

WOODRUFF

SCOUT CAMP



PROGRAM GUIDE





CAMP OVERVIEW

At Woodruff Scout Camp, Scouts BSA and Venturers of all ages and experience can enjoy an outstanding summer camp program. From the spectacular first-year camper program, Mountaineer, to our Merit Badge program, through the challenging High Adventure programs, everyone experiences fun and adventure while maximizing their advancement opportunities. Robert W. Woodruff Scout Camp is nationally accredited by the Boy Scouts of America. Our staff consists of over 180 staff.

FACILITIES

Woodruff is a classic Boy Scouts of America camp designed to support the delivery of a quality program. Two full-time Rangers and one part-time Ranger work year-round to maintain the camp and build toward many program, property and facility improvements. Woodruff covers nearly 1600 acres of the North Georgia Mountains complete with wooded hills, creeks and lakes. The lake at Woodruff has many species of fish including bream, crappie, and bass for catch and release fishing. The dining hall at Woodruff and the adjacent Carlock Pavilion provide space for hundreds of hungry campers during three meals each day during the summer.

WOODRUFF OFFERS GREAT PROGRAM VALUE

Our outlook on fees is very different from most camps; we charge a little more money for our basic camp fee rather than charging a handful of incremental activity/class fees once you get to camp. This allows you as a Leader to provide the opportunity for your Scouts BSA to select the classes the need or desire without having to worry about a class fee getting in the way!



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PROGRAM NOTES FOR CAMP LEADERS

- We utilize "Online Registration" for merit badge registrations, Troop activity periods, and resource balancing at camp. This is the same system where you put in your deposit and make payments.
- The general program format at Woodruff is to have merit badge classes in the mornings with afternoons available for activities and additional merit badge work. Friday afternoons are reserved for Troop and camp-wide activities.
- Each youth participating at Woodruff has, included in their camp fee, one offsite activity. That offsite activity could be either rafting the Nantahala or the Ocoee River, Horsemanship Merit Badge, or the Whitewater Merit Badge. Additional offsite activities are available for an additional fee per participant.
- Woodruff offers a lot of programs, but don't feel that you must schedule something every period of every day. Please leave some free time for a Troop hike, Troop game, fishing or just sitting around the campsite.
- Please make sure that Scouts BSA who sign up for academic type merit badges are old enough to understand and comprehend the material, so that they will have a positive experience at camp.
- Many of the merit badges in Nature require extensive fieldwork and written reports. Scouts should plan on at least two afternoons to complete these merit badges at camp.
- Woodruff offers two unique and exciting week-long programs for older Scouts. Whitewater Challenge is held off camp, starting on Sunday evening, and returning to camp Friday afternoon. Woodruff Xtreme is held on camp property.

OFF-SITE TRANSPORTATION

There off-site transportation notes apply to river trips and trail rides.

- Meet at 12:45 in the main pavilion the day of the trip bring limited gear
- Adults will need to purchase a wrist band, at least 1 day in advance, in order to participate by signing up in advance online and confirming at camp office.
- Permission Slips/Waivers required for every participant for every trip.

RIFLE RANGE / ARCHERY RANGE / SHOTGUN

- Rifle and Archery are 'open shoot' in the afternoon periods A & B
- Rifle and Archery are MERIT BADGE ONLY in the evening Period C
- Shotgun is merit badge only all times
- Bow strings can be made during afternoon Archery open shoot times
- Rifles can be cleaned during afternoon Rifle open shoot times
- Youth who do not show progress in Shotgun MB may be asked to limit shooting time, or transfer to a different merit badge class to allow time for others to qualify.



MILE SWIM

- Attend 3 out of 4 practice sessions M, Tu, W, Th at 2:00; 3:30; or 7:00 pm
- Mile Swim is Friday afternoon. There are no "make-ups" for Mile Swim if canceled due to weather.

MERIT BADGE – EXTRA TIME REQUIRED

The following merit badges are taught in the morning periods, however, youth may need to return during the afternoon or evening periods to complete these badges:

Most Nature Badges; Archery; Shotgun Shooting; Rifle Shooting Please – leave time in your schedule to complete these badges.

POLAR BEAR PLUNGE

This activity is offered Thursday morning 6:00 a.m. at the waterfront. Patches for participants are available for \$2 in Trading Post.

CAMPWIDE GAME

This activity beings Friday afternoon at 3:30 in the activity field.

VESPERS SERVICES

Three religious services will be offered during the week at camp:

- Catholic Mass Nature Lodge on Sunday at 7:15 PM
- Interfaith Service John's Chapel on Sunday at 7:15 PM
- Interfaith Service John's Chapel on Wednesday at 8:15 PM

DUTY TO GOD / CHAPLAINS AIDE TRAINING

This training is conducted during breakfast on the Rizor porch. See the activity schedule for more information.

FLAG RETIREMENT CEREMONY

A flag retirement ceremony will be held on Wednesday each week at approximately 9:00 PM, following Vespers.

Scouts and Leaders interested in participating should meet at the flagpole near the camp entrance.





CONTACT INFORMATION

GENERAL INFORMATION

(770) 989-5867

Woodruff@AtlantaBSA.org

CAMP WEBSITE

CampWoodruff.org

These pages on the council website provides most current information and documentation to help you prepare for camp.

WOODRUFF CAMP LEADERSHIP - 2019

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MATT RENDHAL DIRECTOR OF CAMPING

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ON-SITE LEADERSHIP

Position	Name	Email
Camp Director	Ted Vinson	Bushwacher204@yahoo.com
Program Chief	Fred Gates	FHGate@aol.com
Program Director	Jackson Gibbs	
Commissioner	Jacob Crawford	

CAMP DATES – WOODRUFF 2018

Camp Week	Dates	Participants
Week #1	June 2 - 8	Scouts BSA & Venturers
Week #2	June 9 - 15	Scouts BSA & Venturers
Week #3	June 16 - 22	Scouts BSA & Venturers
Week #4	June 23 - 29	Scouts BSA & Venturers
Week #5	June 30 - July 6	Scouts BSA & Venturers
Week #6	July 7 – 13	Scouts BSA & Venturers
Week #7	July 14 – 20	Scouts BSA & Venturers
Week #8	July 21 - 27	Scouts BSA & Venturers



REGISTRATION SITE

www.CampWoodruff.org

Within the registration system where you paid your deposit will also be where you register for classes and make dietary and medical needs requests. Please make sure to list these needs and restrictions under the individuals information in "My Group" online. Please see the Online User Guide for more details.

Program registration opens on the dates listed below, to registered units that are current with their Nov 1st & February 1st payments.

In order to minimize website congestion, we will stagger the start of program sign-up. It will open at 9AM each day.

Weeks 1-2 April 1, 2019
 Weeks 3-4 April 2, 2019
 Weeks 5-8 April 3, 2019

ONLINE USER GUIDE

This document will be available on the website by February 1. This manual will provide information and helpful tips that will assist you when registering your Scouts and Leaders for activities/classes.





WOODRUFF PROGRAMS

MOUNTAINEER - FIRST YEAR CAMPER PROGRAM

The Mountaineer Program is designed for those Scouts who have either just crossed over from Webelos or have limited camping experience. As new rank requirements are adopted, the Mountaineer Program is constantly under review and revision to meet those requirements. In addition, feedback from Scoutmasters and other Scout leaders is utilized to retain those portions of the program that have proven to be effective and change those areas in need of improvement. Basic Scout skills for the inexperienced Scout form the basis of the program.

Mountaineer is a two-hour program held every morning all week. There are two sessions every day. The remainder of the day, Scouts can work on merit badges that may interest them or participate in Troop activity periods.

Scouts are instructed in the following skill areas: woods tools, meal preparation and cooking, pioneering, knots, orienteering, nature, first aid, and outdoor citizenship. In addition, Scouts can participate in a five- mile hike, on Monday, Tuesday or Wednesday evenings.

MOUNTAINEER T-SHIRTS AND PATCHES:

All Mountain Main participants will receive a "Mountaineer" t-shirt and a special patch to commemorate their week at camp. This t-shirt and patch are given out to those Scouts completing the program during Mountaineer Graduation on Friday.

MOUNTAINEER ADULT SCOUT LEADER PARTICIPATION:

Since the Scouts participating in the Mountaineer Program are new and inexperienced, it is mandatory that each unit assign one or more adults to actively work with their Scouts in this program. This includes observation, assistance with safety, discipline and active participation in the five-mile hike and orienteering course. This is an excellent opportunity for adult leaders to become acquainted with their new Scouts and forge a bond with them that will last throughout the Scouts' career and life.

MOUNTAINEER LEADER ORIENTATION MEETING:

There will be a Mountaineer Orientation Meeting on Sunday night at 7:15 PM for Troop leaders involved with this program at the Mountaineer Pavilion

MOUNTAINEER PACKING LIST:

Participants in the Mountaineer Program should bring following items for program purposes:

- Scouts BSA Handbook
- Water bottle or cup
- Day Pack
- Compass(if you have one)
- Pocketknife(subject to Leader approval)
- Snacks
- Notebook
- Rain coat/poncho
- First aid kit
- o Pen and pencil
- Flashlight
- Insect repellent



MERIT BADGES

At camp, the staff is committed to delivering quality merit badge sessions where Scouts BSA complete the requirements as stated. Our goal is that they have fun and learn at the same time. We offer numerous merit badge and certification programs.

This guide should help you plan your youth's advancement schedule for camp. It also includes information about additional equipment and supplies a participant may need, any additional costs involved, and any requirements that cannot be completed while at camp.

Scoutmasters take note: Merit Badges are age specific. Younger Scouts BSA should not enroll in Merit Badge sessions until they are academically and physically ready to succeed in completing them. Some examples are Environmental Science, Shotgun, Astronomy, Water Sports, or the Citizenship Merit Badges.

Please allow your Scouts to have an enjoyable week by encouraging them to sign up for age appropriate merit badges that they can complete.

SCOUT PREPARATION FOR MERIT BADGES

Learning and retention of information and probability of successfully completing a Merit Badge is significantly improved if Scouts prepare prior to camp as follows:

- 1. Obtain the Merit Badge Pamphlet and bring it bring it with you to camp.
- 2. Scan the pamphlet for key concepts and to see what's in it.
- 3. Read in detail, taking notes on the things to be remembered. At camp, the material will be discussed, questions answered, and skills practiced. Proper preparation will result in more fun time at camp and foster good study habits for your youth.

MERIT BADGES SESSIONS

Merit badge sessions are primarily held during 4 morning periods at 8:30, 9:30, 10:30 & 11:30. Some sessions require 2 back-to-back periods (typically 1 & 2 or 3 & 4). Session sizes vary based on safety requirements and the effective size for the skills to be learned. See Merit Badge/Activity schedule, available in February, for actual class times.

In addition to the morning sessions, several merit badges in the Nature area will require afternoon fieldwork sessions and the Shooting Sports merit badges will require afternoon time for target qualification, rifle cleaning, and making a bow string. Scouts BSA taking these badges should plan on one or more afternoons, depending on their skill level, to complete their requirements.

There are several merit badges offered in the afternoon in Outdoor Skills, Nature and Handicraft. These sessions are Periods A and B on either Monday-Tuesday or Wednesday-Thursday. This allows Scouts to take another merit badge class while still participating in other afternoon activities.

The online camp registration system is used for class sign-ups and rosters. This is the best way to get your Scouts signed up for the merit badges that they want to take. Camp management will be using this system, and making schedule adjustments where necessary.

MERIT BADGE COMPLETION REPORTS

At the end of your camp week, Woodruff will provide your unit with a printed, individual summary report of all merit badge classes attended and the status of completion. This report, as well as a CSV file, can also be pulled at any time from your online Troop account.



CAMP ADVANCEMENT POLICY

Woodruff camp staff members are responsible for skill instruction as well as verification that a scout has demonstrated a skill, completed a merit badge or fulfilled an advancement requirement. Camp staff do not sign off on any advancement or merit badge requirements, rather they report the achievement to the unit leader via the end of camp advancement reports. Per Boy Scouts of America advancement standards, it is the responsibility of the unit leader to actually award credit for completing advancement or merit badge requirements.

MERIT BADGE OFFERINGS BY AREA

AQUATICS

Aquatics merit badges and summer camp go hand-in-hand. Water Sports and Motor Boating are 1 period; all other badges are 2 periods in length. The camp provides all equipment.

Bsa Lifeguard(certification)	Canoeing	Kayaking	Lifesaving
Motor Boating	Rowing	Small Boat Sailing	SUP – non MB
Swimming	Swim Lessons – non MB	Water Sports	Whitewater – additional fee

Notes:

- All aquatic merit badges require Scouts BSA to pass the BSA swim check.
- BSA Lifeguard is an all day, full week program. You must be 15 years old to participate. There will also be a prerequisite requirement to swim 550 yards (about a third of a mile) continuously, followed by treading water for two minutes. BSA Lifeguard participants will get one afternoon "off" to go on a river trip.
- Scouts BSA taking Whitewater MB must have earned the Canoeing MB or the Kayak MB before taking this badge. They will need to bring a leader's note or other proof of completion to camp.



HANDICRAFT

The Handicraft merit badges, which require mostly independent work by the Scout, are taught in formal sessions during the morning instruction as well as the afternoon sessions.

Art	Basketry*	Chess	Fingerprinting
Indian Lore*	Leatherwork*	Moviemaking	Photography
Pottery	Salesmanship	Sculpture	Woodcarving*

Notes:

- Several of the merit badges require an additional fee for kits and supplies (indicated by *), these kits are available at
 the Trading Post. Since the Basketry, Leatherwork, and Woodcarving merit badge supply kits are pre-assembled;
 exchanges or substitution of kit components will not be possible. Additional kit parts (such as a different neckerchief
 slide, leather wallet or stool) may be purchased in the Trading Post. Please come prepared to purchase your handicraft
 kits at camp from the Rizor Trading Post. We do not accept advance purchases or payments for any kits as a part of
 your camp fee.
- See the Merit Badge Quick Reference, updated in February, for fee details.
- Fingerprinting, Basketry, and Art Merit Badges are one day only badges taught during the afternoon periods.

OUTDOOR SKILLS

Merit badges are all held during the 4 morning session periods. Some merit badges are also offered during the afternoon periods.

Camping	Citizenship in the Nation	Citizenship in the World	Communications
Cooking	Emergency Preparedness	First Aid	Orienteering
Pioneering	Signs, Signals, & Codes	Wilderness Survival	

Notes:

- Wilderness Survival The overnighter will be Tuesday night, and is required to complete the badge.
- The Communications and Citizenship merit badges are academic; please make sure Scouts taking these badges can understand the material.





SHOOTING SPORTS

Woodruff offers instruction in archery, rifle, and shotgun merit badges under the direction of Boy Scout of America National Camping School Shooting Sports Directors, National Rifle Association and/or USA Archery certified instructors. All instructors in the shooting sports program are certified according to BSA, NRA and/or USA Archery standards.

Merit badge classes are taught during the morning sessions, with opportunities to complete the shooting requirements available during the afternoon and evening sessions. The Woodruff Shooting Sports Merit Badge Programs emphasize the shooting requirements. Therefore, the non-shooting merit badge requirements should be completed at the local level.

Scouts BSA may schedule additional times in the afternoon and/or evening sessions to develop shooting skills and complete the shooting qualification requirements. In addition, during one of the afternoon sessions, Scouts must provide time to either clean a rifle (about 30 minutes) for the rifle merit badge or make a bowstring (about 1 hour) for the archery merit badge. The camp provides all equipment and supplies.

Archery Kille Shooting Shotgan Shooting	Archery	Rifle Shooting	Shotgun Shooting
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Notes:

- All shooting sports merit badge participants must attend afternoon and/or evening shooting qualification sessions in order to provide adequate time to develop shooting skills and complete the shooting parts of the merit badge.
- Prior to camp the non-shooting parts of the merit badge requirements should be completed at the local Troop level. The non-shooting merit badge requirements may be addressed by completing the appropriate Woodruff Archery, Rifle, or Shotgun Merit Badge packets (WSR Archery MB Packet.pdf, WSR Rifle MB Packet.pdf, WSR Shotgun MB Packet.pdf). There is a high correlation with Scouts earning the merit badge who had completed the non-shooting parts of the merit badge at the local Troop level and those that did not do this work prior to Camp. The Woodruff Shooting Sports staff is willing to review the scout's responses to the non-shooting requirements and will work with the Scouts to satisfy the non-shooting merit badge requirements.
- Archery merit badge requires Scouts BSA to make a bowstring. Opportunity to make a bowstring is provided only
 during the Monday through Thursday afternoon sessions from 2:00 until 4:00. It takes about one hour to make a
 bowstring. There are no other time frames available in which staff is available for this task and no makeup period is
 available.
- Rifle Shooting merit badge requires Scouts BSA to clean a rifle. Rifle cleaning opportunity is provided only during the Monday through Thursday afternoon sessions from 2:00 until 4:00. It takes around thirty minutes to clean a rifle. There are no other time frames available in which staff is available for this task and no makeup period is available.
- Shotgun merit badge participants should be physically capable of safely holding and firing a shotgun numerous times. The Woodruff Shotgun Merit Badge Program is designed for older youth.
- All shooting sports equipment will be provided by the camp. Please do not bring personal firearms or archery gear to camp.



FIELD SPORTS

Field sports merit badges are conducted in a variety of locations around camp.

Athletics Cycling (Mountain Biking)	Personal Fitness	Sports
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Notes:

- Field Sports merit badges all have requirements that cannot be completed at camp.
- Cycling-Mountain Bike; Plans are that youth will do both 2 mile rides, both 5 mile rides. 2 period morning badge.

CLIMBING AREA

The Climbing Merit badge is 2 periods in length, and COPE is 4 periods in length.

Climbing	C.O.P.E – Non-MB Class	Bouldering Wall – Non-MB Activity
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Notes:

• Due to the distance from the Heart of Camp, be sure your Scouts go directly (no side trips) to the Climbing/COPE Area.

HORSEMANSHIP

The Horsemanship Merit Badge is taught primarily as an off-site activity with one afternoon held on camp at Woodruff.

Notes:

- Horsemanship Merit Badge is a two-day merit badge. One day of class is taught at Woodruff as an afternoon session
 and the other day is conducted offsite at the Ocoee Base Camp. On the "offsite" day, the class leaves at 12:45 pm from
 the main pavilion. Each youth gets one offsite activity included in their camp fees: either horsemanship or a river trip.
- After the instruction at the offsite location, a short trail ride is included. A limited number of adults are permitted to watch the offsite instruction but will not do the trail ride. Adults wishing to ride a horse during the trail ride must pay a fee for the ride. Refer to the fee page for the cost of this activity.

DAVIS INN

Metalwork	
Woodworking	

Under the Laurel Mountain Heritage Program, Scouts will have the opportunity to earn two Woodworking and Metalworking. This "combo" merit badge is 3 morning periods in length.



NATURE

The Donnell & Goldman Nature Areas at Woodruff are state of the art facilities and we offer sessions in most of the nature, environmental, and conservation merit badges. Many Nature/STEM Merit Badges are academic and instruction is based on the youth having completed a specified level at school.

Archaeology	Astronomy	Bird Study	Environmental Science
Fish and Wildlife Management	Fishing (see note)	Fly Fishing	Forestry
Geology	Mammal Study	Reptile & Amphibian Study	Soil & Water Conservation
Space Exploration	Weather		

Notes:

- Most Nature merit badges require extensive field work and projects. Scouts BSA should plan to spend at least two
 afternoons to complete these badges, in addition to the morning class time.
- Astronomy Merit Badge, taught during the morning periods, will require some evening observation time. Please ensure your youth are committed to the time requirements of this badge.
- Fishing Merit Badge Fishing equipment WILL NOT be provided. Those wishing to fish must bring their own fishing equipment, tackle and bait. (The only live bait permitted is worms and crickets.) A fishing license is not required. Cane poles are available for purchase at the Trading Post.
- Fly Fishing Merit Badge Equipment is provided. It is an afternoon program held on 2 days. Youth will have limited opportunity to pass off requirements. It is primarily an orientation program.

STEM

Woodruff offers a number of STEM (Science Technology Engineering & Mathematics) Merit Badges. Some meet at the TSB classroom, others in the Donnell Nature area. All equipment is provided.

Game Desig	n Programn	ing Robotics	Welding	
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ADVENTURE ZONE – OLDER YOUTH PROGRAMS

Climbing, Zip-lining, Stand Up Paddle Boarding, Whitewater Challenge Activities, Rafting, Swimming, Mountain Biking, Hiking, Ropes Courses, Kayaking and Backcountry Experiences. If these sound like fun, then sign up for one our great High Adventure Programs!

LAUREL MOUNTAIN HERITAGE PROGRAM (ON CAMP)

The Laurel Mountain Program returns for 2018. It is conducted during an extended class covering morning periods #2 - #4 at our Davis Inn Outpost. Class will meet at Donnell Nature Lodge and walk out to Davis. Scouts will work on the Woodworking and Metalworking Merit Badges as well as the Paul Bunyan Award. Additional activities are also offered. Class ends at 12:15 allowing time to make a river trip/lunch.

WOODRUFF XTREME (ON CAMP)

The Woodruff Xtreme is for older Scouts BSA and Venturers who want additional outdoor challenges, both physically and mentally.

Activities for this week-long adventure may include: rafting the Nantahala and Ocoee rivers, backpacking, horseback riding, climbing, rappelling, ropes work, canoeing, mountain biking. Be aware that he schedule is subject to change based on many variables: weather, individual participant ability, trek specific situations, along with policies of the US Forestry Service & the National Parks Service.

Fees: There is an additional fee for (above the regular camp fee) for all youth and adults participating. This fee is automatically added when you register for the "class" online.

Schedule: A planned schedule of activities will be posted in March.

Lodging: Participants will stay at Woodruff Scout Camp, tenting with their units Notes:

- Advancement While this is not an advancement oriented program, it is possible for Woodruff Xtreme Participants to
 complete some requirements in various merit badges. No formal advancement reports will be provided. Scouts
 wishing to claim merit badge credit for Woodruff Xtreme activities should work with their Woodruff staff advisor and
 adult leader(s) to make sure the proper credit is noted.
- All participants must pass the swim check at Woodruff Scout Camp during the current season.
- All Woodruff Xtreme Participants must have a valid Annual Health and Medical Record Form (parts A, B & C) and MUST meet the height/weight requirements.
- The Whitewater Express Waiver is required for all participants.
- Adults Adults are encouraged to participate in the Woodruff Xtreme, however, this program is designed for youth, and may include time for field sports and other games. Adults should be prepared for some 'down time'.



WHITEWATER CHALLENGE (OFF CAMP)

Whitewater Challenge is for older Scouts BSA and Venturers who desire a lot of additional river experiences in an independent program, the ultimate whitewater experience. Activities for this week-long adventure may include rafting, kayaking and canoeing on rivers in Georgia, Tennessee and North Carolina: Activities will include kayak work, whitewater rafting, capsizing, stroke and paddle work, reading rivers, canoe handling skills and paddle skills – such as side slips, eddy turns and peel outs.

Fees: There is an additional fee for (above the regular camp fee) for all youth and adults participating. This fee is automatically added when you register for the "class" online.

Schedule: A planned schedule of activities will be posted in March.

Lodging: Whitewater Challenge operates at an outpost camp. Participants will stay in cabins with bunk beds. When they return to Woodruff on Friday afternoon, they will stay in a campsite, with canvas wall tents and cots.

- Advancement There is no formal advancement with this program.
- Participants will leave Woodruff Scout Camp on Sunday evening, returning Friday afternoon, and will stay in cabins at the Nantahala Outpost in North Carolina.
- All participants must pass the swim check at Woodruff Scout Camp during the current season.
- All Whitewater Challenge participants must have a valid Annual Health and Medical Record Form (parts A, B & C) and MUST meet the height/weight requirements.
- The Whitewater Express Waiver is required for all participants.
- Adults Adults are encouraged to participate in the Whitewater Challenge, however, this program is designed for youth, and may include time for field sports and other games. Adults should be prepared for some 'down time'.





AGE RECOMMENDATIONS

Some of the programs at Woodruff Scout Camp have age guidelines. These guides are not intended to add requirements to classes/activities, but to balance participation based on our experience with Scouts BSA having a meaningful & fun time participating.

When signing up Scouts BSA for activities, please refer to the chart below:

PROGRAM	PARTICIPANT RECOMMENDATION
Fly Fishing MB	Due to the special requirements and materials, this is suggested for Scouts 13 and older.
Game Design MB	Due to the special requirements and materials, this is suggested for Scouts 13 and older.
Programming MB	Due to the special requirements and materials, this is suggested for Scouts 13 and older.
Robotics MB	Due to the special requirements and materials, this is suggested for Scouts 13 and older.
Shotgun Shooting MB	Due to the special requirements and materials, this is suggested for Scouts 14 and older.
Welding MB	Due to the special requirements and materials, this is suggested for Scouts 14 and older.
Whitewater Challenge	Due to the special requirements and materials, this is suggested for Scouts 14 and older.
Woodruff Xtreme	Due to the special requirements and materials, this is suggested for Scouts 14 and older.
BSA Lifeguard Training	BSA requires that participants be at least 15 years old.
Ocoee River Trip	Camp Woodruff guidelines require Scouts with two previous trips on the Nantahala or a similar
	river participate due to the more physically and mentally strenuous demands of the trip.





TROOP / INDIVIDUAL ACTIVITIES

In addition to merit badges, Woodruff offers afternoon and evening Troop activity periods. Troops can sign up for the following:

CLIMBING & RAPPELLING

This activity is offered during each of the afternoon and evening activity periods. It includes tower wall & climbing chimneys, rappelling and zip-line. For all climbing activities, shoes must be capable of being tied securely. This must be signed up in advance in the online system.

C.O.P.E.

Project C.O.P.E. is an acronym for Challenging Outdoor Personal Experience. It consists of different challenges for groups of Scouts that involve teamwork and problem solving, with tests of agility and individual skills. Participants start with low COPE exercises, building towards high COPE work on the climbing tower, zip line, and other challenges using off the ground elements. Advanced registration for the activity is required.

LOW C.O.P.E. – TEAM BUILDING

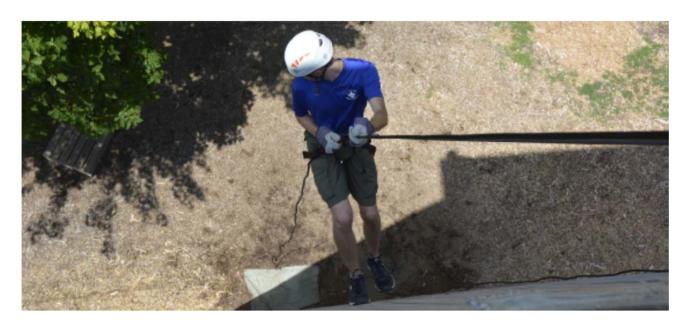
Ideal for your Troop's Patrol Leaders Council, a group of adult leaders, Crew Leadership, or combination. This is offered daily. Minimum number of participants is 6.

BOULDERING WALL

We have a great bouldering wall up the hill in our Climbing/COPE area. This wall provides an additional challenge for our climbers.

SLACK-LINING

Come up to the Climbing/COPE area to try your skill at this fun and challenging activity. Slack-lining is a practice in balance that uses nylon webbing tensioned between two anchor points.





RIVER TRIPS

Youth camp fees includes one offsite activity (river trip, trail ride, Horsemanship MB, or Whitewater MB). You choose the day/river that you would like to do at the same time as class registration. Pre-registration is required for all participants.

We will have trips on the Nantahala River Monday through Thursday, while trips on the Ocoee River are only available on Mondays and Thursdays. (The TVA does NOT run water in the Ocoee on Tuesday and Wednesday.) All river trip participants must pass the BSA Swim Test.

Nantahala River trip is better suited for the younger members (first and second year Scouts BSA) of your Troop. It consists of a river float combined with category I-II rapids and provides a young Scout a wonderful introduction to the excitement of whitewater rafting. We sometimes ask adult participants to supplement "guide staff". Waiver forms (WWE) are required.

The Ocoee River trip is a more advanced whitewater experience consisting of category III-IV rapids. Camp Woodruff guidelines encourage participants with two previous trips on the Nantahala or a similar river participate due to the more physically and mentally strenuous demands of the trip. Waiver forms (WWE) are required.

Note: Due to the overwhelming demand for Ocoee River trips, each unit is limited to a maximum of two (2) adults on the Ocoee each week. There is no limit on the number of adults on the Nantahala.

Permission Slips - Whitewater Express

Nantahala river trip, Ocoee river trip, trail ride, Woodruff Xtreme, and Whitewater Challenge require a permission slip be completed by the youth's parents (if under 18) or the individual participant (if over 18) prior to arrival at camp.

AQUATICS ACTIVITIES

With the equipment and facilities at Woodruff, everyone can participate in many aquatics activities that otherwise might not be available through their regular Troop program. Activities are Swimming, Canoeing, Mile Swim, Kayaking, Rowing, Paddle Boarding, and Sailing.

THE "BLOB" AND AQUACLIMB WALL

Woodruff has a 40 foot "BLOB" for the enjoyment of our afternoon visitors to the waterfront! This BLOB provides loads of fun and excitement for our campers. Our super-cool and uniquely challenging Aquaclimb wall provides the opportunity to experience the alternative sport of aquatic climbing. Be sure to check this out when you visit the Woodruff waterfront! You must be classified as a "Swimmer" to participate in this activity.

PADDLEBOARDING

Join us in the Aquatics/Small boat area in the afternoons to try out our Jackson SUPerCHARGER's and our Emotion Traverse SUP's and learn about the exciting sport of paddle-boarding. Earn the BSA Paddleboarding Award.

CANOE OVERNIGHTER

This is a unit activity. Participants will canoe across the lake, during the evening activity period, to an outpost camp and spend the night – returning in the morning. This is a non-staffed activity. Units should ensure they have enough adult leadership in place. The campsite offers some "tarp covered" areas as well as a "hammock camping area". Hammocks not provided.

POLAR BEAR PLUNGE

Brave souls with plenty of warm blood flowing should meet at the waterfront on Thursday mornings at 6 AM for a refreshing (and frigid) plunge into the Woodruff Lake. After thawing out, individual participants can purchase a special patch at the Rizor Trading Post.

OUTDOOR ACTIVITIES

FIELD SPORTS

Field sports equipment will be available to check out during the afternoon and evening periods at the camp headquarters. This is a non-staffed activity. Equipment available includes soccer balls, horseshoes, volleyballs, softball equipment, footballs, and Frisbees®.

DISC GOLF

Woodruff has a DISC golf course available for use by our campers. This is a non-staffed event. Pick up needed supplies from the Field Sports Staff or the Quartermaster.

MOUNTAIN BOARDING

Mountain boarding is an exciting afternoon activity for youth who want to experience the thrills of zooming down a trail on a board with wheels. Mountain boarding looks like snow-boarding on wheels, or maybe it's better described as "wilderness skateboarding". Open during the afternoon and evening activity periods, pre-registration online is required.

MOUNTAIN BIKING

Woodruff has an established Mountain Bike Trail. Bikes are available for unit or patrol bike hikes during the afternoon and evening periods, riding under staff supervision. Pre-registration is required.

WOODRUFF HIKER

Units or patrols that are interested in hiking the perimeter trail, or hiking to interesting landmarks, can stop by the camp office to pick up a map. Trails are clearly marked. This is a non-staffed activity.

Upon successful completion and with your leader's approval, those who have completed the hikes may purchase a Woodruff Hiker patch in the Rizor Trading Post.

ORIENTEERING COURSE

Woodruff maintains a one-mile orienteering course that will satisfy the First Class orienteering requirement. This is a non-staffed event. Pick up a course sheet at the camp office.

GA-GA

The game of GA-GA nearly took over Woodruff in past years! A fantastic game, which everyone can play. What is GA-GA? It's an Israeli version of dodge ball played in an octagonal pen. Participants try to hit other competitors below the knee with a large rubber ball. If you're hit, you're out; last GA-GA player standing wins.

SHOOTING SPORTS

Summer Camp may be the only opportunity many youth ever have to learn firearm safety and try to shoot a bulls-eye. You can walk up after completing a safety briefing during an afternoon session. Our certified range staff will provide instruction and all necessary equipment.

SPORTING ARROWS

Sporting Arrows is like 'Sporting Clays' but with archery instead of shotgun. Shooting arrows at a fast moving target.



NATURE & CONSERVATION ACTIVITIES

Visit the Nature Lodge to learn about the environment and wildlife around the camp. On display are many species that live on the camp property. Go fishing in the lake, observe the constellations on a clear night away from the city lights, or attend a reptile show. Your youth can complete a Conservation Good Turn Project (See the Nature Lodge staff for details). Check with the Program Director for any way the nature staff could assist you with your unit program.

FISHING

Fishing is available at Woodruff. Campers can fish from the bridge, the Nature dock and most of the shoreline. Fishing is not permitted from the boat ramp at Motor Boating to the fence at the west side of the Small Boat area.

Those wishing to fish must bring their own lightweight fishing equipment, tackle and bait. (The only live bait permitted is worms and crickets.) Cane Poles are available for sale at the Trading Post. A fishing license is not required. At Woodruff we encourage catch and release, however it is permissible to keep a reasonable number of fish for eating while at camp.

DAVIS INN PROGRAMS

The Davis Inn Outpost is always a popular place to visit at Woodruff. This turn of the century cabin in the Woodruff backcountry shouldn't be missed. The Woodruff Staff has planned special activities and programs to allow our campers to participate. Gold panning, blacksmithing, woods tools, gardening, candle making, sling shots, raising chickens, ax throwing and many more activities are offered. These activities are conducted each afternoon Tuesday through Thursday.

"SPOOF" MERIT BADGES

Back by popular demand, Woodruff will offer a "spoof" merit badge class. You can never be sure just what badge will be offered and what the requirements to earn them might be. Past spoofs have been; Zombie Survival, Underwater Basketry, Duck-Tape, Citizenship in the Universe, Pirate Cultural Awareness, Pet Rock Studies, Bat Studies, and Jurassic Lore.

THEATRE UNDER THE STARS

Join us at the Council Ring on Tuesday for our camp movie nights.

NOTE ON TROOP ACTIVITY PERIODS

While adults are welcome to participate in almost every camp activity, please understand that we are a youth oriented scout camp, and we will give preference to youth, especially Scouts working on Merit Badges. For example, our rifle range is available for open shoot during the Troop activity periods. There are a limited number of shooting stations. At times, our range director may limit shooting to youth only, so that all Scouts have an opportunity to shoot.

WIFI – HOTSPOT

Woodruff offers a wifi zone available to all campers. It is located on the Dining Hall porch and Carlock Pavilion.



OTHER ACTIVITIES AT CAMP

CHAPLAIN'S AIDE AND SOAR WITH EAGLES PROGRAM

Each week the camp chaplain conducts chaplain's aide training for all youth who are interested. Classes are scheduled so as not to conflict with merit badge classes or activities.

In addition to the chaplain's aide program, youth can participate in the Soar With Eagles program. The chaplain can provide details on the requirements as well as information on the patch that can be purchased upon completion of the requirements.

ORDER OF THE ARROW ACTIVITIES

Our Order of the Arrow Lodge - Egwa Tawa Dee, holds events throughout the week. All Arrowmen should bring their OA Sash to wear.

FLAG RETIREMENT CEREMONY

The flag retirement ceremony is held Wednesday evening in the amphitheater, immediately following the camp vesper service. This is a "don't miss" activity.

LIFE TO EAGLE SEMINAR

The Council Advancement committee will be hosting a Life to Eagle transition seminar at the Donnell Nature Center after the Scoutmasters Dinner on Thursday. Please encourage your older Scouts BSA and leaders to attend.

PARENT'S NIGHT AT CAMP

Friends and family are invited to visit their child(ren) on Friday afternoon to enjoy camp fellowship. Parents are encouraged to stay for supper, which begins at 6:00 PM. There is a meal fee of \$6.00 for guests wishing to eat with their unit. Tickets for the meals must be prepaid by noon on Wednesday to assure that there will be sufficient food available. After supper, everyone is invited to stay for the final campfire and a farewell until next summer.





CAMP AWARDS

HONOR TROOP AWARD

Troops can qualify for a special recognition award at Woodruff. The Honor Troop Award is presented to Troops that complete the requirements that include campsite inspections, camp improvement project (see Commissioner), being on time to meals and assemblies and other participation items.

SCOUTING TRADITIONS CHALLENGE

s your Troop the best of the best? Then this is the challenge for you! This honor is designed to recognize those Troops whose members epitomize the ideals of Scouting. It is a strenuous and demanding challenge that will only be successfully completed by the very best Troops. Units can sign up while at camp.

SCOUTMASTER MERIT BADGE

Why let your Scouts have all of the fun and recognition? All adult volunteers are encouraged to get involved in the activities at Woodruff Scout Camp and earn the Scoutmaster Merit Badge.

UNIT PARTICIPATION RIBBONS

All units attending camp will receive a participation ribbon for their unit flag.

LOYAL TROOP PROGRAM

Continuing this year, we will be identifying and honoring our most Loyal Troops. Many of your Troops have attended Woodruff Summer Camp for 10, 20, maybe even 25+ years, and we want to acknowledge your loyalty to Woodruff. Your unit has chosen to make Woodruff your camp. Based on the number of years attending, your unit can earn its place on our Honor Board, receive special participation ribbons, and special patches for your Troop.





ADULT PROGRAMS/ACTIVITIES

Woodruff offers a number of opportunities for adult leaders while in camp including training, teaching, challenges and fun!

ADULT TRAINING

Welcome to Camp Woodruff's Summer Adult Training Program. For your enjoyment and the benefit of the Scouts, different adult training programs will be presented every day during your week here. (18 and over please). We are still planning additional offerings for this next year. Our adult leader-training programs at Woodruff are extremely popular.

Note: Complete information on all adult leader training opportunities will be made available in a dedicated package, no later than March 1st.

LEADER SPECIFIC TRAINING (SCOUTMASTER'S & ASSISTANT SCOUTMASTER'S)

The course is intended to provide Troop leadership with the information and tools they need to lead successful Boy Scout Troops.

INTRODUCTION TO OUTDOOR LEADER SKILLS

This hands-on program gives adult leaders the practical outdoor skills they need to lead Scouts in the out-of-doors. Imagine having hands-on knowledge of setting up a campsite, pitching a tent, hiking, outdoor cooking—all the skills necessary to see the Outdoor program of the Boy Scouts of America come to life. Participating Troop leadership should include the Scoutmaster, Asst. Scoutmasters, Troop Committee members, and new adult leaders.

TREK SAFELY

Trek Safely is the Boy Scouts of America's recommended procedure for organizing and carrying out outdoor treks that involve Boy Scouts, Varsity Scouts, and Venturers. Trek Safely applies to all types of outdoor experiences that involve trekking, including hiking, backpacking, canoeing, horseback riding, caving, rafting, kayaking, sailing, ski touring, mountain climbing, and mountain biking.

PIONEERING SKILLS FOR LEADERS

A fun opportunity for Scout Leaders to gain skills in "Scout Pioneering". Conducted by our Outdoor Skills Staff, you will get the opportunity to learn basic knots as well as participate in the construction of pioneering structures. Sign up at the camp headquarters.

COPE/CLIMBING TRAINING

CLIMB ON SAFELY

Climb On Safely is the required procedure for organizing climbing and rappelling activities as part of the scouting program. It is designed to help adult leaders organize a climbing and rappelling program for their unit, similar to Safe Swim Defense.

C.O.P.E. INSTRUCTOR TRAINING

Participants become certified as a C.O.P.E. Instructor. This requires working at the C.O.P.E. / Climbing area all mornings and evenings for 5 days.

Training also allows you be part of the Atlanta Area Council C.O.P.E. Team. This may also qualify you to assist your home council's COPE Team.



RED CROSS CERTIFICATION PROGRAMS

RED CROSS CPR W/AED & STANDARD FIRST AID

Upon completion of this course, attendees will be Red Cross Certified in Cardiopulmonary Resuscitation (CPR) for two [2] year. The certification fee will be announced in the Spring and will be collected when you register for the class online. Preregistration is required. You must attend both sessions.

CPR FOR PROFESSIONAL RESCUER (C-PRO)

This course is for those who use CPR in their professional life, of those that would like to expand their knowledge. Participants in the new BSA Lifeguard Course will be automatically registered for this class. The certification fee this year will be announced in the Spring and will be collected when you register for the class online. Pre-registration is required.

AQUATICS TRAINING

BSA LIFEGUARD

BSA Lifeguard is a three-year training designation awarded to those who meet prescribed requirements in aquatics skills, Safe Swim Defense, Safety Afloat, first aid, and emergency action. It is designed for those individuals that will have professional related lifeguard duties (resident summer camp, recreational pool work, etc.). As such, participants should plan a full week/all day commitment.

Participants will be required to pass a strong swim test before beginning. Participants will also be required to take a C-Pro (CPR for Professional Rescuer) Course. The certification fee for this year will be announced in the spring. When signing up online, you will be automatically registered in the C-Pro course.

SAFE SWIM DEFENSE

Safe Swim Defense is the BSA required training for running a swimming activity.

SAFETY AFLOAT

Safety Afloat includes the BSA procedures to hold a unit boating event.

SWIMMING & WATER RESCUE

Swimming & Water Rescue provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills. The class will be two days at the aquatics area. Participants must attend both days.

PADDLE CRAFT SAFETY

Paddle Craft Safety expands on Safety Afloat training to include the basic skills and knowledge needed for a unit leader to confidently assess his or her ability to supervise float trips using canoes or kayaks. The class will be two days at the boating area. Participants must attend both days.

While training is a popular and important adult activity, the primary mission of the Woodruff staff is to provide an excellent summer camp experience to the youth who attend camp. From time to time, there may not be sufficiently qualified staff to conduct training activities. Every effort will be made to offer quality adult training to the extent it doesn't diminish the focus on the youth at camp.



ADULT ACTIVITIES

ADULT PADDLEBOARDING

Join us in the Aquatics/Small boat area in the mornings to try out our SUP's and learn about the exciting sport of paddle-boarding. Pre-register online.

WHITEWATER CHALLENGE

Adults can participate in the Whitewater Challenge Programs and provide additional leadership as well as enjoy the adventures. Please understand that participation is based on availability and Scouts are given preference over leaders. There is an additional adult fee above that normally charged for camp. Please refer to the fee schedule in this guide.

LEADER COOK-OFF

Bring a sample of your best cooked desert to the Outdoor Skills area at 2 pm on Friday for the leader's cook off competition. Winner announced on Friday night.

DAILY LEADER MEETINGS

Each morning (Mon – Fri) there is a meeting for unit leaders conducted by the camp leadership. This meeting is held immediately after breakfast on the dining hall porch. Please be sure your unit is represented at these important meetings.

PROGRAM / CAMP ASSISTANCE

Adults can participate in camp programs by assisting our staff in the following areas:

SHOOTING SPORTS ASSISTANCE

SHOTGUN

We need adults to help watch and score during the merit badge qualification times. Any adult that helps score during an afternoon or evening session will be invited back on Friday afternoon for a leader shoot.

RIFLE

Adults are needed to load ammunition blocks during the morning merit badge classes and afternoon and evening shooting sessions.

AQUATICS

If you are willing help us by being one of our lookouts during an open swim session, please talk with the aquatics director when you get to camp.

MOUNTAINEER

Since the Scouts bsa participating in the Mountaineer Program are new and inexperienced, it is mandatory that each unit assign one or more adults to actively work with their Scouts in this program. This includes observation, assistance with safety, discipline and active participation in the five-mile hike and orienteering course. This is an excellent opportunity for adult leaders to become acquainted with their new Scouts and forge a bond with them that will last throughout the Scouts' career and life.



MERIT BADGE CLASS ASSISTANCE

EXTRA MB CLASSES/MERIT BADGE INSTRUCTION

If you have a merit badge that you want to teach, and can supply the necessary instruction and materials, we would love to hear from you. We can add your offering to the camp online system for the week and time that you are available.

FISHING MERIT BADGE

Check with the Nature Director if you want to assist with this badge.

WELDING MERIT BADGE

Experienced welders may be needed to assist, check with the Ranger on Sunday.

METAL AND WOOD WORKING

Provide assistance with merit badge instruction at the Laurel Mountain program.

COMMISSIONER SERVICE

Assist the Camp Commissioner by serving as a campsite inspector.

WEATHER IMPACT ON PROGRAM & ACTIVITIES

Occasionally, camp program and activities will be impacted by weather events. The Aquatics and Climbing areas are often the first to be impacted. Thunder & lighting in the vicinity of camp can cause us to "delay" or "cancel" these activities. We do not take camper safety lightly! Decisions to close an area are usually determined by the area director, in consultation with camp and program management.

As always, we depend on our unit leaders to be aware of any weather activity that they deem may impact the safety of their Scouts. If you as a leader determine that you need to move your Scouts from an area, or move off an activity field, we encourage you to do that and not wait for a decision from the Staff.

