

CRM Course Catalog

Group	Class	Notes	Pre-Requisites	Additional cost
11 years old or Older or First year	Athletics			none
	Basketry & Leatherwork	Kits vary, and are available in the trading post	Scouts will work to earn both MB's	\$14.00 to purchase kit in Trading Post
	Swimming Clinic	This is NOT a merit badge	For non swimmers, beginners, or learn advanced skills.	none
	First Aid ER	Complete requirements 1, 2b, 3c, and 7 prior to camp		none
	Fishing	Please bring your personal gear/ no license required		none
	Indian Lore	Kits vary, and are available in the trading post	\$12.00 to purchase kits in Trading Post	
	Mammal Study		Requirement 3c	none
	Metalwork			\$3.00
	Nature			none
	Swimming ER	A long sleeve shirt, long pants, belt, shoes and socks are required for class.	Pass BSA Swim Test	none
	TNT, Tenderfoot	This is a three period class (1, 2, & 3 period) for NewScouts		none
	TNT, Second	This is a two period class (4 & 5 period) for Tenderfoot Scouts		none
	TNT, First	This is a one period class (5th) for 2nd Class Scouts.		none
Woodcarving	Scouts should have a knife suitable for carving and a Totin' Chip	\$5.00 to purchase kit in Trading Post		

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12 years old or Older or Second year	Archery	Includes materials, bowstring, arrow kit components, etc.	Requirement 1c (local and state laws)	\$17.00
	Art / Music	Scouts will work to earn both MB's		none
	Astronomy	binoculars recommended		none
	Camping ER	This badge can be partially completed at camp; Bring camping gear	Complete requirements 5e,7c,9, prior to camp. Scouts should have First Aid MB	none
	Canoeing		Pass BSA Swim Test	none
	Cinematography	NEW! at CRM		none
	Cooking	This is a two period class.	Firebuilding skills, complete requirement 7 prior to camp.	none
	Emergency Preparedness ER		Complete requirements 1, 5, 8c prior to camp. Scouts should have First Aid MB	none
	Forestry			none
	Golf	This is a three period class	Bring your own clubs	\$50.00

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Photocopy the [Course Catalog](#) so your scouts can "Be Prepared"

ER= Eagle Required

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Group	Class	Notes	Pre-Requisites	Additional cost
12 years old or Older or Second year	Livesaving ER		Pass BSA Swim Test, 2nd class 7a-c, 1st class 9a-c	none
	Orienteering	Scouts must provide their own compass		none
	Photography	Includes film processing for up to 27 exposures	Bring your own camera and film. No digital cameras.	\$10.00
	Pioneering	Scouts should possess basic knot tying skills	Tenderfoot 4a-b, 1st class 7a-c,8a	none
	Reptile & Amphibian		Complete requirement 8 prior to camp and bring your findings with you	none
	Rifle Shooting	Includes targets, ammo, and eye protection, ear protection	Requirement 1d (local and state laws)	\$17.00
	Rowing		Pass BSA Swim Test	none
	Salesmanship	Learn the principles and take a turn in the Trading Post!		none
	Small Boat Sailing		Pass BSA Swim Test	none
	Space Exploration	Includes materials, Rocket kit, and engines	Kits are available in the trading post	\$6.00 to purchase kit in Trading Post
	Weather			none
	Wilderness Survival	Scouts should bring sleeping bag, ground cloth, and flashlight to camp		none
	Fish & Wildlife Mgt			none
	Soil & Water Cons			none
	Fire Safety			none
Bird Study	NEW! For 2007 Bring your own binoculars	Requirement 7b	none	
American Heritage	NEW for 2007!	Requirement 4		

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13 years old or Older or Third year	Citizenship in the Nation ER	Back by popular demand! Strictly limited in size for quality control.	Requirements 2 & 3	none
	Citizenship in the World ER		We plan to have an International Camp Staffer for 7c	none
	Eagle Trail		First Class minimum	none
	Communications ER		Requirement 8	none
	Environmental Science ER	Course requires 5 hours of class time as well as independent observation		

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Group	Class	Notes	Pre-Requisites	Additional cost
13 years old or Older or Third year	Power Boat Extreme!! VR	Back by Popular Demand! HA Full Week Program Scoutland Aquatics Outpost	Pass BSA Swim Test	\$75
	Sailing Cruise VR	Back by Popular Demand! HA Full Week Program Scoutland Aquatics Outpost	Pass BSA Swim Test. Sailing experience recommended, not required	\$75
	Shotgun VR	Includes skeet, shells, and eye/ear protection	Scouts should have previously earned the Rifle Merit Badge	\$27.00

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14 years old or Older or Fourth year	BSA Lifeguard VR	Full Week Program	Pass BSA Swim Test, CPR Certification Must be 14 y/o	none
	C.O.P.E. VR	HA Half-Day Program		\$45.00
	Climbing VR	HA		\$45.00
Now offering More Whitewater Opportunities for beginning and experienced paddlers!	MountainTREK! VR	HA Full Week Program Bartram Trail, Chatooga River	Previous Hiking Experience See Leaders Guide	\$75.00
	Whitewater Canoeing VR	Back by Popular Demand! HA Full Week Program Scoutland Aquatics Outpost	Previous Paddling Experience recommended, not required See Leaders Guide	\$75.00
	Whitewater Kayaking VR	HA Full Week Program 4 days on 4 different rivers	Pass BSA Swim Test See Leaders Guide Scouts should have previously earned the Canoeing MB	\$95.00

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VR= Venturing Ranger Requirements