



## **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 \$350 for scouts and \$170 for adults plus additional fees as selected for certain events as noted on the attached sheets. Sign up early as class sizes are limited and may be closed for late requests.**

**\* Registration is required by Monday March 26th \***  
*First Year / New Scouts registration required by May 7<sup>th</sup>*

Deposit of \$100 is due Feb 26<sup>nd</sup>, 2<sup>nd</sup> payment of \$100 by Mar 26<sup>st</sup> & final \$150 by May 7<sup>th</sup>.

A Troop permission slip and BSA Annual Health and Medical Record (the latest Rev. 2014 including the Part-C physical must be used) are required for all scouts and scouters and **must be turned in by May 7th.**

Drop off your scout at NOON on Sunday, JUNE 17<sup>th</sup> at Camp in full class-A uniform with all his gear and pick him up between 8:00 - 9:00 AM Saturday, JUNE 23<sup>rd</sup> (directions/pack list enclosed). There is a Friday BBQ box supper and campfire that is open to all, and you can take your son home that night. If you wish to participate Friday night, sign up when you drop off your scout.

*Note: The Troop provides a new class-B "t-shirt" for each scout at Camp.*

*Note: Camperships (scholarships) are available through the Council or the Troop.*

Questions: Call your SM, Fran Gillis (770-265-2651), or Summer Camp Chair, Luis Gutierrez (770-309-4451)



## Enclosed you will find information on:

- IMPORTANT THINGS TO REMEMBER
- WHY SUMMER CAMP?
- WHAT TO BRING TO SUMMER CAMP
- TELEPHONE AND MAIL SERVICE
- CAMP FACILITIES
- CAMP DIRECTIONS
- CAMP RULES
- MEDICAL FORMS, PHYSICALS, AND MEDICATIONS
- SWIM TEST AND RULES
- CAMP PROGRAM
  - MOUNTAIN MAN - *FIRST YEAR CAMPER: FIRST THINGS FIRST*
  - MERIT BADGES - *ADVANCEMENT THROUGH FUN & ADVENTURE*
  - WHITE WATER / HORESEBACK ADVENTURE - *EXCITING OFFSITE ACTIVITIES*
  - ADDITIONAL ACTIVITIES AT CAMP - *FUN & ADVENTURE FOR TROOPS, PATROLS & INDIVIDUAL SCOUTS*
  - ADVENTURE ZONE - *OLDER SCOUT PROGRAMS*
  - ADULT TRAINING & CLASSES
  - TALENT RELEASE / CONSENT GIVEN
- CAMP PROGRAM SCHEDULE - *MERIT BADGE CLASSES, PREREQUISITES AND ANY ADDITIONAL COSTS*
- TROOP 629 SUMMER CAMP REGISTRATION CHECKLIST
- TROOP 629 SUMMER CAMP REGISTRATION FORM
- TROOP 629 SUMMER CAMP PERMISSION SLIP
- WHITEWATER EXPRESS PERMISSION SLIP - *FOR WHITE WATER / HORESEBACK ADVENTURE*
- PRESCRIPTION MEDICATION DOSING FORM – *FOR WOODRUFF / ATLANTA AREA COUNCIL*

## IMPORTANT THINGS TO REMEMBER

- Drop off your scout by NOON on Sunday, JUNE 19<sup>th</sup> 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 whitewater rafting trip.
- **No open-toe shoes, sandals or crocs.**
- 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, slushes, soft drinks, etc. Please ensure your scouts understand their daily allowance they have to spend and plan accordingly.
- Electronics are allowed, but scouts MUST follow the Troop electronic policy (which is essentially that they can only be used during non-structured Troop / Camp time).
- NO cell-phones for first year scouts. Please see Scoutmaster or Summer Camp Coordinator for more information on this policy.
- Please be on time to pick your scout up between 8:00 - 9:00 AM Saturday, JUNE 25<sup>th</sup>.
- 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 USPS mail a day or two “before” they go to camp so that mail arrives the first couple of days they are there, or you can bring packages and drop them off with an adult at check-in. **Be prepared to see him six days later with a newfound confidence, more mature, 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. First year scouts make lasting friendships with other boys in the Troop and learn a lot about Boy Scouts through the camp. The first year scouts also complete many Rank Requirements for Tenderfoot, Second Class, and First Class.

## WHAT TO BRING TO SUMMER CAMP (a foot locker or large container to fit under the 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.
  - If doing whitewater rafting, need water shoes and warm extra clothes to wear on the trip back – warm-up 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 (if Fishing MB or for free time)
- Soap, comb, toothbrush, towel, and other personal items
- Scout Handbook, pens, pencils, notebooks, merit badge books
- Money for crafts, Trading Post, cokes, snacks; 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

NOTE: Scouts should mark their names with initials on all clothes and equipment since uniform parts and camping equipment look the same.

NOTE: A full list can be found on the Troop website, see the “Summer Camp Overview & Packing List” link.

## 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 care package and/or letter received is always a welcome sight. Please allow 3 days for USPS mail delivery – or simply bring packages with your son’s name and the day you want it delivered to summer camp. An adult with the Troop will collect packages at drop-off and there will be nightly mail-call to distribute them.



Please address USPS mail as follows:

Woodruff Scout Reservation, *Scout's Name*, Troop 629, Week 3  
31 Woodruff Drive  
Blairsville, GA 30512

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.

**WOODRUFF CAMP PHONES ARE FOR EMERGENCY AND CAMP BUSINESS ONLY: (706) 745-2700**

## CAMP FACILITIES

- **GENERAL:** 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-curves 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.
- **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 Trading Post, carrying a large variety of Woodruff T-shirts and memorabilia, personal & camp equipment, handicrafts, gift items, Woodruff logo items, and lots of neat stuff. The Trading Post also offers a full line of snack items, slushy's, fountain drinks, ice cream, candy and more. The Trading Post is located at the Rizer "Heart of Camp Building" directly across from the Woodruff Dining Hall. The Rizer Trading Post is not a National Scout Shop. Please ensure scouts understand how much daily allowance they have to spend and plan accordingly.



## 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 turn right on Boy Scout Road. Go straight for 3 miles to the camp entrance. (GPS is not accurate and GA400 is much longer!)

## 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. Electronics are allowed, but scouts MUST follow the Troop electronic policy (which is essentially that they can only be used during non-structured Troop / Camp time).
2. NO cell-phones for first year scouts. Please see Scoutmaster or Summer Camp Coordinator for more information on this policy.
3. NO radios / walkie-talkies. "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.
4. NO rock throwing of any kind.
5. NO fixed-blade sheath knives allowed.
6. NO LASER (pens/pointers) of any kind are permitted in camp.
7. NO personal firearms or bows or any kind of ammunition may be kept in the possession of any Scout or Scouter, leave them at home.
8. NO fireworks of any kind should be in camp.
9. NO running in camp. We ask adult and youth leaders to help keep camp safe.
10. NO skateboards, inline skates, or mountain boards are permitted. Personal bikes are permitted, but can only be operated on the mountain bike trail, not on camp roads or walking trails.
11. NO pets or other animals should be brought to camp. (except those aiding the disabled)
12. Do not use aerosol cans in campsites.
13. All white gas lanterns, propane lanterns, stoves, etc., are to be filled and stored ONLY by adults. Fuel must be secured under lock.
14. 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.
15. NO drugs or alcoholic beverages are allowed at camp.
16. NO fires or open flames are allowed in tents, Adirondacks, cabins, or any other structure at camp.
17. **NO open-toes shoes, sandals, or Crocs!** SHOES MUST BE WORN AT ALL TIMES in camp.
18. Anyone leaving camp at any time must sign out in the camp office with Troop leadership knowledge.
19. Each troop must have adult supervision (over 21) at ALL TIMES while at camp.
20. NO smoking in any buildings or in the presence of Scouts.
21. Refer to the Boy Scouts of America Guide to Safe Scouting for additional policies.
22. 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, PHYSICALS, AND MEDICATIONS

**MEDICAL FORMS and PHYSICALS:** Each Scout and leader must submit a completed and current BSA Annual Health and Medical Record (the latest Rev. 2014 including the Part-C physical must be used) to the Troop. The form **MUST** be signed by a licensed physician. There are no exceptions regardless of amount or degree of activity. These must be turned in by **May 7<sup>th</sup>**.

**MEDICATIONS:** All medication should be in a container issued by a pharmacist with the medication name and strength, the dosage and dose frequency clearly marked on the container. All medication will be dispensed in the unit area by a responsible adult leader for the unit, the Troop's Health Officer. **All medication will be kept under "lock and key" in a locked box by the Troop's Health Officer at the Troop's campsite.** The exception is medication requiring refrigeration or injection that 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 Troop's Health Officer. Each unit will utilize the Prescription Medication Dosing Form, one form/sheet for each camper, for each unit member taking any prescription drugs. The medication, dosage, and dosage schedule should be recorded directly from the prescription.

**Important Note:** If an Annual Health and Medical Form indicates that an individual must have an inhaler, EpiPen® or similar medical device, the individual or Troop Health Officer must have the required item(s) in their possession. If the items are not in possession of the camper or Troop Health Officer, they must either obtain the items indicated on the form or the individual will be required to leave camp.

## SWIM TEST AND RULES

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):

- **Swimmer:** Jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating.
- **Beginner:** Jump feet first into water over the head in depth, level off, and swim 25 feet on the surface. Stop, turn sharply, resume swimming and return to the starting place.
- **Learner:** Anyone who has not completed either the beginner or Swimmer tests is classified as a Learner.

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 Learners 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.



## CAMP 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

## CAMP PROGRAM → MOUNTAIN MAN - *FIRST YEAR CAMPER: FIRST THINGS FIRST*

*Troop 629 places all new / first year scouts in the Mountain Man Program.*

- **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.
- **THE PROGRAM:** Mountain Man is a two-hour program held every morning all week. 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. Scouts are instructed in the following skill areas: wood tools, meal preparation and cooking, pioneering, knots, orienteering, nature, first aid, and outdoor citizenship. In addition, scouts will participate in a five-mile hike on Monday, Tuesday or Wednesday evening. The Scout has the opportunity to complete most of the Tenderfoot, Second Class & First Class requirements through this program.
- **ADULT SCOUT LEADER PARTICIPATION:** Since the Scouts participating in the Mountain Man Program are new and inexperienced, it is mandatory that each unit assign one or more adults to actively work with their Scouts in this program. This includes observation, assistance with safety, discipline and active participation in the five-mile hike and orienteering course. This is an excellent opportunity for adult leaders to become acquainted with their new Scouts and forge a bond with them that will last throughout the Scouts' career and life. Note: There will be a Mountain Man Orientation Meeting on Sunday night at 7:15 PM (at the Mountain Man Pavilion) for troop leaders involved with this program.

## CAMP PROGRAM → 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. In addition to the morning sessions, several merit badges in the Nature area will require afternoon fieldwork sessions and the Shooting Sports merit badges will require afternoon time for target qualification, rifle cleaning and making a bow string. Scouts taking these badges should plan on one or more afternoons, depending on their skill level.
- **MERIT BADGE COMPLETION REPORTS:** At the end of your camp week, Woodruff will provide our Troop with a printed, individual summary report of all merit badge classes attended and the status of completion. We do not issue "MB-Blue Cards". Participants in Mountain Man will receive a checklist of items accomplished during the week. *Troop 629 will hand these out at the Troop meetings following Summer Camp. 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.*
- **CPR FOR MERIT BADGES:** CPR knowledge is required for the completion of some merit badges. Every scout taking an aquatics merit badge, or First Aid merit badge, should attend one CPR session to pass off this requirement. The CPR check-off sessions are offered during the evening activity period on two nights during the week: Monday and Tuesday at 7:00pm. CPR requirements are not being covered during regular class time to allow for additional instruction of the other Merit Badge skills. This CPR session is not a CPR Certification Course. (CPR Certification will not be offered to Scouts) This CPR session will offer the CPR check-off that is required for these Merit Badges. The 2 requirements that that will be completed with this class are: (1) Identify the conditions that must exist before performing CPR on a person, and (2) Demonstrate proper technique in performing CPR using a training device approved by your counselor.
- **OUTDOOR SKILLS:** Merit badges are all held during the 4 morning session periods. Sessions are 1 period unless notes in the schedule (a couple are offered as 2 period sessions). Some merit badges are also offered during the afternoon periods:

Camping*	Wilderness Survival*	Cooking	First Aid
Orienteering	Pioneering	Communications	
Citizenship in the World	Citizenship in the Nation	Emergency Preparedness	

\* Camping and Wilderness Survival includes an overnighter on Tuesday night, and is required to complete the badge.

- **HANDICRAFT / FINE ARTS:** The Handicraft / Fine Arts merit badges, which require mostly independent work by the Scout, are taught in formal sessions during the morning instruction as well as the afternoon sessions:

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

\* Several of the merit badges require an additional fee for kits and supplies, these kits are available at the Trading Post. Please come prepared to purchase your handicraft kits at camp from the Trading





Post. *Note that these fees are NOT included in your payment to Troop 629 for Summer Camp.*

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

Swimming	Lifesaving	Small-Boat Sailing	Water Sports
Whitewater (fee)	Rowing	Canoeing	Motor Boating
Kayaking	BSA Lifeguard (not a Merit Badge)		Swim Lessons (not a Merit Badge)

Note: All aquatic merit badges require Scouts to pass the BSA Swim test.

Note: Water Sports may require afternoon qualification time, depending on skill level of the scout.

Note: Some programs have prerequisites. Check the master schedule.

- **SHOOTING SPORTS:** Woodruff offers instruction in archery, rifle, and shotgun merit badges under the direction of Boy Scouts of America National Camping School Shooting Sports Directors, National Rifle Association and/or USA Archery certified instructors. All instructors in the shooting sports program are certified according to BSA, NRA and/or USA Archery standards. Merit badge classes are taught during the morning sessions, which are all one period in length. Scouts must schedule additional times in the afternoon and/or evening sessions to complete the shooting qualification requirements. In addition, during one of the afternoon sessions, scouts must provide time to either clean a rifle (~ 30 minutes) for the rifle merit badge or make a bowstring (~ 1 hour) for the archery merit badge. The camp provides all equipment and supplies. Please do not bring personal firearms or archery gear to camp.

The Woodruff Shotgun Merit Badge Program is designed for older scouts. It is strongly recommended that scouts signing up for the Woodruff Shotgun Merit Badge program be at least 13 or older, weigh at least 95 pounds or more and be physically capable of safely holding and firing a shotgun numerous times. **The WSR Shotgun Director has the final say on the Scout's capability.**

Archery	Rifle	Shooting	Shotgun Shooting (13+)
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- **FIELD SPORTS:** Merit Badges are all 1 period in length. Note that all have requirements that cannot be completed at camp:

Athletics	Personal Fitness	Sports	Cycling (Mtn Bike)
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- **CLIMBING:** Merit badge is 2 periods in length:

Climbing (Best suited for older scouts – 13+)  
 C.O.P.E. (Not a merit badge)  
 Bouldering Wall (Not a Merit Badge)

- **NATURE:** The Donnell & Goldman Nature Areas at Woodruff are state of the art facilities and we offer sessions in most of the nature, environmental, and conservation merit badges. Many Nature Merit Badges are academic and instruction is based on the scout having completed a specified level at school. The Merit Badge Prerequisite Chart, available at a later date, specifies the prerequisites for each Merit Badge.

Archaeology	Astronomy	Bird Study	Mammal Study
Fishing	Environmental Science	Geology	Forestry



Soil & Water Conservation   Reptiles & Amphibians   Space Exploration   Weather  
Fish and Wildlife Mgmt.   Fly Fishing (13+)

Note: Most Nature merit badges require extensive field work and projects. Scouts should plan to spend at least two afternoons to complete these badges, in addition to the morning class time.

Note: Astronomy Merit Badge, taught during the morning periods, will require some evening observation time. Please ensure your scouts are committed to the time requirements of this badge.

Note: Fishing Merit Badge – Fishing equipment WILL NOT be provided. Those wishing to fish must bring their own fishing equipment, tackle and bait. (The only live bait permitted is worms and crickets.) A fishing license is not required.

Note: Fly Fishing Merit Badge is an afternoon program held on 2 days. Youth (age 13+) will have limited opportunity to pass off requirements. It is primarily an orientation program.

- **HORSEMANSHIP:** Is a two-day merit badge. One day of class is taught at Woodruff as an afternoon session and the other day is conducted offsite and will include a short trail ride. On the “offsite” day, the class leaves at 12:30 pm from the main pavilion. Note - Each scout gets one offsite activity included in their camp fees: either horsemanship or a river trip. Both can be done for an additional fee. See the Horseback Adventure in the next section for more information.

## CAMP PROGRAM → WHITEWATER / HORSEBACK ADVENTURE – EXCITING OFFSITE ACTIVITIES

Your camp fee includes one offsite activity (either horsemanship merit badge or a whitewater raft trip). You will have the option of choosing the day that you would like to go rafting. We will have trips on the Nantahala River Monday through Thursday, while trips on the Ocoee River are only available on Mondays and Thursdays. (The TVA does NOT run water in the Ocoee on Tuesday and Wednesday.)

**Note: All whitewater participants, scouts and adults, must pass the BSA Swim Test as a Swimmer.**

- **NANTAHALA WHITE WATER RAFTING:** Nantahala River trip is better suited for the younger members (first and second year scouts) of your troop. It consists of a river float combined with category II-III rapids and provides a young scout a wonderful introduction to the excitement of whitewater rafting. Waiver forms (WWE) are required for this “off camp” activity. *Troop 629 schedules any new and younger scouts that want to participate in this activity for Wednesday afternoon.*
- **OCOEE WHITE WATER RAFTING:** The Ocoee River trip is a more advanced whitewater experience consisting of category III-IV rapids. Camp Woodruff guidelines require that only youth 13 and older with two previous trips on the Nantahala or a similar river participate due to the more physically and mentally strenuous demands of the trip. Waiver forms (WWE) are required for this “off camp” activity. Online Registration required. Note: Due to the overwhelming demand for Ocoee River trips, each unit is limited to a maximum of two (2) adults on the Ocoee each week. There is no limit on the number of adults on the Nantahala. *Troop 629 schedules older scouts that want to participate in this activity for Monday afternoon.*
- **HORSEBACK ADVENTURE:** 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. This adventure goes hand-in-hand with the Horsemanship Merit Badge. *Troop 629 schedules any scouts that want to participate in this activity for Monday/Tuesday afternoons (although it is possible for Wednesday/Thursday as well).*

- **PERMISSION SLIPS – WHITEWATER EXPRESS (WWE):** Waiver Forms/Permission Slips: Troop Whitewater, Horseback, Ultimate Zone and Whitewater Challenge Programs require a permission slip be completed by the Scout's parents (if under 18) or the individual participant (if over 18) prior to arrival at camp.

**NOTE: Troop 629 Scouts have ONE off-site adventure as a part of their basic fee. Each additional adventure (horseback and or white water rafting) requires an extra \$35 fee. Adults pay \$35 for any adventure they take, none are included in the \$170 adult fee.**

## **CAMP PROGRAM → ADDITIONAL ACTIVITIES AT CAMP - FUN & ADVENTURE FOR TROOPS, PATROLS & INDIVIDUAL SCOUTS**

In addition to merit badges, Woodruff offers afternoon and evening troop activity periods. Troops, and individual scouts on some activities, can sign up and participate in the following:

- **CLIMBING & RAPPELLING:** This activity is offered during each of the afternoon and evening activity periods. It includes tower wall & climbing chimneys, rappelling and zip-line. For all climbing activities, shoes must be capable of being tied securely. No waivers are required for this "on camp" activity. Online Registration required.
- **C.O.P.E.:** Project C.O.P.E. is an acronym for Challenging Outdoor Personal Experience. It consists of different challenges for groups of scouts that involve teamwork and problem solving, with tests of agility and individual skills. Participants start with low COPE exercises, building towards high COPE work on the climbing tower, zip line, and other challenges using off the ground elements. Online Registration required.
- **BOULDERING WALL:** New this year is a bouldering wall up on COPE/Climbing hill. This provides an additional challenge for our climbers.
- **LOW C.O.P.E. – TEAM BUILDING:** Ideal for your Troop's Patrol Leaders Council, a group of adult leaders, Crew Leadership, or combination. This is offered daily. Pre-registration is required. Minimum number of participants is 6.
- **AQUATICS ACTIVITIES:** 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. Activities are Swimming, Canoeing, Mile Swim, Kayaking, Rowing, Paddle Boarding and Sailing.
- **AQUATIC TOYS:** Woodruff has a 40 foot "BLOB" for the enjoyment of our afternoon visitors to the waterfront! This BLOB, along with our "ICEBERG" provides loads of fun and excitement for our campers. You must be classified as a "Swimmer" to participate in this activity.
- **CANOE OVERNIGHTER:** This is a troop activity. Participants will canoe across the lake, during the evening activity period, to an outpost camp and spend the night – returning in the morning. This is a



non-staffed activity. Troops should ensure they have enough adult leadership in place. The camp will provide tents. This activity must be run under the BSA Safety Afloat guidelines.

- **NATURE & CONSERVATION ACTIVITIES:** Visit the Nature Lodge to learn about the environment and wildlife around the camp. On display are many species that live on the camp property. Go fishing in the lake, observe the constellations on a clear night away from the city lights or attend a reptile show. Your 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:** Mountain boarding is an exciting 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, or maybe it's better described as "wilderness skateboarding". Open during the afternoon and evening activity periods. No waivers are required for this "on camp" activity.
- **MOUNTAIN BIKING:** Woodruff has an established Mountain Bike Trail. Bikes are available for troop or patrol bike hikes during the afternoon and evening periods, riding under staff supervision. No waivers are required for this "on camp" activity.
- **WOODRUFF HIKER:** Troops or patrols that are interested in hiking the perimeter trail, or hiking to interesting landmarks, can stop by the camp office to pick up a map. Trails are clearly marked. This is a non-staffed activity. Upon successful completion and with your leader's approval, those who have completed the hikes may purchase a Woodruff Hiker patch in the Rizor Trading Post.
- **FIELD SPORTS:** Field sports equipment will be available to check out during the afternoon and evening periods. This is a non-staffed activity. Equipment includes soccer balls, horseshoes, volleyballs, softball equipment, footballs and Frisbees®.
- **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 or rifle ranges. Our certified range staff will provide instruction and all necessary equipment.
- **FIELD ARCHERY:** Field archery involves shooting at targets of varying (and often unmarked) distance, often in woodland and rough terrain. Offered in our archery program area during the afternoon periods. Online Registration required.
- **TARGET AIRSOFT:** Target Airsoft is an opportunity to test your skills shooting at a wide variety of targets in an open field setting. This afternoon activity is conducted on the Field Archery range. Online Registration required.
- **SLACK-LINING:** Come down to our Field Sports area each evening to try your skill at this fun and challenging activity. Slack-lining is a practice in balance that uses nylon webbing tensioned between two anchor points.
- **THEATRE UNDER THE STARS:** Join us at the Council Ring on Tuesday and Thursdays evenings (approx 8:30) for our camp movie nights. A different movie will be presented each evening.
- **PADDLEBOARDING:** Join us in the Aquatics/Small boat area in the afternoons to try out our brand new Jackson SUPerCHARGER's and learn about the exciting sport of paddle-boarding.
- **FISHING:** Fishing is available at Woodruff. Campers can fish from the bridge and most of the shoreline. Fishing is not permitted within the aquatics area or motor boating area. We also request that you not fish on any shoreline between the Motor Boat Dock and the Aquatics area. Those wishing to fish must bring their own fishing equipment, tackle and bait. (The only live bait permitted is worms and crickets.) Cane Poles are available for sale at the Trading Post. A fishing license is not required. At Woodruff we encourage catch and release; however it is permissible to keep a reasonable number of fish for eating while at camp.



- **ORIENTEERING COURSE:** Woodruff maintains a one-mile orienteering course that will satisfy the 1st class orienteering requirement. This is a non-staffed event. Pick up a course sheet at the camp office.
- **DAVIS INN PROGRAMS:** The Davis Inn Outpost is always a popular place to visit at Woodruff. This turn of the century cabin in the Woodruff backcountry shouldn't be missed. The Woodruff Staff has planned special activities and programs to allow our campers to participate. Gold panning, blacksmithing, woods tools, gardening, candle making, sling shots and many more activities are offered. Look for more info as camp gets closer.
- **"SPOOF" MERIT BADGES:** Back by popular demand, Woodruff will offer several "spooF" merit badge classes. You can never be sure just what badges will be offered and what the requirements to earn them might be, but at least 2 programs will be offered this year. Past spoofs have been; Zombie Survival, Underwater Basketry, Duck-Tape, Citizenship in the Universe, Pirate Cultural Awareness, Pet Rock Studies. Sign up at camp.
- **POLAR BEAR PLUNGE:** Brave souls with plenty of warm blood flowing should meet at the waterfront on Thursday morning at 6 AM for a refreshing (and frigid) plunge into the Woodruff Lake. After thawing out, individual participants can purchase a special patch at the Rizer Trading Post. Sign up at camp.
- **DISC GOLF:** Woodruff has a DISC golf course available for use by our campers. This is a non-staffed event. Pick up needed supplies from the Field Sports Staff or the Quartermaster. Sign up at camp.

## CAMP PROGRAM → ADVENTURE ZONE – *OLDER SCOUT PROGRAMS*

Woodruff offers two great programs designed for older scouts: Ultimate Zone and Whitewater Challenge. The focus of these programs is high adventure and is for scouts 13 and older, who have completed the 8th grade. These activities are out of camp experiences and have limited merit badge capability. Discuss with scoutmaster or see the summer camp coordinator for more details and special cost.

- **ULTIMATE ZONE:** The Ultimate Zone program is for scouts who want additional outdoor challenges, both physically and mentally. Participants will leave Woodruff Sunday evening and return Friday afternoon, staying at an outpost camp. Activities for this week-long adventure may include: rafting both the Nantahala and Ocoee rivers, backpacking, horseback riding, climbing, rappelling, ropes work, canoeing, and mountain biking. Note: The schedule could be subject to change based on many variables: weather, individual participant ability, trek specific situations, along with policies of the US Forestry Service & the National Parks Service. This program is designed for youth, there will be limited availability for adults. Discuss with scoutmaster or see the summer camp coordinator for more details.
- **WHITEWATER CHALLENGE:** The Whitewater Challenge is for experienced scouts who desire an additional outdoor river experience. Activities for this week-long adventure may include rafting, kayaking and canoeing on rivers in Georgia, Tennessee and North Carolina: These could include the Toccoa, Little Tennessee, Ocoee, Nantahala, and Tuckaseegee Rivers. Participants will leave Woodruff Scout Reservation on Sunday evening, returning Friday afternoon, and will stay in cabins at the Nantahala Outpost in North Carolina. Activities will include kayak work, rafting, capsizing, stroke and paddle work, reading rivers, canoe handling skills and paddle skills – such as side slips, eddy turns and peel outs. This program is designed for youth, as such, there will be limited availability for adults. Discuss with scoutmaster or see the summer camp coordinator for more details.



## CAMP PROGRAM → ADULT TRAINING & CLASSES

Woodruff offers a number of opportunities for adult leaders while in camp including training, teaching, challenges and fun! Classes include BSA Lifeguard, Red Cross Certification Programs (Red Cross CPR w/AED & Standard First Aid, CPR for Professional Rescuer (C-Pro), and Wilderness and Remote First Aid (WFA)), Climb On Safely, Trek Safely, Safe Swim Defense, Safety Afloat, C.O.P.E. Instructor Training, BSA Aquatics Supervision: Swimming & Water Rescue, and BSA Aquatics Supervision: Paddle Craft Safety. More importantly for new scout leaders is the SCOUTMASTER TRAINING PROGRAM that includes: Fast Start, This Is Scouting, Leader Specific Training and Introduction To Outdoor Leader Skills (ITOLS) that runs every morning Monday – Friday. Please see the scoutmaster or summer camp coordinator for more information and sign up. **Classes are limited and reservations are due Monday March 26<sup>th</sup>. The Scoutmaster Training Program, however, may not be offered during Summer Camp – more info to come.**

## CAMP PROGRAM → TALENT RELEASE / CONSENT GIVEN

During camp, it is possible that photographs or recordings of camp participants might be taken. These photos might be used in camp promotion and report items, council publications or possibly region or national publications. No individual Scout will be identified in any of these photos. By default, attendees at camp grant the local council and the Boy Scouts of America the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child by the Boy Scouts of America, and I hereby release the Boy Scouts of America from any and all liability from such use and publication. Camp participants hereby authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the Boy Scouts of America, and they specifically waive any right to any compensation that they may have for any of the foregoing. If you do not agree with the above paragraph, or if you desire that your Scout or Leader not be photographed or recorded while at camp, you must request (in writing) that we refrain from this activity. Please be prepared to turn in the written request naming that individual during check in.

## CAMP PROGRAM SCHEDULE

So how do you choose your schedule? First, take a look at the **TROOP 629 SUMMER CAMP REGISTRATION FORM** that is posted a couple of pages down below. From that, you will see that there are:

- Four **MORNING SESSION MERIT BADGES** to select. Each Merit Badge will occupy Monday – Friday for that timeslot.
- Multiple **AFTERNOON MERIT BADGES OR ACTIVITIES**. Each afternoon also has multiple sessions. Merit Badges and Activities can occupy one or more days, and one or more sessions. Pay particular attention to any notes, and also whether you will be participating in whitewater rafting or horseback.

From the schedule, determine what Merit Badges and Activities that you would like to do at Summer Camp. You will then check the Woodruff Program Schedule to determine when those are offered. Merit Badges and Activities can cover one session (denoted by  X ) or two sessions (denoted by  X ).

After determining the Merit Badges and Activities that you are requesting, complete the **TROOP 629 SUMMER CAMP REGISTRATION FORM**. We will make every effort to register you for your 1<sup>st</sup> choices, including re-arranging the sessions if necessary. If we are not able to register you for your 1<sup>st</sup> choices, we will attempt to register you for





## Troop 629

## Summer Camp 2018

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the additional 2<sup>nd</sup> Choice Merit Badges listed on the registration form. Note: If you do not list 2<sup>nd</sup> choices and we are not able to obtain your 1<sup>st</sup> choices, we will select 2<sup>nd</sup> choices for you.

***Note: Troop 629 places all new / first year scouts in the Mountain Man Program and the Swimming Merit Badge for the morning sessions, Orienteering in the Mon/Tue afternoon sessions, and Nantahala Whitewater Rafting on the Wed afternoon session. If you have any questions or concerns about this, please see the Summer Camp Coordinator or the Scoutmaster.***

If you have any questions, please contact the scoutmaster or summer camp coordinator.



## Woodruff Scout Camp 2017 Program 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	3:15	4:45	8:15	
Period Length	0:50	0:50	0:50	0:50	1:15	1:15	1:15	
<b>Adventure Zone / Treks</b>								
Horsemanhip MB - 2 day class (M/T or W/Th) <sup>13</sup> §					← X →			
Horse Trail Ride Only (M,Tu,W,Th) <sup>14</sup> §					← X →			
Nanthahala River Rafting ( M,Tu,W,Th) <sup>14</sup> §					← X →			
Ocoee River Rafting (Mon or Thu) <sup>14</sup> §					← X →			
Offsite High Adventure Programs	←----- X ----->							
<b>Laurel Mountain Program</b> <sup>23</sup>		←----- X ----->						
<b>Aquatics</b>								
BSA Lifeguard	←----- X ----->							
Beginner Swim Lessons	<-X->	<-X->	<-X->	<-X->	<-X->			
Canoeing MB	← X →		← X →					
Kayaking MB	← X →		← X →					
Lifesaving MB	← X →		← X →					
Motorboating MB <sup>15</sup>	<-X->	<-X->	<-X->	<-X->	← X →			
Rowing MB	← X →		← X →					
Small Boat Sailing MB <sup>18</sup>					← X →			
Swimming MB <sup>2,3</sup>	← X →		← X →					
Whitewater MB <sup>5</sup>	← X →		← X →					
Water Sports MB <sup>7</sup>	<-X->	<-X->	<-X->	<-X->				
Stand Up Paddleboarding Award ( non-MB )		<-X->		<-X->				
Troop Open Swim					<-X->	<-X->	<-X->	
Troop Canoe/Hammock Overnighter <sup>16</sup>							← X →	
Aquatics Supervision: Swimming and Water Rescue <sup>20</sup>		← X →						
Aquatics Supervision: Paddle Craft Safety <sup>20</sup>					← X →			
<b>Field Sports</b>								
Cycling MB	← X →		← X →					
Athletics MB & Sports MB	<-X->	<-X->	<-X->	<-X->				
Personal Fitness MB <sup>15</sup>	<-X->	<-X->	<-X->	<-X->	← X →			
Mountain Biking / Boarding <sup>4</sup>					<-X->	<-X->	<-X->	
Troop Field Sports ( open )					<-X->	<-X->	<-X->	
<b>Handicraft</b>								
Chess	<-X->	<-X->	<-X->					
Photography	<-X->	<-X->		<-X->				
Indian Lore MB <sup>5</sup>	<-X->		<-X->					
Salesmanship MB <sup>5</sup>		<-X->						
Art / Basketry / Fingerprinting MB <sup>5</sup>	<-X->		<-X->					
Theater MB		<-X->		<-X->				
Pottery MB and Sculpture MB <sup>7</sup>		<-X->	<-X->	<-X->				
Moviemaking MB	<-X->	<-X->		<-X->				
Leatherwork MB <sup>15</sup> §		<-X->	<-X->	<-X->	← X →			
Woodcarving MB <sup>15</sup> §	<-X->		<-X->	<-X->	← X →			
Basketry MB - 1 day class: M,Tu or W <sup>5</sup>					← X →			
Art MB - 1 day class: M,Tu,W					← X →			
Fingerprinting MB - 1 day class: M,Tu,W					<-X->			



## Woodruff Scout Camp 2017 Program Schedule

### Mountain Man

Mountain Man  
+ 5 Mile Hike - 6:45 pm ( M,Tu or W )

### COPE

Climbing MB  
COPE  
COPE Instructor Training  
Troop Climbing / Rappelling <sup>4</sup>

### Nature

Archaeology MB <sup>7</sup>  
Astronomy MB <sup>7</sup>  
Bird Study MB <sup>7</sup>  
Environmental Science MB <sup>7</sup>  
Fly Fishing MB <sup>21</sup>  
Fishing MB <sup>15, 19</sup>  
Forestry MB <sup>7</sup>  
Reptile & Amphibian Study MB <sup>7</sup>  
Geology MB <sup>7</sup>  
Soil & Water Conservation MB <sup>7</sup>  
Space Exploration MB <sup>5</sup>  
Weather MB

### STEM

Game Design MB  
Programming MB and Digital Technology MB  
Robotics MB and Digital Technology MB  
Welding MB ( restricted - see note ) <sup>22</sup>

### Outdoor Skills

Camping MB <sup>2</sup>  
Citizenship in the Nation MB <sup>2</sup>  
Citizenship in the World MB <sup>2</sup>  
Communications MB <sup>2</sup>  
Cooking MB  
Emergency Preparedness MB <sup>2</sup>  
First Aid MB <sup>2,15</sup>  
Pioneering MB  
Sign, Signals, and Codes MB <sup>15</sup>  
Wilderness Survival MB  
Orienteering MB (afternoon only) <sup>16</sup>

### Shooting Sports

Archery MB <sup>7</sup>  
Rifle Shooting MB <sup>7</sup>  
Shotgun Shooting MB <sup>7</sup>  
Advanced Shooting Sports ( Weeks 5,6,7 only ) <sup>24</sup>  
Open Rifle Range <sup>10</sup>  
Open Archery Range <sup>10</sup>

	Morning				Afternoon		Evening	
	1	2	3	4	A	B	C	D
Mountain Man								
Mountain Man	<--- X --->		<--- X --->					
+ 5 Mile Hike - 6:45 pm ( M,Tu or W )							<--- X --->	
COPE								
Climbing MB	<--- X --->		<--- X --->					
COPE		<----- X ----->						
COPE Instructor Training	<----- X ----->							
Troop Climbing / Rappelling <sup>4</sup>					<-X->	<-X->	<-X->	
Nature								
Archaeology MB <sup>7</sup>	<-X->		<-X->					
Astronomy MB <sup>7</sup>		<-X->		<-X->				
Bird Study MB <sup>7</sup>	<-X->		<-X->					
Environmental Science MB <sup>7</sup>	<-X->	<-X->	<-X->	<-X->				
Fly Fishing MB <sup>21</sup>					<--- X --->			
Fishing MB <sup>15, 19</sup>		<-X->		<-X->	<--- X --->			
Forestry MB <sup>7</sup>	<-X->		<-X->					
Reptile & Amphibian Study MB <sup>7</sup>		<-X->		<-X->				
Geology MB <sup>7</sup>	<-X->		<-X->					
Soil & Water Conservation MB <sup>7</sup>		<-X->		<-X->				
Space Exploration MB <sup>5</sup>	<-X->		<-X->					
Weather MB		<-X->		<-X->				
STEM								
Game Design MB	<-X->		<-X->					
Programming MB and Digital Technology MB	<--- X --->		<--- X --->					
Robotics MB and Digital Technology MB	<--- X --->		<--- X --->					
Welding MB ( restricted - see note ) <sup>22</sup>					<--- X --->			
Outdoor Skills								
Camping MB <sup>2</sup>	<-X->	<-X->	<-X->	<-X->				
Citizenship in the Nation MB <sup>2</sup>	<-X->	<-X->	<-X->	<-X->				
Citizenship in the World MB <sup>2</sup>	<-X->	<-X->	<-X->	<-X->				
Communications MB <sup>2</sup>	<-X->	<-X->	<-X->	<-X->				
Cooking MB	<-X->	<-X->	<-X->	<-X->				
Emergency Preparedness MB <sup>2</sup>	<-X->	<-X->	<-X->	<-X->				
First Aid MB <sup>2,15</sup>	<-X->	<-X->	<-X->	<-X->	<--- X --->			
Pioneering MB	<--- X --->		<--- X --->					
Sign, Signals, and Codes MB <sup>15</sup>					<--- X --->			
Wilderness Survival MB	<-X->	<-X->	<-X->	<-X->				
Orienteering MB (afternoon only) <sup>16</sup>					<--- X --->			
Shooting Sports								
Archery MB <sup>7</sup>	<-X->	<-X->	<-X->	<-X->				
Rifle Shooting MB <sup>7</sup>	<-X->	<-X->	<-X->	<-X->				
Shotgun Shooting MB <sup>7</sup>	<--- X --->		<--- X --->					
Advanced Shooting Sports ( Weeks 5,6,7 only ) <sup>24</sup>			<--- X --->					
Open Rifle Range <sup>10</sup>					<-X->	<-X->		
Open Archery Range <sup>10</sup>					<-X->	<-X->		



## Woodruff Scout Camp 2017 Program Schedule

### NOTES

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

<sup>2</sup> Due to the large number of scouts taking this merit badge, this may appear on the online schedule as multiple sessions. Each session is identical in content.

<sup>3</sup> Scouts that do not pass the Swimmer's Test will automatically be moved to the Swim Lessons class, at the Aquatics Director's discretion.

<sup>4</sup> Openings for this activity are limited. While scouts may "walk up" and do this activity, preference will be given to those troops that sign up in advance.

<sup>7</sup> This merit badge may require additional afternoon field work or skills practice. Scouts will need to plan on attending one or more sessions in the afternoon or evening periods to complete the merit badge

<sup>10</sup> While walk ups are welcome, preference will be given to scouts practicing for the merit badge. Note - Ranges are open ONLY for Merit Badge participants in Session C

<sup>13</sup> Horsemanship Merit Badge is a two day badge. On the 'ride' day, the trip will leave at 12:45 from Main Pavilion. On the other day, class will be at 2:00 pm. This is a Mon/Tue or a Wed/Thur badge.

<sup>14</sup> River Trips and the Horse Trail Ride leave at 12:45 daily from the Main (Check-in) Pavilion

<sup>15</sup> Single period morning session daily. Afternoon two day double period session ( A & B ) will be offered as a Mon/Tue session or a Wed/Thur session. Motorboating Afternoon is Mon/Tue only

<sup>16</sup> This is a troop activity ( non staffed ). Leaders must practice Safety Afloat guidelines.

<sup>17</sup> 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

<sup>18</sup> This merit badge is only offered in the afternoon for a two day session, either Mon/Tue or Wed/Thur. Participants may need to attend Friday afternoon as well, depending each individual class.

<sup>19</sup> Fishing merit badge participants will need to provide their own fishing pole and tackle. The camp will not provide poles. Cane poles will be available for sale at the camp trading post.

<sup>20</sup> BSA Aquatics Supervision Courses. Swimming and Water Rescue: 9:30 until 12:30 both Tues and Wed. Paddle Craft Safety: 2:00 until 4:45 both Tues and Wed. These are two day courses for adults.

<sup>21</sup> This merit badge is only offered on Mon/Tue afternoon - older scouts only ( 13 + )

<sup>22</sup> This merit badge has limited availability, and is reserved for scouts 14 and older. Meets Mon, Tue, Wed afternoon 2:00 until 4:30 in the camp maintenance compound.

<sup>23</sup> The Laurel Mountain program is designed for older scouts. It incorporates Woodwork and Metalwork merit badges among other activities at the Davis Inn Outpost

<sup>24</sup> The Advanced Shooting Sports program is for weeks 5,6,7 only. This is desgined for older scouts to work on markmanship

<sup>5</sup>This merit badge, or activity, may have an associated cost. Please refer to the camp Mert Badge Quick Reference Sheet for details.





## TROOP 629 REGISTRATION CHECKLIST

You are fully registered for Summer Camp with Troop 629 when all of the following items have been completed and turned in. Note the first four forms/slips are on the pages that follow in this document:

**TROOP 629 SUMMER CAMP REGISTRATION FORM**

**Due Monday March 26<sup>th</sup>.** This form contains the merit badge classes and additional activities that you are requesting to do at Summer Camp. This form must be turned in on time as the summer camp coordinator will register the troop online the following week. You can still register after this date, but classes will be very limited.

Note: *For New / First Year Scouts* - the Troop assumes all new scouts will attend and you'll be signed up automatically by the Troop for Mountain Man, Swimming Merit Badge, Orienteering Merit Badge, and Nantahala Whitewater Rafting as described above. We will confirm your intention to attend.

Note: *For Adults wanting to attend* – there is a separate registration form for adults.

**TROOP 629 SUMMER CAMP PERMISSION SLIP**

**Due Monday May 7<sup>th</sup>.** This is a standard permission slip required for all Troop 629 outings.

**WHITewater EXPRESS PERMISSION SLIP FOR WHITE WATER / HORSEBACK ADVENTURE**

**Due Monday May 7<sup>th</sup>.** This permission slip is required by the company Whitewater Express (WWE) that oversees the whitewater trips (Nantahala and Ocoee) and the Horseback Riding Adventure programs on behalf of Woodruff. One is required for each scout and adult.

**PRESCRIPTION MEDICATION DOSING FORM – ATLANTA AREA COUNCIL**

**Due Monday May 7<sup>th</sup>.** This form is required for each participant taking any prescription drugs. The medication, dosage, and dosage schedule should be recorded directly from the prescription. Please note that at camp check-in all medication (in a labeled zip-lock bag) will need to be turned in to the Troop Health Officer. The medication should be in a container issued by a pharmacist with the medication name and strength, the dosage and dose frequency clearly marked on the container. All medication checked-in will be compared to this dosing form for completeness.

**BSA ANNUAL HEALTH & MEDICAL RECORD (PARTS A, B, and C)**

**Due Monday May 7<sup>th</sup>.** All participants, scouts and adults, are required to have a current BSA Annual Health and Medical Record (the latest Rev. 2014 including the Part-C physical must be used) on file with the Troop. Current means that it can NOT be expired by the last day of Summer Camp. It can be found on the Troop website or at <http://www.scouting.org/scoutsource/healthandsafety/ahmr.aspx>. A printed copy of the medical record must be turned in, electronic copies will NOT be accepted.

**PAYMENT**

Full cost is \$350 for scouts and \$170 for adults plus additional fees as selected for certain events as noted. Full payment is due Monday May 7<sup>th</sup>, but deposits are due along the way:

**Due Monday February 26<sup>th</sup>.** First payment of \$100.

**Due Monday March 26<sup>th</sup>.** Second payment of \$100.

**Due Monday May 7<sup>th</sup>.** The remaining \$150 balance.







## TROOP 629 REGISTRATION FORM - ADULT

Adult Name \_\_\_\_\_

**CAMP FEE:**

- \$170 FULL WEEK:** I want to attend the entire week; this cost covers meals and camp overhead only. Partial day attendance is not available.

**OFFSITE ACTIVITIES:**

- \$35 WHITEWATER:** I want to raft the  Nantahala (Wednesday) or raft the  Ocoee (Monday)
- \$35 HORSEBACK:** I want to participate on the Horseback ride (Monday or Tuesday)

**TRAINING, REGISTRATION REQUIRED:**

- \$TBD CPR/FIRST AID:** Upon completion of this course, attendees will be Red Cross Certified in Cardiopulmonary Resuscitation (CPR) for one [1] year and Standard First Aid Certification for [3] years. The certification fee will be announced in the Spring and will be collected at camp. The class is taught on Tue and Wed afternoon and you must attend both sessions.
- \$TBD BSA LIFEGUARD:** BSA Lifeguard is a three-year training designation awarded to Boy Scouts and adults who meet prescribed requirements in aquatics skills, Safe Swim Defense, Safety Afloat, first aid, and emergency action. All participants will be required to pass a strong swim test before beginning and will also be required to take a C-Pro (CPR for Professional Rescuer) Course. The certification fee for this year will be announced in the spring. This is a full week/all day commitment
- \$TBD C-PRO:** Participants in the new BSA Lifeguard Course must attend this class. The certification fee this year will be announced in the Spring. If the lifeguard class does not fill all slots, the class is open to adults. The class is taught over 3 evenings (Mon, Tues, Wed) from 6 – 9 PM.
- \$TBD WILDERNESS 1<sup>st</sup> AID:** American Red Cross Wilderness and Remote 1<sup>st</sup> Aid Course. The certification fee for this year will be announced in the Spring. The class is taught in the mornings Mon - Fri from 8-12:30.

**TRAINING, SIGNUP AT CAMP**

There are numerous other adult training classes offered with their signup being at camp upon arrival. These include Youth Protection Training, Trek Safely, Climb on Safely, Safe Swim Defense and Safety Afloat, Pioneering Skills to name a few.

For any questions, please contact the Summer Camp Coordinator or Scoutmaster.

**Total cost including camp fee & offsite activities = \$\_\_\_\_\_ . Check payable to Troop 629.**  
 Deposit of \$100 is due Feb 22<sup>nd</sup> & final \$70 by May 7<sup>th</sup>  
**Show up at camp on Sunday June 17<sup>th</sup> by NOON. Depart between 8:00 - 9:00 AM Saturday June 23<sup>rd</sup>**

My adult "T" shirt size is \_\_\_\_\_ (Troop provides one extra Troop red T-shirt upon arrival).

I do have special dietary needs: \_\_\_\_\_

\_\_\_\_\_  
Adult Signature

\_\_\_\_\_  
Date



**TROOP 629 PERMISSION SLIP**

**TROOP 629, BOY SCOUTS OF AMERICA IS PLANNING AN ACTIVITY AND NEEDS A PARENT WRITTEN PERMISSION FOR THEIR SCOUT TO ATTEND. PLEASE FILL OUT THIS FORM AND RETURN WITH PAYMENT FOR ACTIVITY.**

My son \_\_\_\_\_ has my permission to participate in [2018 Summer Camp @ Woodruff Scout Reservation](#) . He is in good physical condition and has not had any serious illness or operation since his last health (physical) exam, except as noted below:

Special conditions to monitor \_\_\_\_\_  
and medications \_\_\_\_\_.

During this activity, I may be reached by:

phone \_\_\_\_\_, email \_\_\_\_\_, or cell phone \_\_\_\_\_.

If I cannot be reached in the event of an emergency, the adult Scout Leader in charge is authorized to act on my behalf to hospitalize, secure proper anesthesia, or to order any injection(s) for my son.

In order to expedite, in the event of any unforeseen emergency the Troop must have the following information (to be kept confidential):

MEDICAL INSURANCE PROVIDER: \_\_\_\_\_

POLICY OR GROUP NUMBER: \_\_\_\_\_

DOCTOR NAME: \_\_\_\_\_ AND PHONE NUMBER: \_\_\_\_\_

\_\_\_\_\_ WILL PICK UP MY SON FOLLOWING THE ACTIVITY.

My son also has my permission to be transported to and from this activity by car, van or Mount Pisgah Church vans. I understand the driver of the vehicle will be licensed, insured, and will do all driving in accordance to the law, and will abide by the Boy Scouts of America transportation rules and regulations. My son knows the importance of a safe trip and therefore he will wear a seatbelt, sit still at all times, listen to the driver, and refrain from any unruly behavior, loud noise, unsafe objects (laser pointers, throwing objects, opening his scout knife, etc.). I also understand that my son might be eating a bag supper in the vehicle and that he will be responsible for the contents in the bag, before, during and after the trip. I understand that sometimes trips may be delayed either in departing or arriving, and I will help in any way we can to assure a positive attitude in sons and ourselves. In turn, I can expect to be informed via phone tree or car phone from our son's vehicle of any major delays or emergencies. The Scout Oath and Law are our way of life. Every Scout's behavior while on our activity is expected to reflect the Oath and Law in all ways.

Scout signature: \_\_\_\_\_ Date: \_\_\_\_\_

**My parent \_\_\_\_\_ will • pick up on Friday after campfire, or • pick up Saturday morning.**

Parent or guardian signature: \_\_\_\_\_ Date: \_\_\_\_\_



**WHITEWATER EXPRESS PERMISSION SLIP**

**NANTAHALA and OCOEE RIVER WHITEWATER TRIPS (and other Southeastern Rivers), ROPES COURSE, HORSEBACK RIDING and MOUNTAIN BIKING**

**WAIVER AND RELEASE OF LIABILITY**

In Consideration of Whitewater Express, Inc. furnishing services and/or equipment to enable me to participate in rafting, ropes course, horseback riding, mountain biking, canoeing, kayaking, camping, tubing, and other activities, I agree as follows:

I fully understand and acknowledge that outdoor recreational activities have: (a) inherent risks, dangers, hazards and such exist in my use of Whitewater Express, Inc. equipment and my participation in rafting, canoeing, kayaking, camping, tubing, mountain biking, horseback riding and ropes course activities: (b) my participation in such activities and/or use of such equipment may result in injury or illness including, but not limited to bodily injury, disease, strains, fractures, partial and/or total paralysis, death or other ailments that could cause serious disability; (c) these risks and dangers may be caused by the negligence of the owners, employees, officers or agents of Whitewater Express, Inc., the Tennessee Valley Authority, the State of Tennessee, and the United States; the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes. Risks and dangers may arise from foreseeable or unforeseeable causes including but, not limited to, guide decision making, including that a guide may misjudge terrain, weather, trail or river route location, and water level, risks of falling out of or drowning while in a raft, canoe, or kayak and such other risks, hazards, and dangers that are integral to recreational activities that take place in a wilderness, outdoor, or recreational environment; and (d) horses irrespective of their previous behavior and characteristics, may act or react unpredictably based upon instinct, fright, or lack of proper control by rider and (e) by my participation in these activities and/or use of equipment, I hereby assume all risks and dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of the owners, agents, officers, or employees of Whitewater Express, Inc., the Tennessee Valley Authority, the State of Tennessee, or the United States, or by any other person.

I, on behalf of myself, my personal representatives and my heirs hereby voluntarily agree to release, waive, discharge, hold harmless, defend, and indemnify Whitewater Express, Inc., the Tennessee Valley Authority, the State of Tennessee, and the United States and its owners, agents, officers, and employees from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of Whitewater Express, Inc. equipment or my participation in Whitewater Express, Inc. activities. I specifically understand that I am releasing, discharging, and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by the owners, agents, officers or employees of Whitewater Express, Inc., the Tennessee Valley Authority, the State of Tennessee, and the United States.

The Venue of any dispute that may arise out of this agreement or other-wise between the parties to which Whitewater Express, Inc. or its agents is a party shall be either the City of Benton, Tennessee Justice Court Or State Supreme Court in Polk County Tennessee.

I HAVE READ THE ABOVE WAIVER AND RELEASE, AND BY SIGNING IT AGREE IT IS MY INTENTION TO EXEMPT AND RELIEVE WHITEWATER EXPRESS, INC., THE TENNESSEE VALLEY AUTHORITY, THE STATE OF TENNESSEE, AND THE UNITED STATES FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

Troop 629

Group Name

Arrival Date

Signature

Age

Signature of Parent of Guardian  
(If less than 18 years old)

Date Signed

**Please have each participant sign this waiver. If they are less than 18 years old, the waiver must be signed by their parent or guardian. These waivers should be brought with you when you arrive for your activities. Thanks for your help. We look forward to seeing you at camp!**



## PRESCRIPTION MEDICATION DOSING FORM Atlanta Area Council - Boy Scouts of America

Name of Scout: \_\_\_\_\_ Unit #: 629

Summer Camp Session/Date: Week 3 / June 17<sup>th</sup> – 23<sup>rd</sup> Campsite: \_\_\_\_\_

**Instructions to Note:**

- Each Scout that is taking prescription medications should have a separate form.
- The form (“Medications given” columns) should be completed by the adult giving the medication. In the unit area, this is the unit leader or the designated unit health officer.
- List each prescription medication the scout is receiving separately.
- The adult / Scouter giving the prescription medications should put their name or initials by the time at which the scout was given the medication. If no medication was given, leave the space blank.

<i>Please complete this column Only!</i>		<i>These columns for T629 Camp Staff Only!</i>			
Medication Name and frequency of administration listed on the bottle  NOTE: list each medication separately		Medications given around Breakfast (7-8 AM)	Medications given around Lunch (12-1 PM)	Medications given around Supper (6PM)	Medications given at Bedtime
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				
	Sunday				
	Monday				
	Tuesday				
	Wednesday				
	Thursday				
	Friday				
	Saturday				

NOTE: If a scout is receiving more than three medications, use an additional form.