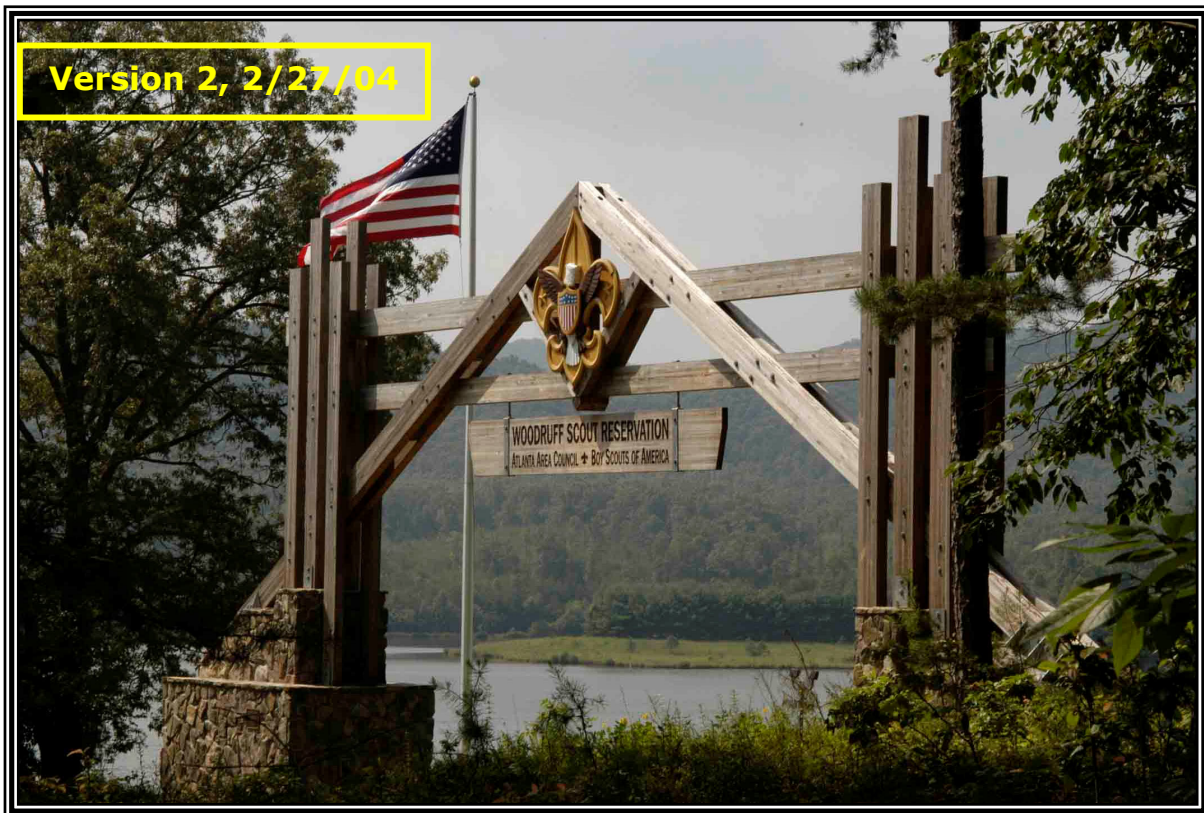


Atlanta Area Council Summer Camp - 2004



Robert W. Woodruff Scout Reservation

Version 2, 2/27/04

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Version 2, 2/27/04

WELCOME TO WOODRUFF SCOUT RESERVATION

Dear Summer Camp Leader:

Thank you for choosing to attend Woodruff Scout Reservation. We are excited about the challenges and opportunities that come with being your Camp Director and Program Director. From Mountain Man to the Ultimate Zone to Scoutmaster and Committee Member Specific Training, our camp program is unmatched.

Whether you are coming as a first-time, eleven-year-old Scout or returning as a one hundred eleven-year-old Scouter, the program will deliver this promise: your troop will become much stronger for having spent a week at the Woodruff Scout Reservation.

The preceding statement will not come true without the right people. Our 2004 camp staff has been selected based on their experience, training, and love of the program, and are the caliber of Scouters that will improve your troop. We are honored to lead and serve along side them.

The Atlanta Area Council has brought together the premier summer camp staff leaders in order to deliver another promise: The Woodruff Scout Reservation will be recognized as **the premier Boy Scout Summer Camp** in the nation. We invite you to turn the pages and read about the staff and program that will bring truth to this promise.

Read this Leader's Guide and experience the sights and sounds of Summer Camp! Smell the smoke of the campfire. Watch the morning breeze unfurl the rising flag. Listen and sing along to Scout Vespers. Share in the joy of a Scout that has finally conquered his fear of the outdoors and earned many Merit Badges.

The Spirit of Scouting is calling....

Andrew Hardin
Camp Director

Tim Aumann
Program Director

CONTACT INFORMATION

SUMMER CAMP WEBSITE FOR ONLINE RESERVATIONS

www.atlantabsacamp.org

Atlanta Area Council

(770) 989-8820

Atlanta Area Council – Website

www.atlantabsa.org

Atlanta Area Council – Registration & Camp Information

Joe Kaminski

Email: jokamins@bsamail.org (preferred contact method)

Phone: (770) 989-8821 ext. 2004

Contact Information – June 6th through July 24th

MAIL INFORMATION

Your scouts may receive mail at the following address during summer camp:

Woodruff Scout Reservation

“Scout’s Name”

Unit # _____ Week # _____

10387 Boy Scout Road

Blairsville, GA 30512

CAMP EMERGENCY PHONE (PROGRAM OFFICE)

The following phone number is for *emergency contact only*:
(706) 745-2700.

Camp Fax Number (Please – for limited use only!)

(706) 745-2227



WHY COME TO CAMP?

The Atlanta Area Council offers a terrific Summer Camp program to help Scouts learn new outdoor skills, participate in unique activities, earn Merit Badges, advance and enjoy a week or more in the woods having fun. With over 1600 acres of wilderness in camp, your opportunities for outdoor adventure are endless.

Records show that scouts who participate in Summer Camp are more likely to stay involved in Scouting throughout their high school years. Program facilities and equipment are difficult to duplicate at home by individual troops. Coming to camp allows Scouts the opportunity to earn Merit Badges that are not easily earned at home including Eagle required Badges, Swimming, Sports, Environmental Science, Athletics and Lifesaving.

FUN!

Camp is all about fun! Whether your scouts participate in Aquatics, C.O.P.E., Field Sports, First Aid Skills, Nature, or Shooting Sports, their classes will be involving, informative, and fun.

A wide variety of afternoon activities are provided to keep your scouts involved and entertained through the afternoon and evening.

Our Camp Staff is trained, enthusiastic and ready to help your troop have a great time at camp. Whether helping your boys to advance or have fun, our staff is here for you. Strict health and safety standards are maintained at all times. Emergency facilities are available and certified medical personnel are on staff.

Woodruff Scout Reservation is inspected annually by the National Council of the Boy Scouts of America and is a Nationally Accredited Camp. We are proud of the tradition of meeting and exceeding all standards and regulations.

...BUT OUR TROOP IS DIFFERENT FROM THE OTHER TROOPS

We know two Scout troops are not alike, so each troop can develop their own custom program at camp. Program areas, Troop activities, and campsites - we want to ensure that your troop has an enjoyable, memorable Summer Camp experience.

CAMP FEES

Camp	Atlanta Area Council Units Fee	Out of Council Units Fee
Woodruff	\$200 per camper	\$200 per camper

High Adventure Programs and certain merit badges may have additional fees. Please check the specific program description for any applicable fees.

Important Note - Fees: Each youth participating at Woodruff has, included in their camp fee, one offsite activity. That activity could be rafting the Nantahala, rafting the Ocoee, Horseback Trek or Horseback Merit Badge. Any youth that desires an additional offsite activity will pay a \$30.00 additional fee. All adult leaders participating in offsite activities will pay a \$30.00 fee for each activity.

LEADER FEES-

Bring up to sixteen scouts and two leaders attend free. Then one leader is free for each additional complete group of eight scouts. **Additional leaders are \$75.** Leaders and non-registered family members participating in the afternoon Whitewater trips or horseback riding **must pay a \$30 Fee for each activity.** Extra fee prices are subject to change. **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.

LEADER FEE CHART

1 scout to 16 scouts -2 leaders free
24 scouts - 3 leaders free
32 scouts - 4 leaders free
40 scouts - 5 leaders free
48 scouts - 6 leaders free
56 scouts - 7 leaders free

ADVANCE CHECK-IN

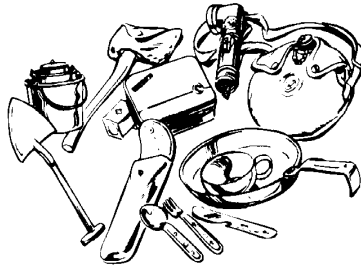
For 2004, Advance Check-In on Tuesdays **WILL NOT** be conducted. Because of this change we will ask unit leaders and our staff to do the following to help make check-in at camp run more efficient.

- Use online registration to sign-up for all camp activities (see Registration & Check-In section)
- We will communicate your campsite assignment to you approx. one week prior to arrival
- All payments should be received at the Atlanta Area Council one week prior to your arrival at camp
- Mail **copies** of your unit medical forms to **camp** 2 weeks prior to your arrival. Mark the envelope to the attention of the Camp Medical Officer.

CAMPERSHIPS

A limited number of camperships are available each year for youth members registered in the Atlanta Area Council. Camperships may be requested for those youth that desire to attend camp but cannot afford to go. **The troop must bring the “council” approval letter to Check-in on Sunday.**

Note: Refer to Atlanta Area Council Car



ms section of the CDROM

POLICIES

GENERAL POLICIES

These general rules are for the safety of all campers:

- ❖ No fireworks of any kind are permitted on camp property.
- ❖ Throwing rocks is strictly forbidden.
- ❖ **Troops must have two-deep leadership at all times while at camp. No exceptions!**
- ❖ Personal firearms and bows are not permitted.
- ❖ All cars must be parked in the designated camp parking areas. Only authorized vehicles are allowed in campsites or on the roads.
- ❖ No alcoholic beverages or illegal substances are allowed on camp property.
- ❖ Shoes must be worn at all times at camp. Shoes must not be open at the toe or sides. Sandals are allowed only at the showers, and the waterfront areas.
- ❖ No personal bikes, skateboards, inline skates, or mountain boards are permitted.
- ❖ No flames, fires, or fuels of any kind are permitted inside tents.
- ❖ No underage youth are allowed in camp, with the exception of family night.
- ❖ All guests (with the acceptance of family night) are required to immediately check-in at the Camp Office.
- ❖ Refer to the Boy Scouts of America *Guide to Safe Scouting for additional policies*.

YOUTH PROTECTION GUIDELINES

The following policies have been adopted to provide additional security for youth in the program. In addition, they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse. **All adult leaders on any Boy Scout outing must have previously taken a Youth Protection class within the last three years.**

TWO-DEEP LEADERSHIP

Two registered adult leaders or one registered adult leader and a parent of a participant who must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

NO ONE-ON-ONE CONTACT

One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, such as a Scoutmaster conference, the meeting is to be conducted in view of the other adults and youth.

RESPECT OF PRIVACY

Adult leaders must respect the privacy of youth members in situations such as changing swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They must also protect their own privacy in similar situations.

SEPARATE ACCOMMODATIONS

When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian. Camp has separate shower and latrine facilities for females, or if separate facilities are not available, times for male and female use are scheduled and posted.



MEDICAL INFORMATION

The medical examination is of utmost importance to the safety of Scouts and Scout leaders while at camp. Three very important sections of the medical form are:

1. The Family Doctor

They know if a Scout should have restrictions or prescribed medication while at camp.

2. The Family History

The parents must complete this section in the event a camper is injured or becomes ill during camp.

3. In Case of A Medical Emergency

This medical form should be specific about whom to contact, where they can be contacted, and accurate business and home telephone numbers.

TRIPS TO THE HOSPITAL OR DOCTOR

Campers requiring the attention of a doctor or the services of a hospital should know the following information. It is the responsibility of the unit leadership to provide transportation for the unit member(s) requiring attention from a doctor or a hospital. One adult leader from the unit, and one additional adult leader, will accompany the unit member(s) requiring services and is asked to carry insurance forms in for completion. He/she must obtain the Scout's health form from the Health Lodge before going to the doctor or hospital. Parents or guardians will be notified immediately by the Camp Director of any serious illness or injury. If parents will not be at home while you are at camp, have them advise you how they can be contacted. The Camp Medical officer must clear all cases requiring outside medical care. This is an agreement with the local health service facilities, insurance company, and claims procedure. Troops are responsible for providing proof of insurance upon arrival at the Hospital or Doctor's Office.

HEALTH LODGE

The Health Lodge has a qualified Health Officer and medical equipment to handle all minor injuries, scrapes, bruises, etc. Any person with a serious injury or severe illness will be taken to the emergency room of the local hospital. The camp has made prior arrangements for handling emergencies.

PHYSICALS

Health forms are required for all campers and leaders and **MUST** be signed by a licensed physician. A Personal Health and Medical Record (Class 1 and Class 2) form is required for youth and adults under 40. Leaders over age 40 **MUST** use Class 3 physical forms. The class 1 section must be updated

annually for all participants and signed by the parent (if under 18) indicating the Scouts' general good health. Scouts and leaders participating in any of the off-camp high adventure programs must have a Class 3 physical. **All Ultimate Zone participants must have a current Class 3 physical**, which is no less than 12 months old. Health forms should provide specific instructions regarding emergency contacts that can be reached, where and at what time. This is very important.

In Summary

- All campers must have a Class I and Class II or may have a Class III
- Adults under 40 must have a Class II.
- Adults over 40 and those on High Adventure (Ultimate Zone) must have Class III.

INSURANCE

Each camper and leader should have his or her personal health/accident insurance carrier, company, and policy number printed on his or her health form. The Boy Scouts of America Council Accident and Sickness Insurance Plan provides secondary coverage for registered Scouts. The boy's camp fee includes this coverage of medical insurance.

SPECIAL HEALTH REQUIREMENTS

All medication should be in a container issued by a pharmacist with the medication name and strength, the dose and dose frequency clearly marked on the container. Generally, all medication will be dispensed in the unit area by a responsible adult leader for the unit. Medication should be kept under "lock and key" either in a locked box of the unit leader's choosing or in a locked box issued by the camp.

Medication requiring refrigeration or injection may be kept in either the Camp Health Lodge or at the unit campsite. This medication may be dispensed by the Camp Health Officer or the unit leader. It remains the responsibility of the unit leader to assure that the scout is present at all of the appropriate times to receive his medication.

NO VEHICLES IN CAMPSITES - ONLY THE CAMP DIRECTOR CAN AUTHORIZE VEHICLES IN CAMPSITES ... NO EXCEPTIONS!

No riding is permitted in the backs of trucks or cars. Passengers may ride in designated seats with seat belts only.

VALUABLES

Please remember to guard your valuables while at camp. Use these tips to avoid any losses:

- ❖ Advise Scouts to bring as few valuables as possible.
- ❖ Before you arrive, organize your troop banker system with a Unit Leader as the banker.
- ❖ The Camp Leader should bring a lock box with him.
- ❖ As a Camp Leader, move your unit to activities as a group. Never leave one or more Scouts at the campsite alone.
- ❖ Advise your Scouts not to walk through another unit's campsite or the staff campsite.

PETS

No Pets are allowed in camp at any time except those aiding the disabled. No exceptions!

CAMPSITE INSPECTION FORM

The Campsite Inspection is a daily inspection. Refer to the forms section on your Summer Camp CD.

EMERGENCY PROCEDURES

In any large-scale operation, there exists the possibility of “emergencies.” This procedure is to help the staff and leaders perform efficiently in any emergency and keep everyone informed.

- ❖ Do not allow rumors to start – they are worthless.
- ❖ Keep Scouts under control – all will be informed when the facts are known.
- ❖ In the event of a serious situation, the Camp Director is the **ONLY** person authorized to release information.
- ❖ In case of serious injuries, get names of witnesses, get all the facts and put it in writing immediately. Witnesses should **NOT** talk with anybody other than the proper authorities because of creating confusion.

WORKING TOGETHER

We can hold emergencies to a minimum, avoiding major injuries and even minor injuries for the greatest camping season in our history. Remember that **SAFETY** in all we do is the watchword for an accident-proof camp.

EMERGENCY ALARM

Located next to the Troop Services Building

Alarm: Continuous sound of the siren.

Emergency Phone Numbers: Posted next to every phone in camp.

What to do in response to emergency alarm: Everyone will go to the nearest campsite/program area. Adults within the area will organize a headcount. Two runners will go to the Flag Plaza with the headcount. The runners will receive instructions on appropriate action and then return to the site to report to the adult in-charge.

FLAMMABILITY WARNING

No tent material is completely fireproof. It can burn when exposed to continued, intense heat or fire. The most important safeguard is to keep flames away from canvas materials. For this reason, the following safety precautions are emphasized: Only flashlights and electric lanterns are permitted in tents. No flames in tents is a rule that must be enforced

FIREWORKS

The Boy Scouts of America prohibits the securing, use, and display of fireworks in conjunction with programs and activities except where the fireworks display is conducted under the auspices of a certified or licensed fireworks control expert.

Local councils may not authorize any group or chartered unit activity for or on behalf of its members, units, or district to sell fireworks as a fund-raising or money earning activity.

DRUG, ALCOHOL, AND TOBACCO USE AND ABUSE

(Ref.: From the Guide To Safe Scouting- 2003 edition):

“The Boy Scouts of America prohibits the use of alcoholic beverages and controlled substances at encampments or activities on property owned and/or operated by the Boy Scouts of America, or at any activity involving participation of youth members.”

“Adult leaders should support the attitude that young adults are better off without tobacco and may not allow the use of tobacco products at any BSA activity involving youth participants.

“All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking areas located away from all participants.



CAMP OVERVIEW

SOMETHING FOR EVERYONE!

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	Outdoor Skills
Swimming	Pioneering	C.O.P.E.	Cycling
Archery	Conservation	Climbing & Rappelling	Tubing

STAFF

Woodruff has focused its efforts to improve the summer camp program by increasing the age, experience, and competence of our staff. Also of note are the 8-10 Scouts to 1 staff ratio for Mountain Man First Year Camper programs. Program Area Directors have been in place since camp ended last year.

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 some are scheduled for the next couple of years. Covering 1500+ 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 will seat 800 hungry campers.

WOODRUFF TRADING POST

Woodruff has a fully stocked Trading Post, carrying a full line of uniforms, equipment, merit badge books, handicrafts, gift items, Woodruff Logo Items, and lots of neat stuff. The Trading Post also offers a full line of snack items. The Trading Post is located at the Rizer Heart of Camp Building directly across from the Woodruff Dining Hall.

CAMP T-SHIRTS FOR YOUR TROOP

This year the Trading Post will be able to provide “customized” Woodruff Camp Shirts inscribed with your Unit Number and Sponsor Name. These shirts will be available for pre-order only. Look for the form to come available in the spring. These shirts will need to be ordered and prepaid two (2) weeks prior to your arrival.

TROOP PICTURES

You are encouraged to bring a complete uniform to camp. Troop pictures are generally taken early in the week. Please sign-up for a time slot upon arrival Sunday.



“MOUNTAIN MAN” FIRST YEAR CAMPER

MOUNTAIN MAN OVERVIEW:

The Mountain Man 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 Mountain Man 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.

MOUNTAIN MAN STRUCTURE OF THE PROGRAM:

Scouts come to the Mountain Man Program on an individual basis. Once in the Mountain Man Site, they are placed into patrols of varying size depending upon the number of participants for the week at camp. Patrols are grouped into Program Troops based upon the initial activity for each day. The Mountain Man Director serves as the Scoutmaster for each of the Program Troops. Camp staff members serve in the capacity as Senior Patrol Leaders, Troop Guides, and Program Instructors. Adult leaders from the participating units function as Assistant Scoutmasters.

MOUNTAIN MAN THE PROGRAM:

It has always been the philosophy of the Mountain Man Program to have the Scouts focus on those skills better practiced and learned in the outdoors. Hence, the Mountain Man Program instructs Scouts in the following skill areas: wood tools, meal preparation, pioneering, orienteering, aquatics, nature, first aid, and outdoor citizenship. Whenever conditions permit, the Mountain Man Program offers Scouts and unit leaders an opportunity to spend a night in a remote part of camp—complete with a special program of traditional campfire skits, songs, cheers, and stories. As Mountain Men, Scouts have the prospect of working on either the Swimming or First Aid Merit Badge. However, if a Scout is not able to pass the swim check, he will be offered Red Cross Swim Lessons in lieu of the Swimming Merit Badge.

MOUNTAIN MAN ADULT SCOUT LEADER PARTICIPATION:

Since the Scouts participating in the Mountain Man Program are new and inexperienced, each unit **must** have at least one Adult Scout leader to promote and ensure success of their Scouts in the program. 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. To facilitate the success and to provide a meaningful experience for the first year camper, each adult unit leader participating in the program will be assigned to a Mountain Man patrol as an Assistant Scoutmaster and as an expert instructor.

MOUNTAIN MAN EQUIPMENT NEEDS:

Participants in the Mountain Man Program must bring with them to camp the following items for the following program purposes:

AQUATICS:

1. Swim Trunks
2. Towel
3. Swim Shoes
4. Long sleeved Shirt and long pants
5. Sun Block

SCOUT SKILL INSTRUCTION:

1. Scout Handbook
2. Notebook with plenty of paper
3. Pen and pencil
4. Cup or water bottle

OVERNIGHTER:

1. Plastic Groundsheet (4' X 6')
2. Polypropylene Tarp (6' X 8')
3. 50 feet of nylon cord
4. Tent stakes (6—10)
5. Light sleeping bag or blankets and pad
6. Flashlight
7. Water Bottle
8. Rain Coat/Poncho
9. Personal Kit—first aid kit, bug spray, medications
10. Pack—all overnighiter items must fit into the pack.

MOUNTAIN MAN SCHEDULE:

Mountain Man participants divide their time between the Mountain Man Program Area and, depending upon the merit badge in progress, the Water Front or the First Aid Program Area. On a usual day, the Mountain Men are working on either the Swimming or First Aid Merit Badge during the day and the rest of the instructional time in the Mountain Man Program Area. Depending upon weather conditions, the overnighiter experience is conducted for a 12-hour period sometime during the week. Each unit is required to send a representative to the Sunday evening Mountain Man Orientation Meeting held from 7:00 to 8:15 in the Mountain Man Pavilion.

MERIT BADGES



Important Note: Woodruff issues a summary report listing Merit Badge completion data and other activity information at the end of each Summer Camp week. This form is distributed to the Summer Camp Leader and replaces the need for individual “Blue Cards”

OVERVIEW

At camp, 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. We offer approximately 55 different merit badges and several certification programs.

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

The 2nd and 3rd year campers primarily utilize this Merit Badge program, 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.

Scoutmasters please remember: Merit Badges are age specific. Younger Scouts should not enroll in Merit Badge sessions that would be difficult for them to complete. Some examples are archery, shotgun, motor boating, water skiing, or Eagle-Land merit badges. Please allow your scouts to have an enjoyable week by encouraging them to sign up for merit badges that they can complete.

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.

New this year are afternoon merit badge sessions in Outdoor Skills, Nature, First Aid Skills and Handicraft. These sessions are Periods A and B on either Monday-Tuesday or Wednesday-Thursday. This allows Scouts to participate in one more merit badge class while still participating in other afternoon activities.

OUTDOOR SKILLS/EAGLE-LAND

The merit badges are all held during the 4 morning session periods. Most of the sessions are 1 period, but several are 2 periods consecutively. Wilderness survival includes an overnigher.

Camping
Wilderness Survival
Pioneering
Citizenship in the World

Hiking
Cooking
Communications
Citizenship in the Nation

Backpacking
Orienteering
Citizenship in the Community

HANDICRAFT

The Handicraft merit badges, which require mostly independent work by the Scout, are taught in formal sessions during the morning instruction time. In addition, troops and patrols can sign up for an activity period at the Handicraft Lodge to work on these merit badges.

Basketry	Leatherwork	Woodcarving	Indian Lore
Art	Fingerprinting	Pottery	Metalwork
Sculpture			

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: CPR is a required training for completion of some merit badges taught at camp. We will be offering this training during the activity periods. Successful completion of CPR will satisfy the requirements for various merit badges. See Camp Activities – CPR Certification Programs

Note: Some programs have prerequisites and/or have requirements that must be completed before or after camp. Check the master schedule.

Swimming	Lifesaving	Small Boat Sailing	Water Skiing
Whitewater	Rowing	Canoeing	Motor Boating
Lifeguard BSA (not a Merit Badge)			

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	Fish & Wildlife Management	Forestry
Atomic Energy		Archaeology
Geology	Space Exploration	Oceanography
Energy	Bird Study	

SHOOTING SPORTS

WOODRUFF offers instruction in all shooting merit badges by instructors trained by the Boy Scouts of America's National Camping School. **The camp provides all equipment.**

Archery	Rifle Shooting	Shotgun Shooting
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FIELD SPORTS

Cycling

Athletics

Personal Fitness

Sports

COPE/CLIMBING

Climbing (Best suited for older scouts - at least third year at camp or age 13)



ACTIVITIES AT CAMP

FUN & ADVENTURE FOR TROOPS, PATROLS & INDIVIDUAL SCOUTS

PROJECT C.O.P.E.

C.O.P.E. is a Challenging **O**utdoors **P**ersonal **E**xperience for Scouts at Woodruff. This weeklong program offers Scouts, 13 years and older, a chance to test their limits and overcome challenges. Project C.O.P.E. is a national program of the Boy Scouts of America. The program is composed of group initiative games, trust events, low-course events, and high-course events. Some activities involve a group challenge, while others develop individual skills and agility. Participants climb, swing, balance, jump, rappel, and devise solutions to a variety of problems. Most participants achieve much more than they imagined they could.

Project C.O.P.E. is led by trained adults experienced in running the course. All equipment, methods, and activities meet national standards set by the Boy Scouts of America.

Special equipment Project C.O.P.E. participants should bring with them to camp: long pants, Rain Gear, Shoes with tread (boots). Project C.O.P.E. participants must be 13 years of age by January 1 or have completed the 7th grade. In addition, the class requires the scouts to be in class 2nd, 3rd, and 4th periods.

Climbing & Rappelling Troop and Patrol Activity. Offered during each of the Afternoon and Evening Activity Periods A, B, & C.

Climb On Safely. See Adult Programs.

Low C.O.P.E. Team Building. Ideal for your Troop's Patrol Leaders Council, a group of adult leaders, Crew Leadership, or combination. Offered daily during Period A, B, C and pre-registration is required. Minimum number of participants is 6.

C.O.P.E. Instructor Training. Must be at least 18 years of age and requires working at the C.O.P.E. / Climbing area from 8:30 a.m. -12:15 p.m., 2:00 p.m.-5:00 p.m., **AND** 7:00 p.m.-8:15 p.m. **** C.O.P.E. Instructor Training allows you to be part of the year-round Council C.O.P.E. TEAM. Climbing Instructor Training allows you to conduct your own unit climbing activities.**

***Monday through Friday - similar in time commitment to BSA Lifeguard*

THE COPE DIRECTOR RESERVES THE RIGHT TO REMOVE SCOUTS THAT DO NOT POSSESS THE PHYSICAL, MENTAL AND/OR EMOTIONAL MATURITY TO SUCCEED ON THE COPE COURSE

WHITEWATER RAFTING ACTIVITIES

We are excited to inform you of our Whitewater Rafting Program options at camp. This year you will have the option of choosing the day that you would like to go rafting. We will have trips on the Nantahala Monday through Thursday, while trips on the Ocoee are only available on Mondays and Thursdays. The Nantahala trip is better suited for the younger members (first and second year scouts) of your troop. It consists on category II-III rapids and provides a young scout a wonderful introduction to the excitement of whitewater rafting. 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 with two trips on the Nantahala or a similar river participate due to the more physically and mentally strenuous demands of the trip.

Please Note: Please note the following about 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.

Important Note - Fees: Each youth participating at Woodruff has, included in their camp fee, one offsite activity. That activity could be rafting the Nantahala, rafting the Ocoee, Horseback Trek or Horseback Merit Badge. Any youth that desires an additional offsite activity will pay a \$30.00 additional fee. All adult leaders participating in offsite activities will pay a \$30.00 fee for each activity

Adult leaders must have a medical form on file with the camp. Refer to the Physicals section for medical form requirements. Adult leaders going on a river trip must take a swim check by 7:30 PM the day before they go on a river trip.

We recommend that any Scout that may have trouble passing the Swimmer's Test, go to a neighborhood pool and practice their swimming skills prior to coming to Camp. This would be especially helpful to Webelos that have just crossed over to Boy Scouts just a few short weeks prior to coming to Camp.

All adults on the river are also expected to have recently completed BSA Safety Afloat and Safe Swim Defense Training (cards are good for two years). This adult training is also available at camp at no charge. Safe Swim Defense Training and Safety Afloat Training will be offered at camp.

Any youth who works during the week to become Swimmers and achieves that classification will have the opportunity of going to the Nantahala on Friday; as before one adult must accompany every ten youth from your troop on the river.

The TVA does NOT run water in the Ocoee on Tuesday and Wednesdays. Like other program areas at camp, all Whitewater Rafting registrations are processed in the same order as troop registrations.

The Whitewater Rafting Staff will meet with scout leaders the evening before their unit's scheduled Whitewater Rafting trip. It is very important that at least one adult from each unit attend this meeting. The meeting will be held to review the following day's schedule, safety procedures, and to make the sack lunches for the following day. For larger troops, please have additional adult leadership attend this meeting.

On the day of your unit's scheduled Whitewater Rafting trip, everyone will meet immediately FOLLOWING Session 4. Safety procedures will be given to all Whitewater Rafting participants, sack

lunches will be distributed, buses load, and everyone will depart for the river. Lunches will be eaten on the bus. Every effort will be made to be back in Camp by dinnertime. However, if for some reason the buses return late, the Dining Hall Staff will be available to have hot food waiting for the last bus to arrive.

A wavier form must be completed and brought with you when you arrive at this activity. White Water Express Forms are contained in the “forms” section of the Summer Camp CD.

HORSEBACK ADVENTURE PROGRAM

This year we are happy to offer two different horseback programs, Horseback Basics and Horseback Trek.

Horseback Trek:

This program is designed for scouts with previous experience who would like to enjoy the fun of riding the horse through scenic trails and fields on horseback.

Horsemanship Merit Badge:

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 rider to learn things about horsemanship. There is also no age requirement. We suggest reviewing requirements 1,2,5, and 6 of the Horsemanship Merit Badge pamphlet before the program so that you will have a better opportunity to complete this merit badge.

Important Note - Fees: Each youth participating at Woodruff has, included in their camp fee, one offsite activity. That activity could be rafting the Nantahala, rafting the Ocoee, Horseback Trek or Horseback Merit Badge. Any youth that desires an additional offsite activity will pay a \$30.00 additional fee. All adult leaders participating in offsite activities will pay a \$30.00 fee for each activity.

Adults are welcome to participate in both programs if space is available. This is an excellent opportunity for leaders to observe and participate with youth in a great activity.

Participants in both programs 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.

A wavier form must be completed and brought with you when you arrive at this activity. White Water Express Forms are contained in the “forms” section of the Summer Camp CD.

THE ULTIMATE ZONE

The Ultimate Zone program is for experienced Scouts who desire additional outdoor challenges, both physically and mentally. The trek is designed to provide senior Scouts (14 or older) 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, caving, canoeing, and mountain biking.

Adults are encouraged to participate in the Ultimate Zone. The Zone will provide an excellent opportunity for unit leaders to observe youth, learn the importance of the patrol method and have fun.

A current Class III physical is required for all participants. No additional fees above or beyond the camp fee apply for youth participants. Adult participation fee is \$100.00. All participants must pay close attention to the provided packing list (appendix) and pass the swimmers test at Woodruff Scout Reservation during the 2004 season. The swim test must be completed before the waterfront closes on Sunday before the Monday morning departure.

Ultimate Zone - Potential Advancement Opportunity

(Subject to change based on requirement updates, individual ability and trek specific situations)

Backpacking MB

Pre-Req: 1, 2a, 2b, 3a, 3b, 4, 7, 8a, 10 (will complete one of the three required treks), 11a, 11b

Canoeing MB

Pre-Req: 1, 2, 3, 4a, 10a-c

Must have successfully completed the BSA swimmer test. Bring a complete set of clothing that will get wet for requirement 6.

Climbing MB

Pre-Req: 1, 4a-c, 5a, 5c, 5d, 6a-e, 8a

Bring long pants and shoes suitable for climbing

Cooking MB

Pre-Req: 1, 2a-c, 3a-c

Hiking MB

Pre-Req: 3, 4 (we will complete 3 of 5 hikes), 5

Horsemanship MB

Pre-Req: 1, 2, 5, 6

Equipment and schedule forms for the Ultimate Zone are contained in the “forms” section of the Summer Camp CD.

A wavier form must be completed and brought with you when you arrive at this activity. White Water Express Forms are contained in the “forms” section of the Summer Camp CD.

The Ultimate Zone Program is made available through an independent outfitter and is not conducted by the Boy Scouts of America

ORDER OF THE ARROW ACTIVITIES

Egwa Tawa Dee, Lodge 129, holds an exciting campfire program for all campers at camp. All Arrowmen should bring their OA Sash to wear on that evening. Ordeal members can seal their membership by participating in the Brotherhood Trail while at camp.

AQUATICS ACTIVITIES

To most Scouts, Summer Camp means Aquatics! With the equipment and facilities at Woodruff, Scouts can participate in many aquatics activities that otherwise might not be available through their regular troop program. Sign up your troop or patrol to get wet!

Swimming	Lake Canoeing	Water Skiing	Tubing
Mile Swim	Sailing	Rowing	Whitewater Rafting
Polar Bear Swim	Swimming instruction		BSA Lifeguard certification.

CPR CERTIFICATION PROGRAMS

CPR is a required training for completion of some merit badges taught at camp. We will be offering this training during the activity periods. Successful completion of CPR will satisfy the requirements for various merit badges. We encourage your scouts to complete the CPR training and become certified. **The certification fee is estimated to be \$5.00 per scout or adult.** Pre-registration is required. CPR requirements are not being covered during the class time to allow for additional instruction of the other Merit Badge skills.

NATURE & CONSERVATION ACTIVITIES

Visit the Nature Lodge 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.

MOUNTAIN BOARDING! *New Activity!*

Here's a brand new afternoon activity for scouts who want to experience the thrills of zooming down a trail on a board with wheels. Mountain boarding looks like snow boarding on wheels (since there's no guarantee of snow at Woodruff in June!). Or maybe it's better described as "wilderness skateboarding" ("supersized," of course). We'll provide the boards and the necessary protective gear. Of course, Scouts who want to try it may want to bring a pair of long pants for the experience. The mountain boarding area will be open each afternoon. There's no extra fee, but reservations (through the online program registration system, of course) are highly recommended.

HERITAGE TREK! *New Activity!*

The Heritage Trek is an opportunity for a crew of Woodruff campers to hit the trail on a backpacking adventure during their week at Woodruff. Crews will travel the backcountry of the reservation participating in many pre-Civil War activities. Refer to the separate Heritage Trek brochure for more information.

ASTRONOMY CLUB

One evening each week, amateur astronomers from the Atlanta Astronomy Club come to camp. The astronomers teach an astronomy followed by open star gazing with telescopes. Open to all!

OUTDOOR SKILLS (was Scoutcraft)

Troops and patrols can arrange for an activity at the Outdoor Skills 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 bedtime treat. Check with the Program Director if you have an idea that the Outdoor Skills staff could help you organize for your unit. A more complete description of the Outdoor Skills 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.

PARENT'S NIGHT AT CAMP

Program Areas will be open at 4:00 PM Friday for visitation for scouts to introduce their parents to their favorite instructors or areas. Parents are encouraged to stay for supper, which begins at 6:00 PM. A \$5.00 fee will be charged for all parents and siblings and they will eat with their respective units.

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.

LIFE TO EAGLE SEMINAR

The Council Advancement committee will be hosting a Life to Eagle transition seminar after the Scoutmasters Dinner on Thursday. Please encourage your older scouts and leaders to attend.



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, being on time to meals and assemblies and some other participation items.

SCOUTING TRADITIONS CHALLENGE

Is 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.*

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 Reservation and earn the Scoutmaster Merit Badge.

PARTICIPATION RIBBONS

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

CAMP RANGERS AWARD

A special award presented by our Woodruff Camp Ranger's to those units accomplishing work projects in areas designated by the Rangers.



ADULT PROGRAMS

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

BSA Lifeguard

Become a certified BSA Lifeguard during your week at camp. Attendance is required at all morning instructional periods plus you will serve as camp lifeguards during many of the activity periods. CPR certification will be offered in Camp.

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 and Safety Afloat. Participants must be at least 18 years of age and capacity is unlimited.

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. This new class is taught each week by the Outdoor Skills staff. Participants must be at least 18 years of age.

C.O.P.E.

See C.O.P.E. area under Program

C.O.P.E. & Ultimate Zone

You can participate in the C.O.P.E. and Ultimate Zone 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.

Special Note:

Merit Badge Instructor

Do you have special skills that would allow you teach a merit badge? Whether a badge already offered by the camp or another that could be offered just for the week you are in camp, we would love to have your help. Many adults assist our staff as additional instructors in our program areas. Or you can offer a special merit badge class that goes beyond what the camp already offers. Please contact the Program Director at least two weeks before your arrival so that any necessary arrangements can be made.



SUMMER CAMP - 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)

NEW LEADER ESSENTIALS [NLE]

[Is the first course taken for all levels of training]. During this week Essentials is a prerequisite for Scoutmaster Specifics and Committee Training.

LEADER SPECIFIC TRAINING [LST]

[Is the present adult leader training course]. Leader Specifics was formerly called Scoutmaster Fundamentals. Leader Specific will be taught every morning, Monday through Friday. During the training, the following skills will be taught: how to conduct a troop meeting; how to train scouts so that they run the troop; how to properly conduct a court of honor; how to properly wear the uniform; how to see that patrol meetings run properly; how to be a good leader in dealing with the boys; and of the greatest importance where to find answers to questions that one might have. In addition there are many other topics covered which are aimed at improving one's ability to be a scout leader.

INTRO TO OUTDOOR LEADER SKILLS [IOLS]

[Is the outdoor skills section of adult leader training]. Outdoor Leader Skills will be taught concurrently with Specifics. The two trainings will be intermingled to keep one from sitting for long periods of time, and to allow hands-on training in learning the basic scout skills.

During the training, the following skills will be taught: proper flag etiquette, how to properly put up a tarp, how to build a fire in a rainstorm, how to use a compass, how to start a fire with flint and steel, how to cook using Dutch Ovens, how to do Leave No Trace camping, and how to do a myriad of activities with ropes. Almost all of Outdoor Leader Skills is taught as a hands-on experience. There are many other topics covered that are also aimed at improving one's ability to teach the boys how to take care of themselves out-of-doors.

STANDARD FIRST AID, CPR, & AED [SFA]

Upon completion of this course, one will be Red Cross certified in Basic First Aid for three [3] years, and certified in Cardiopulmonary Resuscitation and in the use of the Automatic External Defibrillator for one [1] year. As of summer 2002, Philmont required the equivalent of this course of all leaders going on the trail.

YOUTH PROTECTION TRAINING [YP]

Youth Protection, a necessity for all adult leaders.

TROOP COMMITTEE CHALLENGE [TCC]

If one is new to the methods of working with a scouting unit, then this course is the one to take. Individual job descriptions will be covered as well as troop responsibilities.

SPECIALS:

There is an overnight campout for the adults taking Outdoor Leader Skills [bring a tent (or small tarp), ground pad and sleeping bag if available] [don't worry about the tent or ground pad if you don't have one]. If troop leadership is a problem, the conflict will be handled so that training may be completed. On Wednesday the lunch meal will be prepared and eaten during class time [the best meal of the week]. Coffee, Gator Aid and ice water will be available during all training sessions. Training certificates are awarded for each course completed, and 'Trained Strips' will be awarded for New Leader Essentials, and for Leader Specific and Introduction to Outdoor Leader Skills.

IN ADDITION:

Attendance at all sessions of a course is necessary to complete certification. If, in any way, time and resources permitting, the training staff may be of service in helping one complete any of the requirements, every effort will be made to do so. Physical ability is not a detriment to the completion of any requirement.



FOOD SERVICE

DINING HALL

The Dining Hall serves cafeteria-style meals.

SCOUTMASTER DINNER

The Scoutmaster dinner will be held on Thursday evening.

VISITOR MEALS

Meals for visitors in camp are available. The cost is \$5.00 per meal. Please notify the Camp Operations Director in advance so that enough food can be prepared.

SPECIAL DIETARY CONCERNS

Please contact the Camp Operations Director at least 2 weeks prior to your arrival at camp.

COOKING ON-SITE

Troops have the option of cooking meals on their site. The camp will provide all food prescribed in the “in-site camp menu” and can provide any necessary equipment. *Please notify the Camp Operations Director by May 15, 2004 so that arrangements can be made.*

TROOP CRACKER BARREL

Many troops enjoy the opportunity to prepare a Dutch oven cobbler or hand-cranked ice cream for a special treat at troop or patrol cracker barrels during the week. Upon checking into camp, please let the Program Director know your preferences, and we’ll be glad to supply the equipment and supplies you’ll need for either. There’s no charge for the Dutch oven or ice cream freezer equipment, and only a \$5.00 charge per cobbler or freezer for supplies. Of course, we’ll ask you to clean the utensils and return them to the Quartermaster the next morning so they will be ready to be used again by another unit.



REGISTRATION & CHECK-IN

COMING TO CAMP

UNIT RESERVATIONS

Use the 2004 Summer Camp Reservation form to reserve a place for your troop as soon as possible. Along with your deposit, this guarantees your troop's reservation at WOODRUFF for 2004.

ONLINE REGISTRATION

This year Online Registration is the only way to register your Scouts for activities and advancement at Atlanta Area Summer Camps. There will be no "paper" activity/advancement registration.

The Summer Camp website address is:

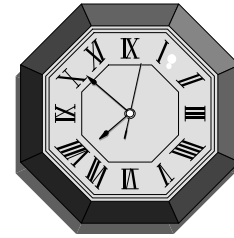
www.atlantabsacamp.org

- Your unit must have completed the Summer Camp Reservation Form and have it on file prior to using the site to register your Scouts for activities and advancement.
- Using your browser go to www.atlantabsacamp.org.
- Select either Woodruff Scout Reservation or Bert Adams Scout Reservation by clicking their links located to the right of the main picture.
- Next click the "SIGNUP" button at the top-right of the page.
If you signed up for camp last year using the website you may login using the same username and password as last year, if this is your first time using the website, follow the directions on the screen and you will be directed to create a troop profile that includes a username and password.

SUMMER CAMP 2004

SUNDAY SCHEDULE & CHECK IN PROCEDURE

- 12:45 PM **Earliest Arrival Time at WOODRUFF (No troop will be allowed in camp before 12:45)**
- 1:00 PM Check In Starts
- 3:00 PM **Latest Arrival Time**



CHECK IN PROCESS

1. Arrive at Woodruff (Watch for a staff member just inside the main gate who will give you directions)
2. Park at the Camp parking lot (Again, watch for a staff member to help direct you. Park in the spaces only.) *All vehicles must be in designated parking areas by 7:00 PM. No camper trailers or RV's are allowed at Woodruff.*
3. Scoutmaster checks in at the Main pavilion to handle paperwork/fees. Your commissioner for the week will meet you there and will stay with you throughout the check in process.
4. Assistant Scoutmaster moves troop and equipment vehicle to your campsite (car pass required)
5. **UNLOAD & STOW GEAR ONLY!** You will have several hours later to actually setup camp. (First, we need to get you to swim checks.)
6. Change into swim trunks. (SHOES REQUIRED, NO SANDALS OR OPEN SHOES)
7. The Assistant Scoutmaster will cover health checks at the Troop Service Building.
8. Dining Hall procedures and table assignments at the Woodruff Dining Hall.
9. Swim checks at the waterfront.
10. Perform site equipment check (Damage to or shortage of tents, cots, tarps, tables – Commissioners will deliver any needed items)
11. Move Equipment vehicle to main parking lot after dinner. Vehicles must be parked here for the duration of camp. (BSA Safety Policy)
12. Continue to setup camp

- 5:40 Waiter's Call
- 5:45 Assembly
- 6:00 - 7:00 Dinner
- 7:00 - 8:15 Scoutmasters' Camp orientation
- 7:00 - 8:15 Mountain Man Program orientation (1 adult per unit that has Mountain Man participants)
- 7:00 - 8:00 Ultimate Zone Shake-down (this shakedown is mandatory for anyone participating)**
- 8:15 Assemble for Campfire
- 8:30 - 9:30 Campfire
- 9:45 Scoutmasters' meeting with Area Directors
- 10:00 Taps

APPENDIX

Remember to look in the “forms” section of the Summer Camp CD to find many more forms that are needed for camp.

WOODRUFF GENERAL CAMP SCHEDULE

TIME	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
6:55 AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:10		Waiter's Call	Waiter's Call	Waiter's Call	Waiter's Call	Waiter's Call	
7:15		Assembly	Assembly	Assembly	Assembly	Assembly	
7:30		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:30		Session 1	Session 1	Session 1	Session 1	Session 1	
9:30		Session 2	Session 2	Session 2	Session 2	Session 2	
10:30		Session 3	Session 3	Session 3	Session 3	Session 3	
11:30		Session 4	Session 4	Session 4	Session 4	Session 4	
12:35PM		Waiter's Call	Waiter's Call	Waiter's Call	Waiter's Call	Waiter's Call	
12:45		Assembly	Assembly	Assembly	Assembly	Assembly	Check-out
12:50		Lunch	Lunch	Lunch	Lunch	Lunch	
1:00							
2:00	Check-in A						
2:30		Activity Period A	Activity Period A	Activity Period A	Activity Period A	Activity Period A	
3:30	Check-in B	Activity Period B	Activity Period B	Activity Period B	Activity Period B	Activity Period B	
5:00		Waiter's Call	Waiter's Call	Waiter's Call	Waiter's Call	Waiter's Call	
5:40	Waiter's Call	Assembly	Assembly	Assembly	Assembly	Assembly	
5:45	Assembly	Dinner	Dinner	Dinner	Dinner	Dinner	
6:00	Dinner						
7:00	Leaders' Meeting & Mountain Man Leaders Mtg.	Activity Period C	Activity Period C	Activity Period C	Scoutmaster Dinner		
7:15							
8:30	Opening Campfire	Wood Dock	Eagle Reception	Vespers/OA Pow Wow	Life to Eagle Seminar	Awards Ceremony and Closing Campfire	
8:45							
9:45	Scoutmaster Cracker Barrel						
10:00	Taps	Taps	Taps	Taps	Taps	Taps	Taps

WOODRUFF SCOUT RESERVATION

Summer Camp 2004 Merit Badge Quick Reference Chart

Eagle required merit badges are *italicized and bold*.

This chart has been revised, and is based on 2004 requirements.

Requirements that cannot be completed at camp are indicated in the "Complete at Camp?" column.

Merit Badge	Recommended Year Camper	Complete at Camp?	Cost
Outdoor Skills			
Backpacking	2nd	No - #10,11	
Camping	2nd	No - #7c,8c,9abc	
Citizen Community	3rd	No - #2,3,4,7	
Citizen Nation	3rd	No - #4,5	
Citizen World	3rd	Possible	
Communications	3rd	No - #5,8	
Cooking	2nd	No - #6,7d	
Hiking	2nd	No - #5,6,7	
Orienteering	2nd	Possible	
Pioneering	2nd	Possible	
Wilderness Survival	2nd	Possible	
First Aid Skills			
Emergency Preparedness	2nd	No - #2c,6c,8bc	
First Aid	2nd	Possible	\$5.00
Aquatics			
Canoeing	2nd	Possible	
Lifesaving	2nd	Possible	
Motorboating	2nd	Possible	
Rowing	2nd	Possible	
Small Boat Sailing	3rd	Possible	
Swimming	2nd	Possible	
Water Skiing	3 rd (must be 14 or older)	Possible	
Whitewater	3 rd (must be 14 or older)	Possible	
Handicraft			
Art	1st	Possible	
Basketry	1st	Possible	\$10-15
Fingerprinting	1st	Possible	
Indian Lore	2nd	Possible	\$10-15
Leatherwork	1st	Possible	\$10-15
Pottery	2nd	No - #5c,7	
Sculpture	2nd	Possible	\$10-15
Woodcarving	1st	Possible	\$5-10
Nature			
Archaeology	1st	Possible	
Astronomy	3rd	Possible	
Atomic Energy	3rd	Possible	
Bird Study	1st	No - #8	

Merit Badge	Recommended Year Camper	Complete at Camp?	Cost
Nature (continued)			
Energy	2nd	No - #6	
Engineering	3rd	No - #6	
Environmental Science	3rd	No - #4	
Fish & Wildlife Management	2nd	No - #5	
Fishing	1st	Possible	
Forestry	1st	No - #5	
Geology	1st	Possible	
Insect Study	2nd	No - #7	
Landscape Architecture	2 nd	No - #3,4,6	
Mammal Study	1st	Possible	
Nature	2nd	Possible	
Oceanography	2nd	Possible	
Reptile & Amphibian Study	2nd	No - #8	
Soil & Water Conservation	2nd	Possible	
Space Exploration	2nd	Possible	\$10-15
Weather	1st	Possible	
Shooting Sports			
Archery	2nd	Possible	\$5-10
Rifle Shooting	2nd	Possible	
Shotgun Shooting	2nd	Possible	
Field Sports			
Athletics	2nd	No - #4	
Cycling	2nd	No - #8,9	
Personal Fitness	2nd	No - #8	
Sports	2nd	No - #3,4	
Other			
Climbing	2nd	Possible	
Horsemanship	2nd	Possible	

WOODRUFF SCOUT RESERVATION 2004 Class and Activity Schedule

	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	8:30
End Time	9:20	10:20	11:20	12:20	3:20	4:50	8:20	9:50
Period Length	0:50	0:50	0:50	0:50	1:20	1:20	1:20	1:20
Adventure Zone / Treks								
Horse Back Riding						X		
Horsemanship MB						X		
Nanthahala River Rafting (Mon and Thu)						X		
Nanthahala River Rafting (Tue and Wed)						X		
Ocoee River Rafting (Mon and Thu)						X		
Heritage Trek					X			
Ultimate Zone Trek ¹					X			
Aquatics								
BSA Lifeguard		X				X		
Canoeing MB	X		X					
Lifesaving MB	X		X					
Motorboating MB	X	X	X	X				
Rowing MB				X				
Small Boat Sailing MB	X		X					
Swim Lessons	X		X					
Swimming MB ^{2,3}	X		X					
Water Skiing MB	X	X	X	X				
Whitewater MB	X		X					
Open Canoeing / Rowing					X	X	X	
Open Swim					X	X	X	
Small Boat Sailing Practice					X	X	X	
Tubing ⁴					X	X	X	
Mile Swim Practice (Mon-Thu)					X			
Mile Swim (Fri)						X		
COPE								
Climbing MB	X		X					
COPE			X					
COPE Instructor Training		X				X		
Troop Climbing / Rappelling ⁴					X	X	X	
Troop Low COPE Team Building					X	X	X	
Field Sports								
Athletics MB	X			X				
Cycling MB	X		X					
Personal Fitness MB	X			X		X		
Sports MB		X	X					
Horseshoes					X	X	X	
Mountain Biking ⁴					X	X	X	
Mountain Boarding ⁴					X	X	X	
Softball (Mon and Wed)					X	X	X	
Ultimate Frisbee (Tue and Thu)					X	X	X	
Volleyball					X	X	X	

WOODRUFF SCOUT RESERVATION 2004 Class and Activity Schedule

First Aid Skills

- Emergency Preparedness MB
- First Aid MB
- CPR Instruction and certification⁵
- CPR Test for Merit Badges⁵

Handicraft

- Art MB
- Basketry MB
- Fingerprinting MB
- Indian Lore MB
- Leatherwork MB
- Pottery MB
- Sculpture MB
- Woodcarving MB

Mountain Man

- Mountain Man (First Aid MB / Tue Campout)⁶
- Mountain Man (Swim MB / Tue Campout)⁶
- Mountain Man (First Aid MB / Thu Campout)⁶
- Mountain Man (Swim MB / Thu Campout)⁶

Nature

- Archaeology MB
- Astronomy MB*⁷
- Atomic Energy MB
- Bird Study MB
- Energy MB
- Engineering MB
- Environmental Science MB^{2, 8}
- Fish & Wildlife Management MB
- Fishing MB
- Forestry MB
- Geology MB
- Insect Study MB
- Landscape Architecture MB
- Mammal Study MB
- Nature MB
- Oceanography MB⁹
- Reptile & Amphibian Study MB
- Soil & Water Conservation MB
- Space Exploration MB*¹⁴
- Weather MB*⁹
- Classification of Animals (Mon or Wed)¹⁰
- Frogs and Turtles (Thu)¹⁰
- Identifying Birds (different birds each evening)¹⁰
- Snakes (Tue)¹⁰
- Tree Identification (Mon)¹⁰

	Morning				Afternoon		Evening	
	1	2	3	4	A	B	C	D
Emergency Preparedness MB	X			X				
First Aid MB	X			X	X			
CPR Instruction and certification ⁵						X		
CPR Test for Merit Badges ⁵					X			
Art MB	X			X	X			X
Basketry MB		X	X		X			
Fingerprinting MB	X			X				X
Indian Lore MB		X	X					
Leatherwork MB	X			X	X			
Pottery MB		X	X		X			
Sculpture MB	X			X				
Woodcarving MB		X	X		X			X
Mountain Man (First Aid MB / Tue Campout) ⁶		X						
Mountain Man (Swim MB / Tue Campout) ⁶		X						
Mountain Man (First Aid MB / Thu Campout) ⁶		X						
Mountain Man (Swim MB / Thu Campout) ⁶		X						
Archaeology MB	X							
<i>Astronomy MB</i> ⁷								X
Atomic Energy MB					X			
Bird Study MB	X							
Energy MB			X					
Engineering MB				X				
Environmental Science MB ^{2, 8}	X		X					
Fish & Wildlife Management MB				X				
Fishing MB					X			
Forestry MB			X		X			
Geology MB			X					
Insect Study MB				X				
Landscape Architecture MB		X						
Mammal Study MB	X				X			
Nature MB		X						
Oceanography MB ⁹			X					
Reptile & Amphibian Study MB				X				
Soil & Water Conservation MB	X							
<i>Space Exploration MB</i> ¹⁴		X						
<i>Weather MB</i> ⁹					X			
Classification of Animals (Mon or Wed) ¹⁰							X	
Frogs and Turtles (Thu) ¹⁰							X	
Identifying Birds (different birds each evening) ¹⁰							X	
Snakes (Tue) ¹⁰							X	
Tree Identification (Mon) ¹⁰							X	

WOODRUFF SCOUT RESERVATION 2004 Class and Activity Schedule

Nature (continued)

- Dawn Nature Fun Hike (6:00 AM Tue and Thu)
- Night Nature Fun Hike (Mon and Wed)
- Star Gazing (Late night Mon-Wed)
- Atlanta Astronomy Club (Late night Thu)

Outdoor Skills

- Camping MB
- Citizen Community MB
- Citizen Nation MB
- Citizen World MB
- Communications MB
- Cooking MB¹¹
- Hiking & Backpacking MBs
- Orienteering MB
- Pioneering MB
- Wilderness Survival MB

Shooting Sports

- Archery MB
- Rifle Shooting MB
- Shotgun Shooting MB
- Open Archery Range¹²
- Open Rifle Range¹²
- Shotgun Practice¹³

Campwide Activities

- Opening Campfire (Sun)
- Wood Dock (Mon)
- Outpost Experience (Tue and Thu)
- Eagle Reception (Tue only)
- Vespers / OA Pow Wow (Wed)
- Life-To-Eagle Seminar (Thu)
- Closing Campfire (Fri only)

Adult Training / Activities

- Adult Leader Training Package (includes New Leader Essentials, Scoutmaster Position Specific and Introduction to Outdoor Leader Skills)
- Youth Protection (Mon and Thu)
- Troop Committee Challenge / NLE (Mon and Thu starting @ 3:00 PM)
- Safe Swim Defense / Safety Afloat (Mon and Wed)
- Lifeguard BSA
- Climb On Safely (Tue and Thu)
- COPE Instructor Training
- Trek Safely (Tue and Thu)
- CPR Instruction
- Standard First Aid with CPR (2 day course, Tue and Wed)
- Scoutmaster's Dinner (Thu) - Limit of two per Troop

	Morning				Afternoon		Evening	
	1	2	3	4	A	B	C	D
Dawn Nature Fun Hike (6:00 AM Tue and Thu)	X							
Night Nature Fun Hike (Mon and Wed)								X
Star Gazing (Late night Mon-Wed)								X
Atlanta Astronomy Club (Late night Thu)								X
Camping MB	X	X	X	X				
Citizen Community MB	X	X	X					
Citizen Nation MB		X	X	X				
Citizen World MB	X	X	X	X				
Communications MB	X	X	X	X				
Cooking MB ¹¹				X				
Hiking & Backpacking MBs		X	X		X			
Orienteering MB	X			X	X			
Pioneering MB	X		X					
Wilderness Survival MB	X			X	X			
Archery MB	X	X	X	X				
Rifle Shooting MB	X	X	X	X				
Shotgun Shooting MB	X	X	X	X				
Open Archery Range ¹²					X	X	X	
Open Rifle Range ¹²					X	X	X	
Shotgun Practice ¹³					X	X	X	
Opening Campfire (Sun)								X
Wood Dock (Mon)								X
Outpost Experience (Tue and Thu)							X	
Eagle Reception (Tue only)								X
Vespers / OA Pow Wow (Wed)								X
Life-To-Eagle Seminar (Thu)								X
Closing Campfire (Fri only)								X
Adult Leader Training Package (includes New Leader Essentials, Scoutmaster Position Specific and Introduction to Outdoor Leader Skills)		X						
Youth Protection (Mon and Thu)					X			
Troop Committee Challenge / NLE (Mon and Thu starting @ 3:00 PM)						X		
Safe Swim Defense / Safety Afloat (Mon and Wed)		X						
Lifeguard BSA		X			X			
Climb On Safely (Tue and Thu)			X					
COPE Instructor Training		X			X			
Trek Safely (Tue and Thu)				X				
CPR Instruction					X			
Standard First Aid with CPR (2 day course, Tue and Wed)					X			
Scoutmaster's Dinner (Thu) - Limit of two per Troop							X	

WOODRUFF SCOUT RESERVATION 2004 Class and Activity Schedule

Adult Training / Activities

The activities below require an additional fee for ALL adults.

- Horse Back Riding
- Nanthahala River Rafting (Mon and Thu)
- Nanthahala River Rafting (Tue and Wed)
- Ocoee River Rafting (Mon and Thu)
- Heritage Trek
- Ultimate Zone Trek¹

Morning				Afternoon		Evening	
1	2	3	4	A	B	C	D
					X		
					X		
					X		
					X		
					X		
					X		
					X		
					X		
					X		

NOTES

¹ Ultimate Zone has a mandatory shake down meeting on **Sunday night at 7:00 PM** in the check-in pavilion. 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. This is simply to break the group into more manageable groups. 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. The full CPR class must be attended and the test passed for CPR certification.

⁶ Choose one option - either the Tuesday afternoon hike and campout or the Thursday afternoon hike and campout. The hike and campout start right after lunch. Then choose either the First Aid or Swimming merit badge option.

⁷ Astronomy Merit Badge meets after the campfire on **Sunday** night at the Nature Center. Weather is a driving force for this merit badge, and every available night needs to be used.

⁸ Environmental Science Merit Badge requires that you come to the nature lodge on **Sunday** afternoon for about 1 hour to start a terrarium. Scouts may show up at the top of any hour from 2:00 - 5:00 PM.

⁹ Oceanography and Weather Merit Badges need to meet for about 1/2 hour on **Sunday** evening to start a project with a time requirement. Meet at the Nature Center at 7:00 PM.

¹⁰ A slide show plus activities that are open to all Scouts and adults. Not mandatory but highly recommended for scouts taking the associated merit badge. Each session lasts 30-45 minutes.

¹¹ Cooking Merit Badge extends into lunch, when they do their cooking.

¹² 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.

¹³ The shotgun range is also open to adults, with preference given to scouts practicing for the merit badge. The shotgun range is not available for open shooting due to the nature of the activity.

¹⁴ Space Exploration Merit Badge has rocket launching Friday afternoon during A and B periods.

WOODRUFF SCOUT RESERVATION

Summer Camp 2004

Heritage Trek

Purpose: The purpose of the Heritage Trek program is to give the third- and fourth-year summer camper a unique experience that is not available through any other program. The target audience is fourteen- and fifteen-year-old Scouts who have completed many of the summer camp merit badges.

Overview: The program consists of up to twenty participants who are at least fourteen years old. The program begins Monday morning after breakfast and completes Friday before lunch. Participants will camp on the trail. While never leaving the camp property, Scouts will not be camping with the troop except on Sunday and Friday nights.



The group backpacks ten to fifteen miles at most and takes part in several extensive unique activities along the way. As the activities progress, more and more tools become available to the group to complete the team building challenges setup throughout the entire course. As the available tools increase, so does the difficulty in finding the solution to the exercises. The activities are period specific to the Pre-Civil War era. All equipment used on the Trek is similar to that available in the United States before 1860.

Activities: High-lighted activities the participants do are: Black Powder Rifles, Primitive Archery, Gardening, Extensive Cooking, Shelters, Primitive Living, Forging, Hunting, Tracking, Trapping, and Clothing. Heavy emphasis is placed on team building so that the group grows to feel an ownership in all the events that take place throughout the program, increasing the enjoyment of the experience.

Advancement: The program offers the Scout the opportunity to complete many requirements for several uncommon merit badges. Merit badges include:

- ✓ American Cultures (Complete)
- ✓ American Heritage (all but #1 and #4)
- ✓ Astronomy (all but #5)
- ✓ Backpacking (all but #8, 9, 10, and 11)
- ✓ Gardening (Complete), Metalwork (Complete)
- ✓ Orienteering (all but #9 and #10)
- ✓ Pioneering (Complete)
- ✓ Plant Science (Complete)
- ✓ Wilderness Survival (Complete)

Participants will have participated in one of Boy Scouting's truly unique programs. At completion, each participant is awarded the WSR Heritage Trek patch. Participants also make a real Pre-Civil War shirt that marks their participation and distinguishes them from the rest of the camp.

Equipment: Participants need to bring the following items for the trail:

- ✓ 2 Sets of clothes (composed of jeans for pant-wear)
- ✓ Bed roll (composed of 2 wool or fleece blankets)
- ✓ Personal hygiene items (such as deodorant, toothbrush and toothpaste)
- ✓ Eating gear (plate, bowl, cup, knife, spoon, and fork)
- ✓ Water bottle
- ✓ Proper footwear (boots)
- ✓ Rain gear
- ✓ 2 ditty bags (one for clothes and the other for miscellaneous storage)
- ✓ Snack for Monday night. (*Note: This is the only snack they are allowed; all others they bring will be removed from their equipment and left with the troop.*)