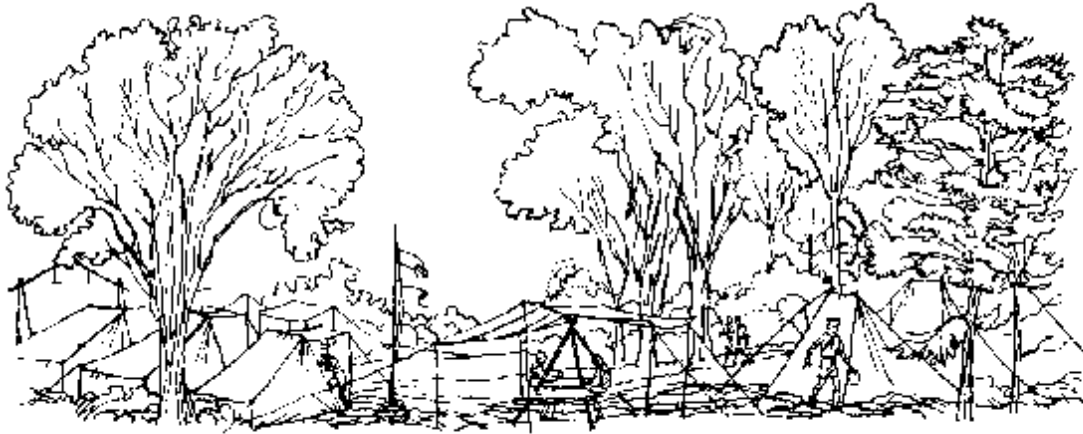


Troop 629

Summer Camp 2007



Woodruff Scout Reservation Near Blairsville, GA

New scout advancement, merit badges and high adventure activities!

Sign up "now" using the attached application sheet. Cost is \$240 plus additional fees as selected for certain events as noted on the attached sheets. Sign up early - class sizes are limited and may be closed for late request. Registration night is by Monday, Mar 26th.

Deposit of \$60 due Feb 5th , 2nd Payment of \$100 by Mar 26th & final \$80 by May 7th.

A permission slip and physical (enclosed) are required for all scouts and need to be turned **in by "May 7th."** Depending on activities a Class II or III physical is required. If a "Class II" is on file with the Troop & not older than 3 years it will suffice. A "Class III" is required to be updated annually. Class I portion of all physicals needs to be "updated annually".

Drop off your scout by 1:00 PM Sunday, June 10th at Camp in full uniform with all his gear and pick him up by 9:00 AM Saturday, June 16th (directions/pack list enclosed). Note: Fiday lunch box supper and campfire are open to all. If you wish to participate and then even take your son home that night see the SM for details and sign up.

The Troop provides a new unit "T" shirt for each scout at Camp.
Camperships (scholarships) are available through the Council or the Troop.
Questions: call your SM, Fran Gillis (7-649-7825).

Troop 629

Summer Camp 2007

Enclosed you will find information on:

- What to bring to Camp
- Telephone and Mail Service
- General Camp Facilities
- Camp Directions
- Camp Rules
- Swim test and rules
- Camp Program
 - Mountain Man (first year scouts)
 - Troop Activities
 - Merit Badge Advancement
 - Merit Badge Classes, Prerequisites and additional cost if any
- Medical Forms and Physicals
- Application Form
- Permission Form

Important things to remember:

- Drop off your scout by 1:00 PM Sunday, June 10th at Camp in full uniform with all his gear. Bring an additional pair of water shoes or old tennis shoes if you are participating in the Raft Trip.
- No-open toe sandals or shoes.
- Each Scout should utilize a day-backpack for carrying poncho, water bottle, merit badge books, note books, pencils/pens etc. between classes.
- Bring pencils/pens and a notebook for classes.
- The Camp offers a Trading Post and Refreshment Center where Scouts may purchase a variety of Scout items as well as all types of refreshment stand snacks, snocones, soft drinks, etc. Please ensure your scouts understand their daily allowance they have to spend and plan accordingly.
- NO radios, cell phones, tape players or "talk-about" type two-way radios.
- Please be on time to pick your scout up by 9:00 AM Saturday, June 16th
- Scouts need to mark their names with initials on all clothes and equipment since uniform parts and camping equipment look the same.
- If your son is a new scout and this is his longest stay away from home, write him letters and send packages. You may want to send mail a day or two "before" they go to camp so that mail arrives the first couple of days they are there. **Be prepared to see him six days later with a newfound confidence, maturer, and standing tall.**

Why Summer Camp

You can't take the "Outing" out of Scouting. The outdoor program is a feature about Scouting that appeals to boys, and a week at summer camp is a mountaintop / lakefront experience. No young man has ever forgotten the experiences from summer camp. Consider also that a unit on its own can't duplicate the program, facilities, and equipment. Camp provides a variety of programs, a dining hall, a fully stocked trading post, and other facilities to match your unit's needs and desires.

What to bring to Camp (a foot locker or large container to fit under cot helps)

- *Scout Field uniform - Scout shirt, Scout shorts, Scout belt, Scout socks and Scouting T-shirts*
- *Extra clothing – shorts, socks, underwear, at least 2 or 3 pair shoes, etc.*
 - *Rafters should have water shoes and warm extra clothes to wear on the trip back – warmup shell outfit on the cold river is a good idea.*
 - *(If doing swimming MB need long sleeve button shirt and long pants to use in water).*
- *Sweatshirt or jacket*
- *Rainwear (We recommend a poncho)*
- *Sleeping bag or bedding*
- *Swim trunks and towel*
- *Fishing pole and gear*
- *Soap, comb, toothbrush, towel, and other personal items*
- *Scout Handbook, pens, pencils, notebooks, merit badge books*
- *Money for crafts, Trading Post, cokes, snacks and help your son make a daily spending budget*
- *Other items such as camera, compass, flashlight, insect repellent, sunscreen, etc.*
- *Day-backpack for carrying poncho, water bottle, merit badge books, etc. between classes*
- *Scouts need to mark their names with initials on all clothes and equipment since uniform parts and camping equipment look the same*

Telephone and Mail Service

One thing parents always want to know is where their son is and how to reach him. We strongly encourage parents to write their sons, as a package and/or letter received is always a welcome sight (Allow for 3 days mail delivery). But, we must ask parents 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. Coin/phone card telephones are available for use by campers. An adult leader must accompany scouts who use these pay phones.

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

Woodruff Scout Reservation (706) 745-2700

Please address mail: **Woodruff Scout Reservation, Scout's Name _____, Troop 629**
10387 Boy Scout Road
Blairsville, GA 30512

Camp Directions

Take I-575 north from Atlanta (which becomes Zell Miller Mountain Parkway). Go 6 miles north of Blue Ridge, GA and turn left onto Loving Road. Go to end and turn right on Hwy 325, then right on Boy Scout Road. Go straight for 3 miles to the camp entrance.

GENERAL CAMP FACILITIES

At Woodruff the buildings and developed areas of camp provide troop sites, a central dining hall, health lodge, trading post, rifle and archery ranges, central shower areas, chapel, program areas, complete waterfront areas, equipment building, and an administration building. The troop sites are located throughout the wooded areas provided with tents on platforms. Tables, dining fly, washbasin, and latrine are provided in each site. Each tent has two individual cots. Each area has a centrally located Shower facility. The rifle, shotgun, and archery ranges have been built and certified according to Boy Scouts of America standards. Safety rules are strictly enforced. The camp furnishes .22 caliber rifles for use on the rifle range, .20 gauge shotguns for use on the shotgun range, and compound and re-curve bows for use on the archery range. Swimming is restricted to the prescribed areas of the waterfront and to the times posted on the program schedule. The camp "free swim" area may be used by anyone, but only when a lifeguard is on duty. Troop free swims may be scheduled provided the troop implements Safe Swim Defense.

Camp offers a Trading Post where Scouts and leaders may purchase a variety of Scout items (socks, equipment, supplies, toothpaste, candy, patches, memorabilia, etc.) as well as all types of refreshment stand snacks, snow-cones, soft drinks, etc. Please ensure scouts understands how much daily allowance they have to spend and plan accordingly.

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 the Camp continues to live up to their excellent safety record:

1. NO radios or tape players. "Talk-about" type two-way radios are NOT allowed to be used by Scouts as they are the official communications system of the Camp Staff.
2. NO rock throwing of any kind.
3. NO fixed-blade sheath knives allowed.
4. NO firearms or any kind of ammunition may be kept in the possession of any Scout or Scouter.
5. NO fireworks of any kind should be in camp.
6. NO pets or other animals should be brought to camp. (Seeing eye dogs excepted)
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 under lock.
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 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. SHOES MUST BE WORN AT ALL TIMES in camp. No open-toes shoes or sandals.
13. Anyone leaving camp at any time must sign out in the camp office with Troop leadership knowledge.
14. Each troop must have adult supervision (over 21) at ALL TIMES while at camp.
15. Medication for Scouts is to be kept at the Health Office and is to be administered by them.
16. NO smoking in any buildings or in the presence of Scouts.
17. All Scouts are to behave at all times in accordance with the Scout Oath and Law.

Campers who do not act like Scouts are subject for review by their local Scout leaders and the camp management. Scouts who violate laws or endanger other Scouts may be asked to leave the camp immediately. This decision will be the responsibility of the individual Scout's leaders and/or parents to remove the Scout from the camp within a designated time decided by the Camp Director. If a camper is sent home, no refund will be given for program or services missed.

Medical Forms and Physicals

Each Scout and leader must submit a completed medical form. There are no exceptions regardless of amount or degree of activity. An official copy of BSA medical forms for youth and adults can be found attached. Scouts and Scouters under age 40 must have a current health form good for a three year period (Form 34414). Adults over 40 and High Adventure Participants must have a completed yearly physical form (Form 34412A) in accordance with BSA policy. *All Class I portions need to be updated.*

SWIM TEST

All Scouts and leaders will be classified according to their swimming ability on the following scale upon arrival at camp (the Troop may have pre qualification swims prior to camp):

Non-swimmer: One who does not swim at all.

Beginner: One who can jump into the water over his head and swim a minimum of 50 feet using any stroke, with at least one sharp turn, but has not met the Swimmer requirements.

Swimmer: One who can jump into water over his head, level off and swim 75 yards in a strong manner using the trudgen, crawl, sidestroke, or breast stroke (with proper breath control) and then swim 25 additional yards using the elementary backstroke, and be able to float on his back with a minimum of movement.

It is the aim that all boys be able to enjoy the Waterfront Area. A buddy system with same skill set swimmers is strictly enforced. Swimming lessons are aimed at non-swimmers and beginners with the goal being that the Scout can pass his BSA swim test before he departs camp at the end of the week. See the Class Schedule page for the class periods that this will be offered.

PROGRAM: At Woodruff Scout Reservation, Scouts of all ages and experience can enjoy an outstanding summer camp program. From the spectacular first-year camper program, Mountain Man, to our Merit Badge program, through the challenging High Adventure programs, Scouts of all ages experience fun and adventure while maximizing their advancement opportunities. Woodruff is a nationally certified camp by the Boy Scouts of America. Troops and patrols can also participate in a wide variety of activities including:

Rifle Shooting	Canoeing	Nature	Scoutcraft
Swimming	Pioneering	C.O.P.E.	Cycling
Archery	Conservation	Climbing & Rappelling	Tubing

FACILITIES: Woodruff is a classic Scout camp designed to support the delivery of a quality program. Two full-time Rangers are now working year round to maintain the camp. Many facility improvements are complete and more are scheduled for the next couple of years. Covering 1575 acres of the North Georgia Mountains. Wooded hills, creeks and lakes are home to abundant wildlife including deer, wild turkeys, raccoons, possums, crows, tree frogs, and red-tailed hawks. The lake has many species of fish including brim, crappie, and bass. The dining hall at Woodruff has been improved to seat 600 hungry campers and should be a welcome addition this summer.

TRADING POST: Woodruff has a fully stocked Scout Shop and Trading Post, carrying a full line of uniforms, equipment, merit badge books, handicrafts and snack items. The Trading Post is located at the Troop Service Building.

TROOP PICTURES: You are encouraged to arrive at camp in full uniform. Troop pictures are taken at one of the first stops during the check in process.

MOUNTAIN MAN - FIRST YEAR CAMPER: FIRST THINGS FIRST

OVERVIEW: This program is structured for those new Scouts who have just graduated from Webelos or have very little camping or Scoutcraft experience. Mountain Man is updated regularly to meet the new Tenderfoot, Second Class & First Class requirements. We also asked for feedback from Scout leaders that attended camp last year, and have retained the program strengths and changed areas that needed improvement.

THE PATROL METHOD: Scouts are organized into patrols of about 8-10 Scouts each. One staffer is assigned to the patrol as their troop guide and primary instructor. Each patrol contains five sets of buddies. Buddy teams rotate jobs on the patrol duty roster each day, including patrol leader and assistant, fire building, cook, and fuel and water.

HOW IT WORKS: Each patrol spends the week constructing a model campsite including a wood yard, fire place, kitchen and shelter. They are taught the needed skills to accomplish this task. Additionally, they work on first aid skills, map and compass, nature, and swimming. The Scout has the opportunity to complete most of the Tenderfoot, Second Class & First Class requirements as well as swimming merit badge or Swimming instruction.

ADULT SCOUT LEADER PARTICIPATION : Adult Scout leaders staying with your unit at camp will want to participate in the Mountain Man program. Since these are new Scouts, you will want to begin to build relationships with them. To facilitate this process, troop leaders serve as Mountain Man Assistant Scoutmasters and can function in two primary ways: 1) Be assigned as an Assistant Scoutmaster to a Mountain Man patrol (one with your troop's Scouts), or 2) Be assigned the role of instructor for the specific Scout skills they are qualified to teach.

SCHEDULE: Mountain Man participants spend the morning instructional periods (1&2 or 3&4) at the Mountain Man area. During one of those periods, they will move to the Waterfront for Swimming Instruction. In addition, Mountain Man meets on Sunday evening for patrol organization and introduction to the program. At least one adult leader per unit must attend the session. All adult leaders who will serve as Mountain Man Instructors or Mountain Man Assistant Scoutmasters must also attend this session. One evening Mountain Man will be on an overnight so you will need to be ready to carry your backpack with sleeping bag/overnight gear attached.

MERIT BADGES - ADVANCEMENT THROUGH FUN & ADVENTURE

At WOODRUFF, the staff is committed to delivering quality merit badge sessions where Scouts complete the requirements as stated. Our goal is that Scouts have fun and learn at the same time. Camp offers approximately 55 different merit badges and several certification programs.

This Merit Badge program is primarily utilized by the 2nd and 3rd year campers, but we have designed the high adventure schedules so that older Scouts can still participate in merit badge sessions if they need or want to.

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. Additionally there will be an afternoon session (period A&B) Mon & Tues OR Wed & Thu for those who want more.

OUTDOOR SKILLS: The Scoutcraft merit badges are all held during the 4 morning session periods. Most of the sessions are 1 period, but several are 2 periods consecutively. Camping and wilderness survival includes an overnigher

Camping	Cooking	Hiking	Backpacking	Wild Survival
Orienteering	Pioneering	Citizen World	Citizen Nation	Communications

HANDICRAFT: The Handicraft merit badges, which require mostly independent work by the Scout, are taught in formal sessions during the morning instruction time. Scouts may visit the Handicraft lodge anytime during the week to get started or have requirements checked off.

Basketry	Leatherwork	Woodcarving	Sculpture	Indian Lore
Art	Fingerprinting	Pottery	Photography	

AQUATICS: Aquatics merit badges and summer camp go hand-in-hand. Our aquatic staff, facilities and equipment are second to none, allowing us to offer the complete set of aquatics merit badges. Many sessions are 1 period, but several require 2 consecutive periods. The camp provides all equipment. Note: Some programs have prerequisites. Check the master schedule.

Swimming	Lifesaving	Small Boat Sailing	Whitewater
Rowing	Canoeing	Water Skiing	Motorboating

SHOOTING SPORTS :WOODRUFF offers instruction in all shooting merit badges by instructors certified by the Boy Scouts of America's National Camping School. The camp provides all equipment. Archery Rifle Shooting Shotgun Shooting

C.O.P.E. AND FIELD SPORTS: Athletics Sports
C.O.P.E. for older scouts Personal Fitness Climbing

NATURE: The Nature Lodge at WOODRUFF is a state of the art facility and we offer sessions in most of the nature, environmental, and conservation merit badges. The focus is on merit badges that can be completed while at camp. Some, however, have requirements that must be completed before or after camp. Mammals Study Environmental Science

Astronomy	Fishing	Soil & Water Conservation	Weather
Reptiles & Amphibians	Forestry	Fish & Wildlife Management	
Bird Study	Archaeology	Nature	
Geology	Space Exploration	Insect Study	

Horsemanship MB: Is a one day only merit badge taught off-site. Class leaves at 12:30 and each scout gets one off site activity included in their camp fee (either horsemanship or rafting).

ACTIVITIES AT CAMP - FUN & ADVENTURE FOR TROOPS, PATROLS & INDIVIDUAL SCOUTS

CPR and Aquatics Certification Programs: Woodruff offers BSA Lifeguard, and Mile Swim BSA instruction and certification. Register for these using the session sign up form. CPR classes and testing will be available during the week to complete requirements.

NATURE & CONSERVATION : Visit the Nature Lodge at Woodruff to learn about the environment around the camp. On hand 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 sign your troop or patrol up for a reptile experience. Your Scouts 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 troop program.

SCOUTCRAFT: Troops and patrols can arrange for an activity at the Scoutcraft area. You can build a wilderness catapult, challenge the camp record for cross-country competition orienteering, or make a special Dutch oven cobbler for a bed time treat. Check with the Program Director if you have an idea that the Scoutcraft staff could help you organize for your unit. A more complete description of the Scoutcraft activities can be found in the appendix.

SHOOTING SPORTS: Summer Camp may be the only opportunity many Scouts ever have to learn firearm safety and try to shoot a bulls-eye. Sign up for a troop activity at the archery, rifle or shotgun ranges. Our certified range staff will provide instruction and all necessary equipment. (There is a charge of 25 cents per shot for shotgun shooting).

THE HIGH ADVENTURE ZONE: These activities are designed for the 13 yr old and older scouts and are generally out of camp experiences requiring a class III physical (see unit web site) within the last year and have limited merit badge capability. Discuss with scoutmaster or see the summer camp coordinator for more details and special cost.

PROJECT C.O.P.E. :C.O.P.E. is a Challenging Outdoors-Personal Experience for Scouts at Woodruff. This weeklong program offers Scouts, 13 years and older, a chance to test their limits and overcome challenges. The course increases in difficulty from low level team building activities to the exciting, complex rope course high in the treetops. This is a physically strenuous activity and campers should be aware of the requirements before coming to camp.

Heritage Trek: New heritage trek program is a unique program geared for the 14 and 15 year old scouts that have been to camp several times. It is a trek program that takes place completely on the Woodruff property and emulates the life of the pre-civil war pioneers. Participation is limited to the first 20 scouts each week and is away from camp Monday through Friday as a separate program.

Ultimate Zone: The Ultimate Zone program is for the more experienced scouts (14 years and older) who desire additional outdoor challenges, both physically and mentally. This program was designed to provide older scouts a challenging, action-packed wilderness experience that will further enhance personal growth and develop leadership skills. Participants will leave Woodruff early Monday morning and return in time for the Friday evening campfire. Activities for this week-long adventure will include: rafting both the Nantahala and Ocoee Rivers, backpacking on the Appalachian Trail, horseback riding, rock climbing, rappelling and caving, canoeing, and mountain biking. Merit badges worked on will include backpacking, canoeing, climbing, cooking, hiking, and horsemanship. Space permitting, adults are encouraged to participate in the Ultimate Zone.

Venture Base: Older scouts stay at an outpost camp at Woodruff and participate in mountain biking, water skiing, climbing, COPE, mountain boarding, hiking, black powder rifle, field games and rafting.

Scouts have “one” off site adventure as apart of their basic fee. Each additional adventure (horseback and or rafting) requires an extra \$35 fee.

HORSEBACK ADVENTURE PROGRAM (basic and trek): This program is designed for all scouts who would like to enjoy the fun of riding the trails on horseback. As you ride your horse through scenic trails and fields, your guide will teach you the fundamentals of horseback riding. Back at the stable, you will learn just what it takes to keep your horse healthy and happy. You will also get the chance to ride under instruction in the ring and take your horse through all the paces! No prior experience with horses is required. It is a chance for both the beginner and experienced rider to learn new things about horsemanship. There is also no age requirement. Adults are welcome to participate in this program. This is an excellent opportunity for leaders to observe and participate with youth in a new activity. The fee for all adults is \$35.00.

Participants will head for the stable at 12:30 and return before dinner the same day. This is a great opportunity to accomplish various requirements for the horsemanship merit badge. This program is a fun and exciting advancement opportunity not to be missed. Basic is for those scouts not familiar with horses. A horseback trek through fields and trails is for those with more experience. **The Troop schedules our scouts to do this on Tuesday.**

WHITE WATER RAFTING: The Nantahala trip is better suited for the younger members (first and second year scouts) of the troop. It consists on category II-III rapids and provides a young scout a wonderful introduction to the excitement of whitewater rafting. **The Troop schedules scouts to do this on Wednesday.** The Ocoee trip is a more advanced whitewater experience consisting of category III-IV rapids. The National Forest Service requires that only youth 13 and older participate due to the more physically and mentally strenuous demands of the trip. **The Troop schedules scouts to do this on Monday.**

Important Note: Please note the following significant changes to the Whitewater Rafting Program. In accordance with BSA Guide to Safe Scouting, only youth and adults who pass the swimmer test will be permitted to participate in the Whitewater River Program and go on either river. Learners and Beginners WILL NOT be permitted to participate in the Whitewater River Program due to safety regulations. In addition, one adult must be provided for every ten youth participants. Youth participation in the River Program is at no additional charge. A fee of \$35 will be charged for all adults who participate. ALL Leaders will be required to have a Class III medical form and must be at camp to take a swim check by 7:30 PM the day before they are intending on going on one of the river trips.

Many adult leader classes (NLE, SALT, ITOLS, CPR, first aid, etc.) are now available throughout the week for all adult scouter’s desiring to get fully trained to support our troop activities.

Woodruff Scout Reservation

Summer 2007

Preliminary Merit Badge Schedule

Refer to notes on back sheet

	Morning				Afternoon		Evening	
	1	2	3	4	A	B	C	D
Start Time	8:30	9:30	10:30	11:30	2:00	3:30	7:00	8:15
End Time	9:20	10:20	11:20	12:20	3:20	4:50	8:15	
Period Length	0:50	0:50	0:50	0:50	1:20	1:20	1:15	
Adventure Zone / Treks								
Horsemanship MB - one day course ¹⁴					<--- X --->			
Nanthahala River Rafting ¹⁴					<--- X --->			
Ocoee River Rafting (Mon or Thu) ¹⁴					<--- X --->			
Ultimate Zone Trek ¹	<----- X ----->							
Venture Base	<----- X ----->							
Aquatics								
BSA Lifeguard	<----- X ----->							
Swim Lessons	<-X->	<-X->	<-X->	<-X->				
Canoeing MB	<--- X --->		<--- X --->					
Lifesaving MB	<--- X --->		<--- X --->					
Small Boat Sailing MB	<--- X --->		<--- X --->					
Swimming MB ^{2,3}	<--- X --->		<--- X --->					
Whitewater MB	<--- X --->		<--- X --->					
Motorboating MB (afternoon M,Tu only)	<-X->	<-X->	<-X->	<-X->	<-X->	<-X->		
Water Skiing MB	<-X->	<-X->	<-X->	<-X->				
Rowing MB (afternoons only)					<--- X --->			
Small Boat Sailing MB Practice					<-X->	<-X->	<-X->	
Water Skiing MB Practice					<-X->	<-X->		
Troop Open Swim					<-X->	<-X->	<-X->	
Troop Canoe Overnighter ¹⁶							<--- X --->	
Field Sports								
Athletics & Sports MBs	<-X->	<-X->	<-X->	<-X->				
Personal Fitness MB	<-X->	<-X->	<-X->	<-X->	<--- X --->			
Mountain Biking ⁴					<-X->	<-X->	<-X->	
Mountain Boarding ⁴					<-X->	<-X->	<-X->	
Troop Field Sports (open)					<-X->	<-X->	<-X->	
Handicraft								
Art MB ¹⁵	<-X->		<-X->	<-X->	<--- X --->			
Indian Lore MB		<-X->	<-X->	<-X->				
Leatherwork MB ¹⁵	<-X->		<-X->	<-X->	<--- X --->			
Photography MB	<-X->	<-X->	<-X->					
Pottery MB ¹⁵		<-X->	<-X->		<--- X --->			
Sculpture MB	<-X->	<-X->		<-X->				
Woodcarving MB ¹⁵	<-X->	<-X->		<-X->	<--- X --->			
Basketry MB - M,Tu,Wed - 1 day badge					<--- X --->			
Fingerprinting MB - every afternoon - 1 day badge					<--- X --->			

\$

\$

Woodruff Scout Reservation Summer 2007 Preliminary Merit Badge Schedule

Mountain Man

Mountain Man
+ Evening 5 Mile Hike - 6:45 pm (Mon - Wed)

COPE

Climbing MB
COPE
COPE Instructor Training
Troop Climbing / Rappelling⁴
Troop Team Building

Nature

Archaeology MB⁷
Bird Study MB⁷
Environmental Science MB
Soil & Water Conservation MB⁷
Fishing MB
Forestry MB⁷
Geology MB⁷
Insect Study MB⁷
Reptile & Amphibian Study MB⁷
Space Exploration MB¹²
Weather MB
Woodruff Naturalist^{7,8} --
Mammals Study, Fish & Wildlife, and Nature MBs
Astronomy MB⁶
Nature / Ecology Merit Badges - Field Sessions¹⁷

Outdoor Skills

Camping MB
Citizenship in the Nation MB
Citizen in the World MB
Communications MB
Cooking MB⁹
Emergency Preparedness MB
First Aid MB¹⁵
Orienteering MB (afternoon W,Th only)
Wilderness Survival MB¹⁵ (afternoon M,Tu only)
Pioneering MB (afternoons only)
CPR Test for Merit Badges⁵

Shooting Sports

Archery MB
Rifle Shooting MB
Shotgun Shooting MB
Open Archery Range¹⁰
Open Rifle Range¹⁰
Shotgun MB Practice¹¹

	Morning				Afternoon		Evening	
	1	2	3	4	A	B	C	D
Mountain Man								
Mountain Man	<--- X --->		<--- X --->					
+ Evening 5 Mile Hike - 6:45 pm (Mon - Wed)							<--- X --->	
COPE								
Climbing MB	<--- X --->		<--- X --->					
COPE		----- X -----						
COPE Instructor Training	----- X -----							
Troop Climbing / Rappelling ⁴					<-X->	<-X->	<-X->	
Troop Team Building							<-X->	
Nature								
Archaeology MB ⁷		<-X->		<-X->				
Bird Study MB ⁷	<-X->		<-X->					
Environmental Science MB	<-X->	<-X->	<-X->	<-X->				
Soil & Water Conservation MB ⁷		<-X->		<-X->				
Fishing MB	<-X->	<-X->	<-X->		<--- X --->			
Forestry MB ⁷	<-X->		<-X->					
Geology MB ⁷		<-X->		<-X->				
Insect Study MB ⁷		<-X->	<-X->					
Reptile & Amphibian Study MB ⁷		<-X->		<-X->				
Space Exploration MB ¹²	<-X->		<-X->					
Weather MB	<-X->		<-X->					
Woodruff Naturalist ^{7,8} --			<--- X --->					
Mammals Study, Fish & Wildlife, and Nature MBs								<-X->
Astronomy MB ⁶								<-X->
Nature / Ecology Merit Badges - Field Sessions ¹⁷					<-X->	<-X->	<-X->	
Outdoor Skills								
Camping MB	<-X->	<-X->	<-X->	<-X->				
Citizenship in the Nation MB	<-X->	<-X->	<-X->	<-X->				
Citizen in the World MB	<-X->	<-X->	<-X->	<-X->				
Communications MB	<-X->	<-X->	<-X->	<-X->				
Cooking MB ⁹				<-X->				
Emergency Preparedness MB	<-X->	<-X->	<-X->	<-X->				
First Aid MB ¹⁵	<-X->	<-X->	<-X->	<-X->	<--- X --->			
Orienteering MB (afternoon W,Th only)	<-X->	<-X->	<-X->		<--- X --->			
Wilderness Survival MB ¹⁵ (afternoon M,Tu only)	<-X->	<-X->	<-X->		<--- X --->			
Pioneering MB (afternoons only)					<--- X --->			
CPR Test for Merit Badges ⁵					<-X->			
Shooting Sports								
Archery MB	<-X->	<-X->	<-X->	<-X->				
Rifle Shooting MB	<-X->	<-X->	<-X->	<-X->				
Shotgun Shooting MB	<-X->	<-X->	<-X->	<-X->				
Open Archery Range ¹⁰					<-X->	<-X->	<-X->	
Open Rifle Range ¹⁰					<-X->	<-X->	<-X->	
Shotgun MB Practice ¹¹					<-X->	<-X->	<-X->	

\$

Woodruff Scout Reservation
Summer 2007
Preliminary Merit Badge Schedule

NOTES

Important Note: All classes are held daily (Mon - Friday) at the time period listed, unless otherwise noted.

- ¹ Ultimate Zone has a mandatory shake down meeting on **Sunday night at 7:00 PM**. All gear going on the trek is to be brought to the shake down.
- ² Due to the large number of scouts taking this merit badge, it may appear on the online schedule as multiple sessions. Each session is identical in content.
- ³ Scouts that do not pass the Swimmer's Test will automatically be moved to the Swim Lessons class, at the Aquatics Director's discretion.
- ⁴ Openings for this activity are limited. While scouts may "walk up" and do this activity, preference will be given to those who signed up in advance.
- ⁵ Scouts wishing to simply "demonstrate proper technique for performing CPR" may do so by passing a brief test. Passing the test does not certify the scout in CPR, but does meet the merit badge requirement of many merit badges.
- ⁶ Astronomy Merit Badge meets after the campfire on **Sunday** night at the Nature Center. In addition, Merit Badge meets 9pm to 11 pm Monday thru Thursday
- ⁷ This merit badge requires additional afternoon field work. Scouts will need to plan on attending one or more sessions in the afternoon periods to complete the merit badge
- ⁸ The Woodruff Naturalist program consist of three merit badges: Mammals Study, Fish and Wildlife Management, and Nature. This requires additional afternoon field work
- ⁹ Cooking Merit Badge extends into lunch, when they do their cooking.
- ¹⁰ While walk ups are welcome, preference will be given to scouts practicing for the merit badge and to scouts who signed up for range time in advance.
- ¹¹ The shotgun range is not available for open shoot. Scouts must enrolled in the merit badge.
- ¹² Space Exploration Merit Badge has rocket launching Friday afternoon during A period.
- ¹⁴ River and Horse Trips leave at 12:30 daily from the Main (Check-in) Pavilion - lunch is eaten on the bus
- ¹⁵ Single period morning session daily, Afternoon double session (A & B) will be offered as a Mon/Tues Session or a Wed/Thurs session.
- ¹⁶ This is a troop activity (non staffed). Leaders must practice Safety Afloat guidelines.
- ¹⁷ Most Nature Merit Bades have afternoon and/or evening field sessions. Scouts should plan to attend some afternoons in order to complete the requirements. The amount of time will depend on the individual scout



Scout (or adult) _____ Current rank _____ Age: _____

Summer camp application for activities.

We have read the pre-requisites list and understand the total requirements for completion of the merit badges.

Period	Time	1 st Choice	Extra fee (if any)	2 nd choice	Extra fee (if any)
Session 1	8:30 – 9:20				
Session 2	9:30 – 10:20				
Session 3	10:30 – 11:20				
Session 4	11:30 – 12:20				
Session A	2:00 – 3:20				
Session B	3:30 – 4:50				
Session C	7:00 – 8:20				

(Scouts bring extra dollars for kits used in Indian lore, archery, & basketry)

I want to go white water rafting on the Nantahala (all) ___ or the Ocoee (13 and older) _____.

I want to participate all week in earning my BSA Lifeguard (must have swimming and lifesaving MB already) _____.

I want to participate in COPE (all three periods 2,3,&4) program (13 & older)_____.

I want to participate in the Mountain Man program (1st year scouts required) _1&2 **OR** _3&4

I want to participate in the horseback adventure basic _____ or trek program _____.

I want to try for the mile swim (strong swimmers only) _____.

I want to spend all week on the special Ultimate Zone (14 and older) ___ or heritage trek _____.

****extra \$35 for each additional off site adventure (one part of basic fee)***

Basic fee: \$240.00 plus special merit badge cost.

Total cost including extra fees & \$240 camp fee \$ _____ (check to Troop 629) enclosed.

Deposit of \$60 by Feb 5rd. 2nd deposit of \$100 by March 26th. Final \$80(with other fees) by May 7th.

My adult “T” shirt size is _____ (Troop provides one extra Troop red T-shirt upon arrival)

Troop Permission slips (Troop and or raft/horseback) filled out and attached. _____

Physical to be turned in no later than May 3rd. Must update all Class I information “for all.”

Drop off at camp on Sunday June 10th by 1:00 PM. Picked up by 9:00AM Saturday June 16th__.

OR join son for Friday box supper (6:00PM-\$5) and closing fire and return home (dpt 10:00PM)___.

I will (will not) have special medicine on the trip to be administered.

I do (do not) have special dietary needs. If yes then they are _____

Scout Signature

Date

Parent Signature

Note: Merit badges are awarded by Troop 629 and not the camp staff. Camp staff guides the scout towards completion of the requirements and after reading the entire merit badge book an individual scout is then responsible to complete the badge with a Troop 629 adult leader.