mumps, and rubella. To assist in maintaining a healthy and safe environment, all immunizations listed on the BSA Medical Form #680-001 ([Click here for current form](#)) must be current and documented on the BSA Medical Form. Individuals with religious, philosophical, or medical objections to receiving immunizations must document this on a BSA Immunization Exemption Request BSA Form #680-451 ([Click here for this form](#)) and attach it to the BSA Medical Form.

UNIT LEADERS: Each unit must have two registered adult Leaders in camp at all times. One leader must be at least 21 years of age and the other leader must be at least 18 years old. In most cases your committee will be able to secure the services of their regular unit leader. Quality, trained Leadership is a prime committee responsibility and will be paramount to the success of your unit in camp, and of course TWO ARE BETTER THAN ONE. Many committees have been successful in arranging for two or more Leaders to go to camp. Both have more fun and the operation of the unit becomes more efficient. If there is a substitution of the unit leader (over 21) then there should be an

overlapping period of time during which both adults are in camp in order to maintain program continuity and adult supervision over the unit at all times. **All adults in camp must be Youth Protection Trained. Please provide verification at check-in.**

Units should bring U.S., Unit, and Patrol Flags. (This goes toward your campsite inspection score)

Remember, camping is done using the Patrol Method.

Camperships

The Northeast Georgia Council has a limited number of Camperships available for Northeast Georgia Units that participate in our annual **Family Enrollment, Trails End Popcorn Sale** and the **Camp Card Sale**. These camperships are endowed by funds raised in these two sales. Camperships are available by application using the "**Specific Assistance Request Form**". Some Scouts or families may give you an excuse as to why they are not attending camp. Please discreetly investigate, and if it is a financial issue let them know of available funding. See the 'Fees' section of this guide for more information on camperships.



Camp Rainey Mountain

Emergency Procedures

The purpose of this plan is to familiarize staff members or any person reading this plan on the emergency procedures to be conducted in the event of an emergency. This plan will cover the following possible situations, protective measures, and how situations will be handled: a missing person, fire, tornado or windstorm, epidemic or mass illness, serious accident or fatality, and special hazards.

In the event of a missing person, fire, tornado, windstorm, epidemic or mass illness, serious accident or fatality, or special hazards, use the following procedures:

- *When the alarm is sounded, **Campers will hear three cannon blasts**, during daytime staff will give you directions. If emergency occurs in the night then **ALL** Scouts / Adults should report to their campsite. Staff will report to the Headquarters Building.*
- *Staff will send a runner to each campsite with instructions.*
- *Scout Leaders should make a roll call and report any missing persons to the Staff runner.*
- *Instructions may require Scouts to go to the Headquarters Building or Holder Dining Hall in case of weather-related emergencies.*
- *In the event of **High Temperature** and **High Humidity**, Scouts and Leaders should drink plenty of fluids. Each person should drink as much as four (4) quarts of water a day. Even those in top physical condition should avoid strenuous exercise and long hikes.*
- *In the event of **High Humidity**, the camp health officer will remind Scouts and Leaders at each meal to drink plenty of water.*
- *In the event of **Lightning**, all aquatic activities will halt and all participants will move to the nearest shelter, **Not A Tree**. When the storm passes, Scouts will be advised by the Aquatics Director as to the resumption of their activities.*
- *In the event of a **Chemical Spill**, the Fire Department and Sheriff Office will be notified.*

Visitors

Visitors are always welcome at our camps. They should sign in and out at the camp office at the Headquarters. For the safety and protection of our campers, all visitors will be required to show a picture ID and wear a wristband while in camp. Visitors may participate in events and activities including meals. Meal cost is \$7.00 per person per meal and must be pre-purchased at the Headquarter's building by Sunday of your camper week. **Visitors should be prepared to walk in camp as no vehicles are permitted.**

QUARTERMASTER

Hand tools such as rakes, brooms, shovels, picks, hammers, mallets, etc. are available for use in limited numbers for approved service projects. A limited number of Dutch Ovens and chimney starters are available for check-out from the Quartermaster. The unit is responsible for returning any items clean and in good working order prior to flag lowering on Friday evening.

Damage Charges:

Damage includes: writing on, cutting, marking, tearing, ripping, bending, breaking, or in any way abusing property!

Beds: frames -.....	\$78.00
Mattresses (new style) -.....	\$74.00
Cots -	\$68.00 to \$83.00
Tents -	\$50.00 minimum charge.
Tent replacement -	\$725.00
Tent frame -	\$126.00
Canopy -	\$239.00
Picnic Tables -	\$178.00
Adirondacks or other buildings –	Specific assessments required.
Environmental Damages:	
To trees -	\$20.00 and up.
Improper disposal of trash and litter -.....	\$10.00 and up.
Other damages will be assessed as needed.	

See your Commissioner Staff for all your other needs.

Many Thanks to our Scouts for participating in the annual **Trails End Popcorn Sale!** Our camps have benefited in many ways in recent years with funds earned through this effort. We have purchased many tents, frames, cots, beds, tables, canopies and other items. Please help us remind the Scouts to take care of our camp and their investment. Should damages occur by members of your unit, the unit will be assessed for the costs. Please note and report any damage discovered at check-in to your Troop Guide or director.

Damage to property is thankfully rare, but does occur several times each summer. Thank you for taking care of YOUR camp!

RAINEY MOUNTAIN TRADERS

Be sure to visit our fully stocked Trading Post located in the heart of camp. The Trading Post will open every Sunday at 1:00pm, and daily Monday thru Friday at 9:00am. We will open for 1 hour after the Wednesday and Friday night campfires. Rainey Mountain Traders offers a wide variety of camp needs.

- Coursework supplies, pencils, paper, etc.
- Uniform parts, T-shirts, Hats and Patches
- Memorabilia, souvenirs, gifts

We feature many NAME BRAND Outdoor products and gear such as...



Check Out Procedures

During your week at camp please sign up early at the HQ to schedule to have your trailer pulled on Friday night or Saturday morning.

When you depart on Saturday

1. Return your Quartermaster Equipment to the Quartermaster by Friday.
2. 7:30 AM - Unit sends waiters to dining hall to get "continental" style breakfast to be carried back to the campsite for the unit.
3. 7:30 AM - 9:30 AM - When the unit is ready to leave. Your troop guide will be dispatched to inspect the site while the Ranger brings the tractor/trailer to pick up equipment for transportation to the parking area. Any damages to campsite and/or equipment must be dealt with at the Headquarters building.
4. **Pick up all health forms, medication, and unclaimed articles. Look in lost and found.**
5. Final sign-out at the Headquarters building. The unit leader should retrieve Merit Badge and T.N.T. class reports not picked up Friday night.
6. **Be sure you have signed up for next year. Our camp fills quickly each fall, with many weeks entirely booked by October! Plan Ahead!**

