PROGRAM GUIDE 2026

WOODRUFF

SCOUT CAMP

2026 PROGRAM GUIDE

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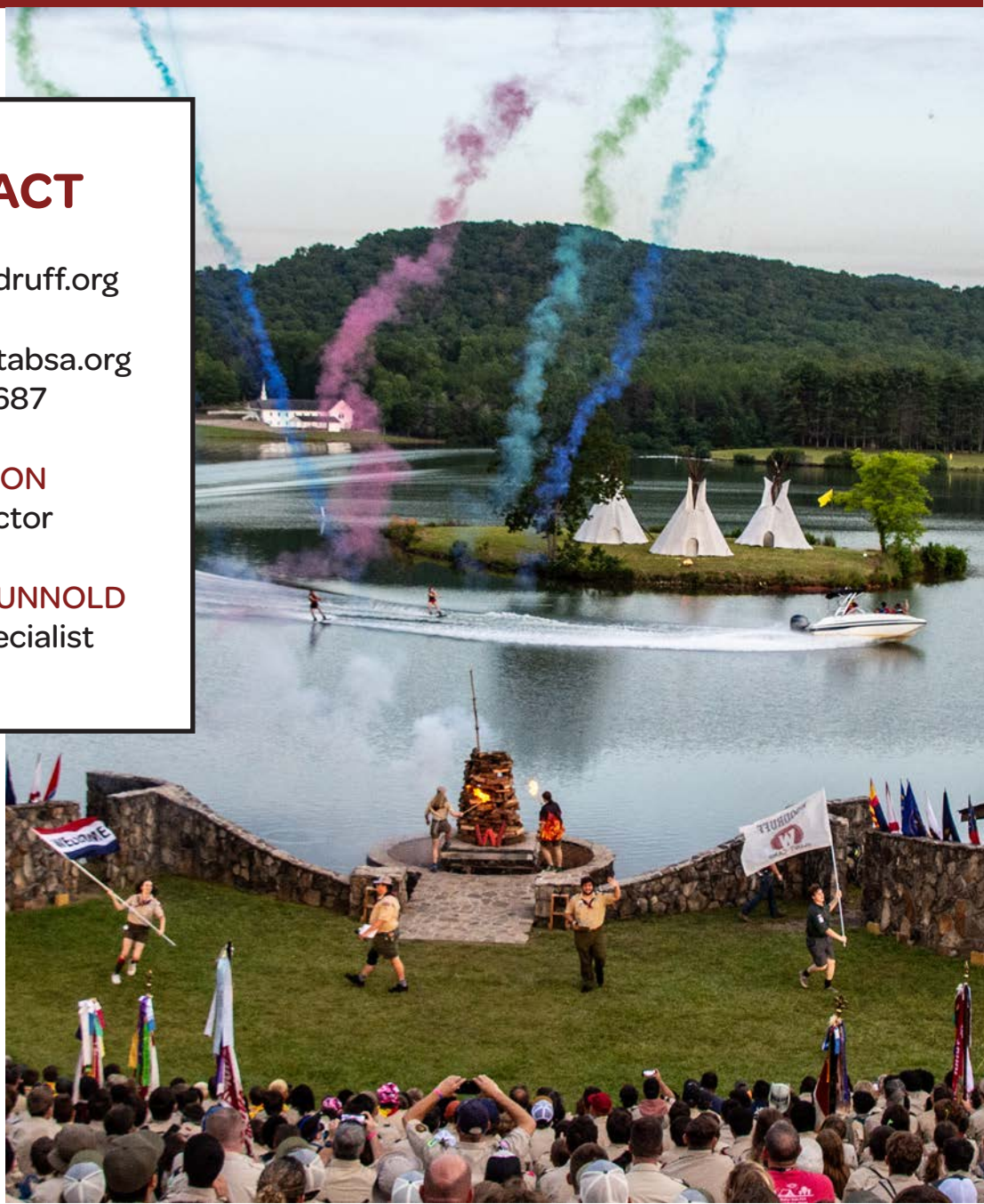
SCOUT CAMP



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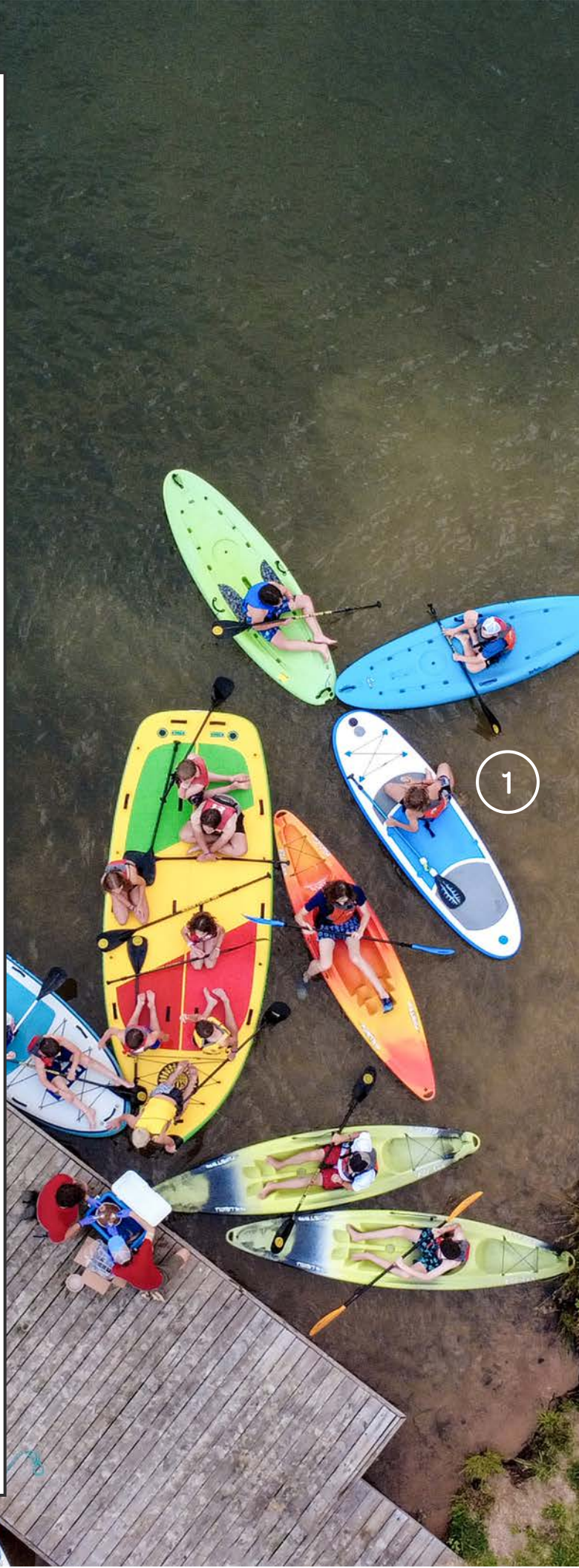

WOODRUFF
SCOUT CAMP

WOODRUFF
AT A GLANCE

Established in 1980, Woodruff Scout Camp has incredible facilities, is located in a beautiful natural mountain setting, and delivers a summer camp program second to none.

75 MERIT BADGES AVAILABLE IN 2026

186 STAFF MEMBERS DEDICATED TO YOU

44 SEASONS OF EXPERIENCE DELIVERED!

FACILITIES

1600	Acres in the cool North Georgia Mountains
23	Campsites, all within 6/10 of a mile of the dining hall
LOW 80s	Typical Summer daytime high temperature with nighttime lows in the 50s
1	Dining hall meal shift with all you can eat buffet dining
5	Mobile Lunch Spot locations to pick up and enjoy your portable lunch daily

WOODRUFF
SCOUT CAMP

REGISTRATION

Merit badge and select program registration takes place on our online platform, Tentaroo, at www.CampWoodruff.org. For more details, see the Tentaroo Online User Guide..

Program registration dates open to registered units that are current with their November, February, and April payments on staggered days. Each week's registration opens at 9 am EDT.

Woodruff offers a lot of programs, but don't feel that you must schedule something every period of every day. While you will want to fill each morning, we suggest leaving free time in the afternoons and evenings for a visit to Kendell Crossing, aquatics activities, The STEM Lab or one of our many camp activities.

Most afternoon programs are offered on a "drop in" basis and don't require pre-registration. Only capacity limited programs require preregistration in the afternoon. Each Scout at Woodruff has one off-site activity included in their camp fee. An additional offsite activity may be scheduled, based on availability, on or after May 12th. for an additional $65 fee.

Adults are welcome and encouraged to participate in offsite activities; however, the adult fee does not include this activity and is subject to an additional $65 charge. Scouts and adults should register for off-site activities at the same time as merit badge registration. See the Off-Site Activities page for more details.

Although our on-line system is the best way to get your Scouts signed up for the programs they want, there will be a drop/add opportunity on Sunday afternoon for late additions or Scouts desiring a last minute change to their schedule subject to program availability.

WEEK 1: April 20, 2026
WEEK 2: April 21, 2026
WEEK 3: April 22, 2026
WEEK 4: April 23, 2026
WEEK 5 : April 24, 2026
WEEK 6: April 27, 2026
WEEK 7: April 28, 2026

PROGRAM VALUE

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Our outlook on fees is very different from most camps. Our basic camp fee for standard campers covers all activities at camp. No extra fees to get in the way of fun!

$0 Range and Target Activities
$0 Whitewater Rafting*
$0 Horsemanship *
$0 Aquatics
$0 Mack Mountain Merit Badge Kits
$0 Art, Pottery & Sculpture
$0 Laurel Mountain Program
$0 Robotics and Inventor Program
$0 Space Exploration

* Each Scout participating at Woodruff has, included in their camp fee, one off-site activity. Any Scout that desires a second off-site activity will pay a $65 additional fee. Adults can participate in off-site whitewater or horse ride activities for a $65 fee.

DAILY SCHEDULE

Woodruff Scout Camp programs are split into three blocks of time: morning, afternoon, and evening. Each block provides a different type of program experience for Scouts making their week at Woodruff productive for advancement as well as fun!

BREAK FAST
1
2
3
4
LUNCH 5
6
7
DINNER
8
9

MORNING : 1-4 - ADVANCEMENT

Mornings are dedicated to advancement through our comprehensive offering of 75 different merit badges and our Mountaineer First Year Scout Program. For older Scouts, special programs are offered to give Scouts the opportunity for new experiences every summer at Woodruff.

Mountaineer: This program is two periods in length, either 1 & 2 or 3 & 4. This leaves two open periods for Scouts to pursue other interests.

Some merit badges require more than one period as shown in the Program Schedule.

Older Scout programs cover all four periods. These Scouts will have afternoons free for other programs.

AFTERNOON: 6 & 7 - OPEN TIME

Our afternoon programs are designed for Scouts to engage in activities that they find attractive without the structure of pre-registration for most. Scouts may "drop in" to work on handicraft merit badges at Mack Mountain Studio, head to the shooting ranges or check out our waterfront including Beavershark Park. Afternoons are also for our off-site adventures: whitewater rafting or Horsemanship merit badge.

EVENING: 8 & 9 - TROOP & PATROL TIME

After dinner, many program areas are open just like in the afternoon. Every evening there is a special activity your troop will want to attend as a troop. The opening and closing campfires, Nature at Night, Appalachian Folk Fest, STEM After Dark, spoof merit badge and our famous Flag Retirement Ceremony provide special opportunities to experience Woodruff differently every night.

WOODRUFF
SCOUT CAMP

CAMP DINING

ALL YOU CAN EAT BUFFET DINING

At Woodruff our approach to eating is a little different than most Scout camps. Our breakfasts and dinners are served in our dining hall delivered through a buffet style all you can eat self serve format. This allows Scouts and adult Scouters to get the food they want and the amount they need to fill up. All campers are served through one meal service for both breakfast and dinner freeing time on the camp schedule for more fun and activities. Vegetarian options are provided for every meal and an extensive salad bar is featured every dinner.

ADULT SCOUTER STEAK DINNER

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The Steak Dinner is held at the Main Pavilion on Thursday evening. This is a great event for the Staff to honor our Scouters for their support of Woodruff Scout Camp. All adults that are registered on camp are welcome.

THE LUNCH SPOTS

Your Mid-Day Dining Experience

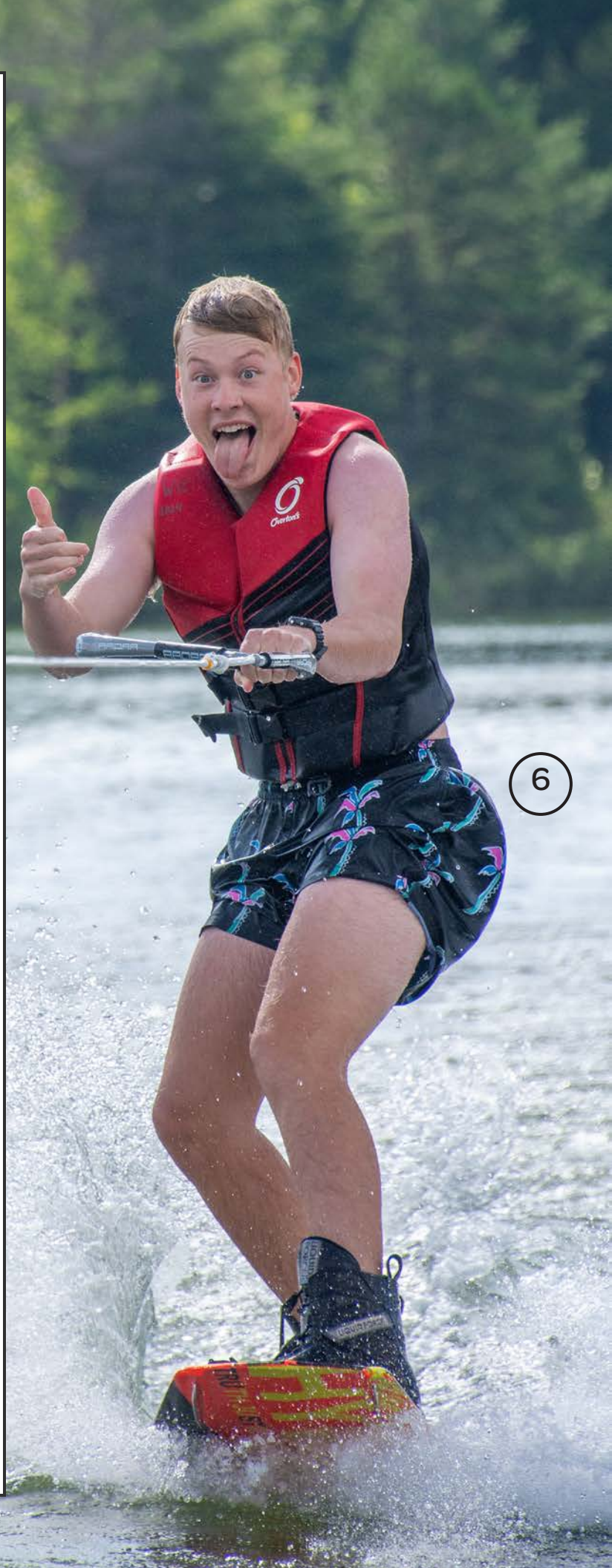
Lunch offers a unique and popular dining experience at Woodruff. Lunch Spots are conveniently located throughout camp so there is a Lunch Spot close by regardless of where your Period 4 program is. You can grab a portable hot entree and select from a variety of sides to build your own custom "grab and go" lunch to enjoy nearby or back at your campsite. No hiking to the dining hall and waiting in line for lunch. The fast moving Lunch Spot delivery will give you an extra hour of time in the middle of the day to relax and enjoy camp.

MERIT BADGES

The Woodruff staff is committed to delivering quality merit badge sessions where Scouts complete the requirements as stated. Our goal is that they have fun and learn at the same time. We offer a wide variety of merit badge and certification programs. While Scouts should take merit badges they are interested in, many merit badges are academically and physically demanding. Please allow your Scouts to have an enjoyable week by encouraging them to sign up for age appropriate merit badges that they can enjoy and complete.

MERIT BADGE SESSIONS

Merit badge sessions are held during four morning periods beginning at 8:30. Some sessions require two periods (1 & 2 or 3 & 4). Merit badges are also offered during afternoon sessions with some requiring pre-registration and others accepting Scouts on a "drop in" basis. See the Program Schedule for specific class times that merit badges are offered in 2026. Range and Target merit badges may require afternoon or evening time for target qualification. Scouts taking these badges should plan on one or more afternoons to complete their requirements. Many merit badges offered in the afternoon are offered during Periods 6 and 7 on either Monday-Tuesday or Wednesday-Thursday. This allows Scouts to take an afternoon merit badge session while still participating in other afternoon activities including a river trip.



RECOMMENDED FOR ALL SCOUTS

SWIMMING

RECOMMENDED FOR 2ND YEAR+ SCOUTS

LIFE SAVING

Requires Swimming merit badge

CANOEING

KAYAKING

SMALL BOAT SAILING

ROWING

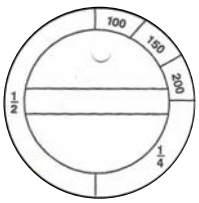
WATER SPORTS

WHITEWATER
Requires Kayaking merit badge plus two afternoon trips

MOTOR BOATING

STAND UP PADDLE BOARD
Award, not a merit badge

SWIMMING LESSONS



SWIM LESSONS

If your Scout does not qualify as a "Swimmer "during swim checks, they may take swimming lessons .

AQUATICS

Aquatics merit badges and summer camp go hand-in -hand. Woodruff provides all equipment. All aquatic merit badges require Scouts to qualify as " Swimmer". Scouts should wear swim wear that is suited for active water sports.

RECOMMENDED FOR ALL SCOUTS

NEW!

ARCHITECTURE

ART

GRAPHIC ARTS

MUSIC

PHOTOGRAPHY

POTTERY & SCULPTURE

AFTERNOON DROP-IN MERIT BADGES

WOOD CARVING

Requires a Totin'Chip.

LEATHERWORK

BASKETRY

*Wood Carving, Basketry, and Leatherwork merit badges may require more than one afternoon to complete.

*There is no additional charge for Mack Mountain merit badge kits.

STUDIO ARTS

Woodruff's Mack Mountain Studio is an artist's mecca where Scouts can explore their creative side. Some merit badges are taught in formal morning sessions while others are offered in the afternoon as drop in activities. The Studio is also open in the afternoon for anyone wanting to practice their wood carving, leather-work or basketry skills.

MERIT BADGES

RECOMMENDED FOR ALL SCOUTS

CHESS

CHEMISTRY

ANIMATION

ASTRONOMY

Requires attendance at the Star Party on Monday night.

SPACE EXPLORATION

RECOMMENDED FOR SCOUTS AGE 13+

GAME DESIGN

ROBOTICS & ARTIFICIAL INTELLIGENCE

NEW!

AFTERNOON DROP-IN MERIT BADGES

DIGITAL TECHNOLOGY

FINGERPRINTING

STEM

9

The Woodruff STEM Lab provides all the technological support needed to explore the fast paced world of science, technology, engineering and math. In the afternoons, the lab will be open for playing with robots, 3D printing, giant chess, animation projects and more.

MERIT BADGES

RECOMMENDED FOR ALL SCOUTS

FIRST AID

Bring a personal first aid kit for 2(b) Requirement 1.

HORSEMANSHIP

AMERICAN HERITAGE

RECOMMENDED FOR 2ND YEAR+ CAMPERS

PERSONAL FITNESS

Req.7 not completed at camp

EMERGENCY PREPAREDNESS

First Aid Merit Badge is required to complete this badge. Troop Advancement Chair can verify completion at the troop level.

Req. 2 and 7B must be completed with your family.

RECOMMENDED FOR 3RD YEAR+ CAMPERS

CITIZENSHIP IN THE NATION

Req. 7 not completed at camp

CITIZENSHIP IN THE WORLD

COMMUNICATION

Req. 5 and 7 not completed at camp
Req. 8 completed with troop

LIFE SKILLS

All merit badges except Horsemanship and American Heritage are held during the morning session periods. First Aid merit badge is offered during the afternoon periods as well.

RECOMMENDED FOR 2ND YEAR+ CAMPERS

COOKING
Req. 4 not completed at camp

CAMPING
Req. 4b, 5e, 7b, 8d and 9a, b & c not completed at camp

EXPLORATION
Afternoon expedition required to complete

GOLF
(Disc Golf Option)

GEOCACHING

ORIENTEERING

PIONEERING

SEARCH & RESCUE

SIGNS, SIGNALS, & CODES

WILDERNESS SURVIVAL
Tuesday night overnighter required to complete at camp. Bring survival kit for Req. 5.

RECOMMENDED FOR 3RD YEAR+ CAMPERS

CYCLING

Req. 6. Option B: d & e: Scouts will do both 2 mile rides and both 5 mile rides. The two 8 and 22 mile rides will need to be completed at home.

Scouts should be proficient bike riders. This is not for learning to ride a bike!

OUTDOOR SKILLS

Outdoor Skills merit badges lie at the heart of Scouting's outdoor camping program. In addition to traditional outdoor Scout skills, the merit badge offerings have expanded to include many new merit badges that appeal to modern camping enthusiasts.

RANGE & TARGET ACTIVITIES

RECOMMENDED FOR 2ND YEAR+ CAMPERS

ARCHERY

RIFLE SHOOTING

RECOMMENDED FOR SCOUTS 14+

SHOTGUN SHOOTING

3D ARCHERY

Archery MB required.
Activity, not a merit badge

*Scouts should commit additional time in the afternoon and/or evening sessions to develop shooting skills and complete the shooting qualification requirements.

*The camp provides all equipment and supplies for range and target activities. Please do not bring personal firearms or archery gear to camp.

*All ranges require sturdy shoes. Crocs are not allowed on any of the ranges at Woodruff.

Woodruff offers instruction in Archery, Rifle Shooting, and Shotgun Shooting merit badges under the direction of Scouting America National Camping School RATA Directors, National Rifle Association and/or USA Archery certified instructors. All instructors in the RATA program are certified according to Scouting America, NRA and/or USA Archery standards.

RECOMMENDED FOR ALL SCOUTS

FISHING

MAMMAL STUDY AND NATURE

WEATHER

RECOMMENDED FOR 2ND YEAR+ CAMPERS

ARCHAEOLOGY

BIRD STUDY

REPTILE & AMPHIBIAN STUDY

Req. 8 not completed at camp

OCEANOGRAPHY

FORESTRY AND PLANT SCIENCE

Plant Science Req. 5 not completed at camp

FISH & WILDLIFE MANAGEMENT

GEOLOGY AND MINING IN SOCIETY

RECOMMENDED FOR 3RD YEAR+ CAMPERS

SUSTAINABILITY

ENVIRONMENTAL SCIENCE

FLY FISHING

Equipment is provided. Must be age 13+ to register

NATURE

The Donnell & Goldman Nature Areas at Woodruff are state of the art facilities. Many Nature merit badges are academic and instruction is based on the youth having completed a specified level at school.

SPECIAL PROGRAMS

FIRST YEAR SCOUTS: MOUNTAINEER

The Woodruff staff is committed to delivering a quality First Year Scout program that leaves a Scout wanting to come to camp again and again. Our goal is that they have fun and learn at the same time. Taking place during two morning activity periods, the Mountaineer Program allows new Scouts to integrate into the activities of the rest of the troop for the majority of their week with two open morning activity periods for merit badges and an open schedule for all afternoon periods.

OLDER SCOUTS: ADVANCED PROGRAMS

For the older Scout with a few years of camp under their belt who is looking for a little more out of Summer Camp this year, Woodruff offers six separate older Scout programs appealing to a variety of interests so there is something for every Scout! The Woodruff Pathfinder program is an all-week program with most of its activities at Woodruff. The Laurel Mountain, Woodruff Inventors, and Woodruff News Team programs offer different camp experiences while staying and playing on-site with their troop. These on-site programs allow older Scouts the opportunity to continue to lead their troop during Summer Camp. Whichever program they choose, Woodruff offers a unique experience that will keep your older Scouts engaged in Scouting and excited to return to camp.

MOUNTAINEER

WOODRUFF NEWS TEAM

LAUREL MOUNTAIN

WOODRUFF INVENTORS

WOODRUFF PATHFINDER

WHITEWATER CHALLENGE

WOODRUFF CIT

MOUNTAINEER

WOODRUFF'S PROGRAM FOR FIRST YEAR SCOUTS

The Mountaineer Program is designed for those Scouts who have either just crossed over from Webelos or have limited Scout camping experience. Basic Scout skills for the inexperienced Scout form the basis of the program. After being divided into Mountaineer patrols, Scouts will complete a different Mountaineer Adventure each day. During these adventures, Scouts are instructed in basic Scouting skills including knife, axe & saw, knots & pioneering, orienteering, nature, first aid, citizenship and more.

SWAG

All Mountaineer participants receive a "Mountaineer" t-shirt and Mountaineer patch to commemorate their week at camp.

SCHEDULE

Mountaineer is a two-hour program held every morning all week. The remainder of the day, Scouts are free to participate in any program or merit badge that interests them.

5 MILE HIKE

All Scouts can participate in the Mountaineer five mile hike on Monday, Tuesday or Wednesday evenings. No pre-registration is required for the five mile hike.

LEADER PARTICIPATION

We recommend each troop assign at least one adult to actively work with their Scouts in the Mountaineer Program. This includes observation, assistance with safety, discipline and active participation in the five-mile hike. This is an excellent opportunity for adult leaders to forge a bond with their new Scouts that will last throughout the Scouts' career and life.

SAMPLE SCHEDULE

MONDAY
Brasstown Adventure

TUESDAY
Coosa Adventure

WEDNESDAY
Springer Adventure

THURSDAY
Yonah Adventure

FRIDAY
Orienteering Day & Celebration!

The WOODRUFF Daily Times

Summer 2026

Special Late Edition: Sunday

NEWS TEAM

WOODRUFF'S OUTDOOR JOURNALISM PROGRAM

The Woodruff News Team is designed for those Scouts who want to spend the week diving into the world of fast paced journalism. In addition to working on four unique merit badges, News Team members create and publish a daily newspaper, develop video news broadcasts and create and distribute content for the Woodruff Facebook and Instagram feeds. This program is an all morning session every day. The remainder of the day the News Team will be free lancing to develop content that may interest them while participating in free activities around camp with their friends.

LODGING

News Team operates on Woodruff Scout Camp as a morning activity. Participants will camp with their troop throughout the week.

FEES

There is no additional fee for participating in the News Team program.

AGE

Due to the special requirements and materials, this is suggested for Scouts 14 and older or 13 and have completed 8th grade.

ADVANCEMENT

Participants in the News Team program have the opportunity to complete the Graphics Arts, Journalism, Moviemaking and Photography merit badges.

MERIT BADGES

GRAPHIC ARTS

MOVIEMAKING

PHOTOGRAPHY

JOURNALISM

LAUREL MOUNTAIN

WOODRUFF'S PRIMITIVE CRAFT EXPERIENCE

The Laurel Mountain Program is conducted during an extended class covering all four morning periods at Kendell Crossing, our forge and primitive craft center located in Hemlock Field. Each morning, Scouts will work on the Woodwork merit badge using primitive hand tools and the Metalwork merit badge in our blacksmithing forge.

LODGING

Laurel Mountain operates on Woodruff Scout Camp as a morning activity. Participants will camp with their troop throughout the week.

FEES

There is no additional fee for participating in the Laurel Mountain Program.

AGE

Due to the special requirements and materials, this is suggested for Scouts 14 and older or 13 and have completed 8th grade.

ADVANCEMENT

Participants in the Laurel Mountain program have the opportunity to complete the Metalwork and Woodwork merit badges.

MERIT BADGES

METALWORK

WOODWORK

WOODRUFF INVENTORS

WOODRUFF'S SUPREME STEM EXPERIENCE

The Woodruff Inventors program is designed to introduce Scouts to the principles of design as they learn to use Computer Aided Design software to create practical solutions to real-world problems and to use 3D printing to bring their prototypes from the screen to the real world. Each morning, the Inventors will dive in to a different part of the design process, building towards their very own 3D printed invention that they'll be able to take home at the end of the week, all while earning three merit badges that can't be earned anywhere else on camp.

LODGING

The Inventors operate on Woodruff Scout Camp as a morning activity. Inventors will camp with their troop throughout the week.

FEES

There is no additional fee for participating in the Woodruff Inventors Program.

AGE

Due to the special requirements and materials, this is suggested for Scouts 14 and older or 13 and have completed 8th grade.

ADVANCEMENT

Participants in the Woodruff Inventors program have the opportunity to complete the Engineering, Inventing, and Drafting merit badges.

MERIT BADGES

ENGINEERING

INVENTING

DRAFTING

WOODRUFF PATHFINDER

A SCOUT ACTIVITY SMORGASBORD

The Woodruff Pathfinder program is for older Scouts who want additional outdoor challenges, both physical and mental. This program packs a lot of adventure into one week. Scouts will experience advanced programs in most areas on camp including mountain biking, hiking, shooting sports, COPE & climbing as well as the thrill of rafting both the Nantahala and Ocoee rivers. Finish off the week with an overnighter on Teepee Island and you'll find your way to spectacular adventures and maybe discover a new passion as well!

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LODGING

Participants will spend all nights on camp. Most nights Scouts will stay with their troop but may elect to participate in up to two overnighters to special areas of camp.

FEES

There is an additional $100 fee for all participants (above the regular camp fee) Participants aged 18-20 must pay youth camp fees of $525 plus the additional $100.

AGE

Due to the nature and difficulty of the activities, Scouts must be at least 14 years old or 13 and have completed 8th grade and be under 21 years old.

ADVANCEMENT

While this is not an advancement oriented program, it is possible for Pathfinder participants to complete some requirements in various merit badges. No formal advancement reports will be provided.

SAMPLE SCHEDULE

	Morning	Afternoon
Monday	COPE	Ocoee
Tuesday	Beavershark Park	Climbing
Wednesday	Mountain Biking	Range & Target
Thursday	Mack Mountain Hike	Canoe Overnighter
Friday	Dutch Oven Cooking	Nantahala

WHITEWATER CHALLENGE

THE ULTIMATE WHITEWATER EXPERIENCE

Whitewater Challenge is for older scouts who are seeking additional river experiences in an independent program, the ultimate whitewater adventure. Activities for this weeklong adventure include rafting, kayaking, and canoeing on the Ocoee and Nantahala Rivers. Scouts will have the chance to experience and learn kayak work, whitewater rafting, capsizing, stroke and paddle work, reading rivers, canoe handling skills and paddle skills - such as side slips, eddy turns and peel outs.

LODGING

Participants will spend all nights with their troop on camp at Woodruff.

FEES

There is an additional $100 fee for all participants (above the regular camp fee) Participants aged 18-20 must pay youth camp fees of $525 plus the additional $100.

AGE

Due to the nature and difficulty of the activities, Scouts must be at least 14 years old or 13 and have completed 8th grade.

ADVANCEMENT

While this is not an advancement oriented program, it is possible for participants to complete some requirements in various merit badges. No formal advancement reports will be provided.

SAMPLE SCHEDULE

Monday	Two whitewater rafting trips and guide training on the Nantahala
Tuesday	Canoe & kayak instruction on flatwater at Woodruff
Wednesday	Whitewater rapid surfing and eddy hopping instruction and practice on the Nantahala
Thursday	Whitewater rafting and kayaking on the Nantahala
Friday	Whitewater rafting on the Middle Ocoee River

WOODRUFF CIT

WOODRUFF'S SUMMER CAMP STAFF EXPERIENCE

The Woodruff Counselor in Training (CIT) program is designed for Scouts to experience life as a Woodruff staff member, receive leadership training and gain personal development. If a CIT meets or exceeds expectations during their two- week program, they can opt to volunteer additional weeks at no charge with the approval of the CIT Director.

COST

$250 per week (up to two weeks of program including food and housing).

LODGING

CIT's sleep in the staff campsite in a canvas wall tent (10'x12') shared with another CIT complete with cots, power and a wooden deck floor.

AGE

Minimum of 15 years old by the beginning of Staff Week

ADVANCEMENT

CIT's have the opportunity to explore two merit badge periods per week of the program.

CIT's must attend Staff Week (includes formal CIT training). There is no charge for CIT's attending Staff Week.

For more information and to apply for the CIT Program: campwoodruff.com/cit

COMPENSATION

CITs are volunteers and do not receive compensation for participating. CIT's are eligible to earn service hours if desired. CIT's also will receive camp staff uniform shirts, staff patch and staff water bottle at no charge!

RECREATIONAL PROGRAMS

KENDELL CROSSING

Our living history village at Hemlock Field is a popular place to visit in the afternoon. Black-smithing, candle making, gardening, slingshots, ax throwing and a mercantile with root beer are among the many activities featured.

OPEN ACTIVITIES

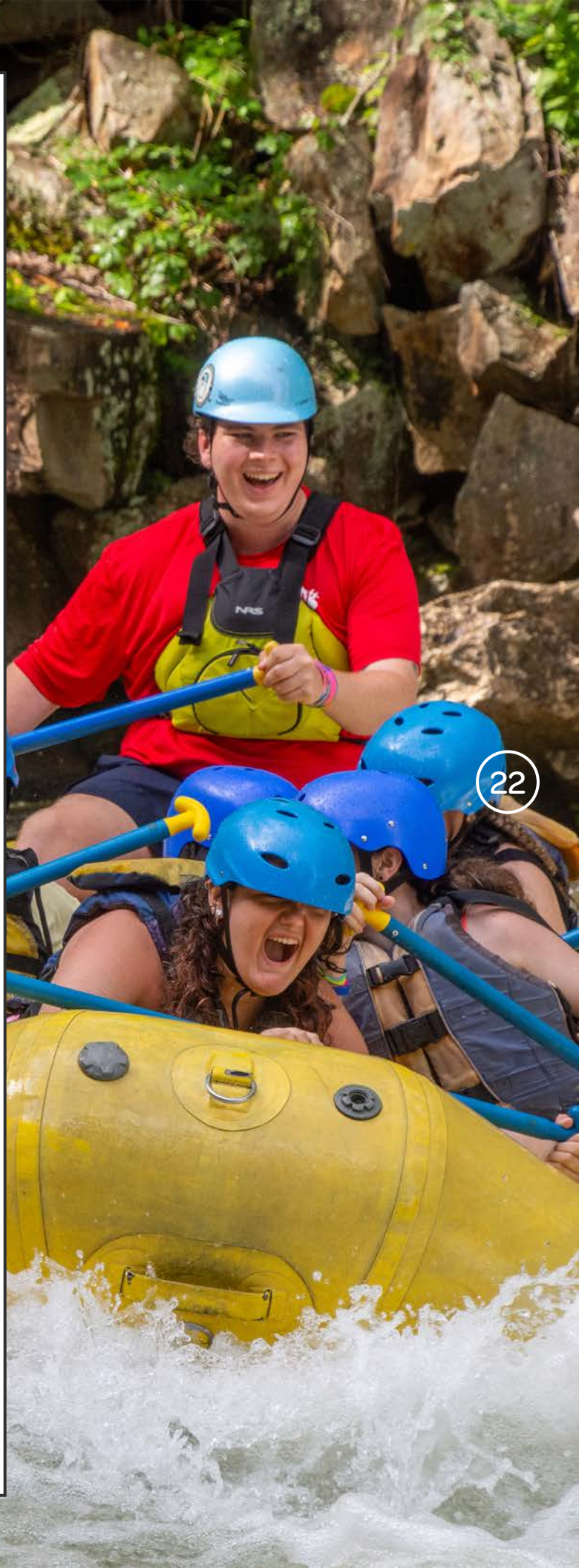
At Woodruff, afternoons are focused on fun! This is the time to experience new challenges, build teams and hone skills in many different program areas. Over 25 open activities are offered every afternoon to keep Scouts challenged and busy! Some activities require pre-registration as noted.

OFF-SITE ACTIVITIES

Youth camp fees include one free off-site activity, either whitewater rafting on the Nantahala (for younger Scouts) or the Ocoee (for older Scouts) or Horsemanship merit badge. Additional off-site trips are available for a fee. Register for these activities during merit badge registration.

SPECIAL PROGRAMS

Each day features nighttime activities, like Nature at Night, STEM After Dark, Appalachian Folk Fest, our spoof merit badge, and flag retirement ceremony. Don't miss the Polar Bear Plunge, a particularly invigorating experience very early on Wednesday morning! No registration is required for any of these activities.



KENDELL CROSSING

1893 HOMESTEAD VILLAGE

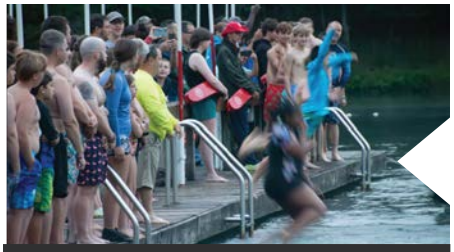
Join us in Hemlock Field each afternoon and experience Kendell Crossing, our interpretive living history program. Scouts will sample life skills and crafts common to a homestead in North Georgia circa 1893. Visit for a moment or spend all afternoon enjoying activities like these:

Candlemaking
Popcorn Popping (and eating!)
Ax Throwing
Sling Shots
Gardening
Chess
Wood Carving
Cornbread Making (and eating!)
Blacksmith Demonstrations
Branding
Embroidery
Chickens and Goats
Root Beer!

On Thursday evening, gather in the meadow for live Appalachian music and folk dancing. Our mercantile will be open for buying root beer and our staff will be on hand to brand hats and boots or whatever else you might have that needs branding.

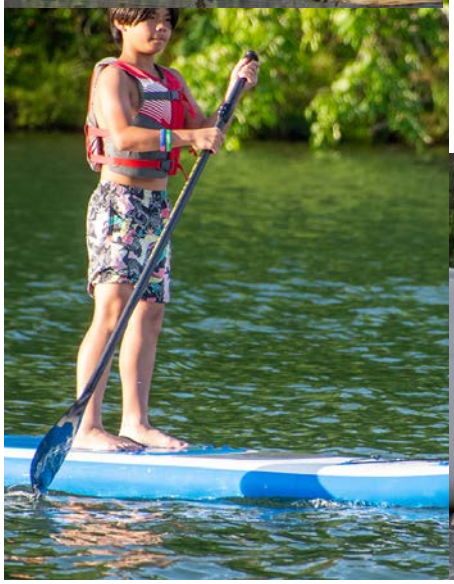
MERCANTILE

Visit our mercantile to buy a root beer in a glass bottle, but please bring cash. We don't know what those card things are! Rootbeer Tokens may be purchased at the trading post if you don't have cash.



POLAR BEAR PLUNGE

Come to the waterfront at the break of dawn on Wednesday morning to brave the cool waters and maybe sing a tune to our lake dwellers.



OPEN ACTIVITIES

AQUATICS

You could spend all your free time in our aquatics area and never be bored. From free swim and boating to our unique aquatic park, Beavershark Park, and Team Paddleboards, there is something for everyone at the waterfront!

MILE SWIM

The Mile Swim is offered on Friday afternoon at 1:30pm.

ADVANCEMENT

Younger Scouts can come to the Aquatics Area any afternoon to work on their 2nd Class and 1st Class swimming requirements. Bring an adult leader to witness and sign-off on your accomplishments.

STAND UP PADDLEBOARD

Join us in the aquatics/small boat area in the afternoons to try out our SUP's and learn about the exciting sport of stand up paddleboarding. You can even earn the Stand-Up Paddleboarding Award!

BEAVERSHARK PARK

Woodruff's aquatic park, Beavershark Park, offers lots of options and one unforgettable experience. Features include our 16 foot Summit Express slide, a 20 foot bouncer, the uniquely challenging Aquaclimb wall and the 40-foot "BLOB" offering an airborne experience like no other!

STEM

ANIMATION, ROBOTICS AND MORE

In the afternoons, our STEM lab is open for Scouts to try their hand at animation, robotics, 3D printing or just to play a game of mega chess. Every afternoon features a different STEM activity of the day. Check the open STEM schedule at camp and discover a new passion.

FINGERPRINTING

Fingerprinting merit badge is a must do for all scouts! We offer several sessions each afternoon to allow everyone a chance to discover their print identity.

DIGITAL TECHNOLOGY

Drop-in from 2pm - 4:45pm to earn this STEM-y merit badge!

GLOBAL VILLAGE

AN INTERNATIONAL EXPERIENCE

Learn about Scouting beyond our borders at our Global Village where Scouts can discover how Scouts in other countries camp, identify opportunities for international awards and explore international events Scouts can attend.

MACK MOUNTAIN STUDIO

LEATHERWORK, WOODCARVING, & BASKETRY

Leatherwork, wood carving, and basketry tools and knowledgable staff are available at the Studio each afternoon for any Scout or Scouter who wants to hone their skills or work on merit badge projects. Drop-in merit badges start promptly at 2pm and end at 4:45pm. Don't be late!

OUTDOOR ACTIVITIES

FIELD SPORTS

Field sports equipment will be available to check out during the afternoon and evening periods at the activity field. Equipment available includes soccer balls, volleyballs, softball equipment, footballs, Air O Sport® and Frisbees®.

DISC GOLF

Woodruff has a disc golf course near the camp entrance. Bring your own discs or pick up supplies at the Sharp Welcome Center.

MOUNTAIN BIKING

Experience some of the best on-site mountain biking in Scouting. Take a ride on Woodruff's fantastic mountain bike trails including our challenging MTB skills course. Our fleet of GT Avalanche Mountain Bikes are available to check out during the afternoon and evening periods, riding under staff supervision.

WOODRUFF HIKER

Woodruff has a variety of great trails ranging from the 1.4 mile Davis Inn Trail to the 8 mile Ridge Trail allowing hikers of all abilities to explore the Woodruff backcountry. Stop by the Sharp Welcome Center to grab a map and find out about hiking options. Complete three Woodruff trails to qualify for the Woodruff Hiker Award.

ORIENTEERING COURSE

The Woodruff orienteering course will satisfy the First Class orienteering requirement. The course begins and ends at the Mountaineer Pavilion. Pick up a map at the Sharp Welcome Center.

GEOCACHING

Try out geocaching, a high-tech treasure hunt using GPS devices, during your week at camp. There are twenty geocaches to find around camp. Really like geocaching? Try for the Woodruff Geocaching Challenge award. You will need a GPS or a cellular device with GPS to participate.

GA-GA

What is ga-ga? It's a fast paced, high energy version of dodge ball played in an octagonal pit. Participants try to hit other competitors below the knee with a large rubber ball. If you're hit, you're out; last ga-ga player standing wins.

THE RANGES

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

RANGE & TARGET ACTIVITIES

ARCHERY

Experience the excitement of drawing an arrow, taking aim and hitting a target up at our archery range. Fit five arrows in the target's center and earn the "Golden Arrow".

RIFLERY

Take aim and try your hand with our .22 rifles. Fit five shots in the diameter of a dime and earn your "Dime Award". There's never an ammo charge to shoot rifles at Woodruff.

NATURE & CONSERVATION ACTIVITIES

Visit the Nature Lodge in the afternoon for a variety of nature activities featuring quails, trees, turtles, animals, and more. Each day centers on a different activity. Got to catch 'em all!

FISHING

Fishing is available at Woodruff in our fabulous mountain lake. Fish from the bridge, the Nature dock or most of the shoreline. Bring your own fishing pole and tackle or you may check out one of ours. A fishing license is not required. We encourage catch and release; however, it is permissible to keep a reasonable number of fish for eating while at camp.

HERPETOLOGY

Join us at the Nature Lodge each Thursday at 2pm to walk the wetlands as we search for and learn about snakes, salamanders, and frogs.

TREE IDENTIFICATION WALK

Join the Nature staff Tuesday at 2:00 for a guided walk through our tree trail to identify over 50 different species of trees.

EARTH TRIBE: TIDE TURNERS PLASTIC CHALLENGE

Monday at 2:00 learn about the impacts of plastic and how to help turn the tide on this issue in your community and beyond. Tide Turners is a part of the Earth Tribe family of awards which focuses on helping Scouts become environmental leaders.

NEW!

OFF-SITE ACTIVITIES

HORSEMANSHIP MERIT BADGE

Those signed up for Horsemanship merit badge will have one off-site trail ride which includes the requirements for the Horsemanship Merit Badge at the barn.

TRANSPORTATION

Off-site transportation is provided free of charge. Meet at 12:45 in the main pavilion the day of the trip. All river trip participants must pass the Swim Test. Waiver forms, signed by a parent, are required for each participant for all offsite programs.

FEES

Youth camp fees include one off-site activity (a river trip on the Nantahala or Ocoee, Whitewater merit badge or Horsemanship merit badge). Additional trips are available for a fee. Choose the day and activity that you would like to do and sign up at the same time as merit badge registration.

RIVER TRIPS

NANTAHALA WHITEWATER RAFTING

A Class II-III river, the Nantahala is ideal for all Scouts! With a wealth of rapids running the length of the river it provides a wonderful introduction for all ages to the excitement of whitewater rafting.

OCOEE WHITEWATER RAFTING

The Ocoee River presents rafters with a phenomenal 5 mile stretch of back-to-back Class III-IV rapids that leaves rafters with very little down time and a lot of action! Because the Ocoee is a more advanced whitewater experience, we require a Scout be 13 years old and recommend prior experience before signing up for the Ocoee.

SPECIAL PROGRAMS

MONDAY

NATURE AT NIGHT
Explore things that inhabit the night at our Nature Center.

STEM AFTER DARK
It's all about the night! Astronomy's Star Party, glow-in-the -dark chess and Imagination Animation are all part of this evening's fun at our STEM lab.

TUESDAY

SPOOF MERIT BADGE
Woodruff offers a special "spoof" merit badge at the Pirrung Amphitheatre - your ticket for an evening of light hearted fun.

THEATER UNDER THE STARS
Immediately after the Spoof Merit Badge, stay (or join us at the Pirrung Amphitheatre) for a movie on our big screen.

ORDER OF THE ARROW ACTIVITIES
Tuesday is OA Day at Woodruff. Our Order of the Arrow Lodge, Egwa Tawa Dee, holds events throughout the day for all Scouts. All Arrowmen should bring their OA Sash to wear on OA Day.

PATCH TRADING NIGHT
In conjunction with our Order of the Arrow reception, patch trading will occur at the Carlock Pavilion. Bring your patches to trade with Scouts from around the country on Tuesday night.

VESPERS SERVICES

Catholic Mass

Sunday at 7:15pm
Nature Lodge

Interfaith Service

Sunday at 7:15pm
John's Chapel

Wednesday at 8:15p,
John's Chapel

WEDNESDAY

POLAR BEAR PLUNGE

Brave souls with plenty of warm blood flowing should join the Lifeguards of Justice at the waterfront at 6 am on Wednesday morning for a refreshing plunge into Woodruff Lake followed by a grab & go Beavershark breakfast. After thawing out, purchase a special Polar Bear Plunge patch at the Trading Post. All swimming levels may participate in the Polar Bear Plunge.

FLAG RETIREMENT CEREMONY

An outstanding and moving flag retirement ceremony will be held on Wednesday each week at 9:00 PM. This is a don't miss event! Meet at the flagpole near the camp entrance. Field Uniform (Class A) requested.

THURSDAY

ADULT SCOUTER STEAK DINNER

The Adult Scouter Steak Dinner will be held at the Main Pavilion on Thursday evening. This is a great event for the Staff to honor our adults for their support of Woodruff Scout Camp. All adults that are registered on camp are welcome.

OPEN BOATING NIGHT

Join the Boating League of Doom as they take over the lake for a fun night of open boating throughout Lake Woodruff.

APPALACHIAN FOLK FEST

Come on down to Kendell Crossing in the evening for a special night of traditional Appalachian music and dance.

FRIDAY

AMERICA 250 CELEBRATION

Join us on the parade field for vintage games and activities to celebrate the semiquincentennial of our nation!

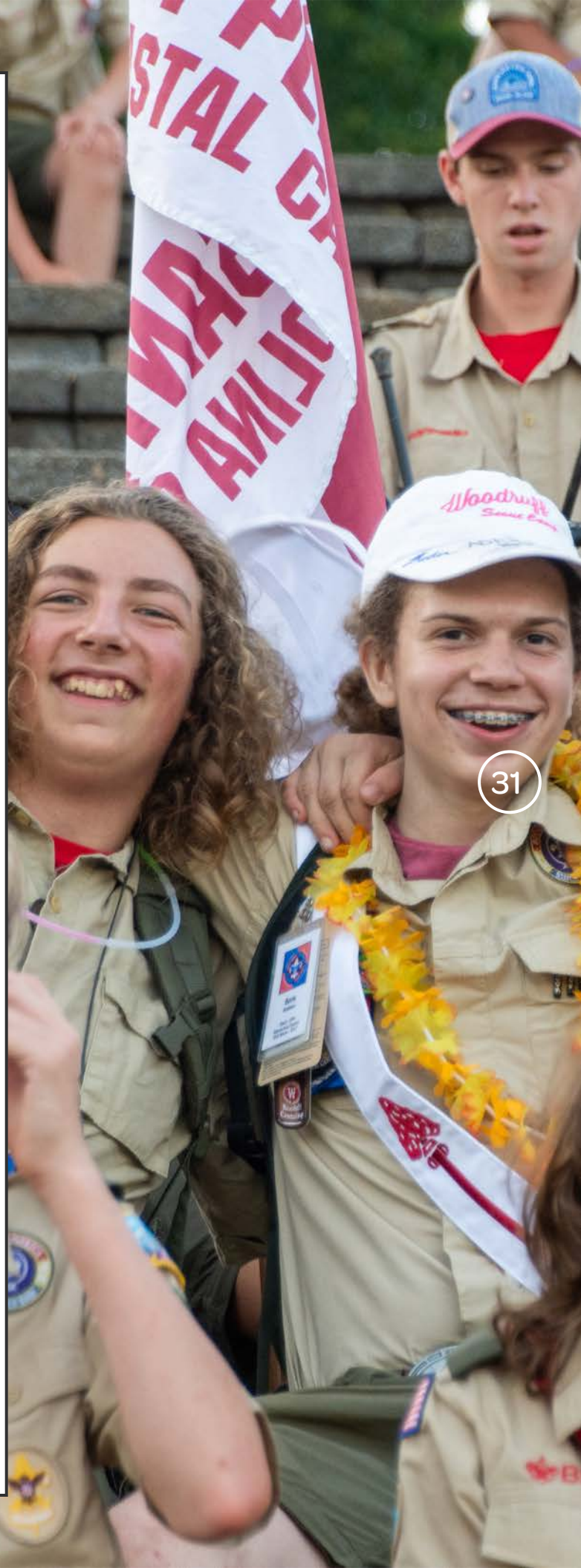
AWARDS

TROOP AWARDS

Troops can qualify for special recognition awards at Woodruff. The Honor Troop and Scouting Traditions Awards recognize those troops who engage in a breadth of activities and demonstrate excellence during their week at camp. Troops that have attended Woodruff for 10 to 45 years are honored through our Loyal Troop Program.

INDIVIDUAL AWARDS

Woodruff has a variety of individual awards that can be pursued during your free time by youth and adults alike. The Woodruff Explorer Award, Woodruff Hiker and Geocaching Award challenge Scouts and Scouters to pursue physical activity, while the Sustainability Award encourages Scouts and Scouters to learn about and engage in sustainable activities while at Woodruff. For adults only, the Scouters Merit Badge is a fun way to engage in all types of activities during your week at camp.



TROOP AWARDS

HONOR TROOP AWARD

Woodruff challenges all troops to show its Scouting spirit and earn the Honor Troop Award. Requirements are based on criteria deemed instrumental for a troop to have a great week at camp.

SCOUTING TRADITIONS AWARD

Do you have an enthusiastic and super-engaged troop? The Scouting Traditions Award is for you! This award recognizes troop participation throughout camp and encourages all Scouts to get the most out of their week at Woodruff.

LOYAL TROOP AWARD

Many troops have attended Woodruff Scout Camp for 10, 20 or even more years. We appreciate your loyalty to Woodruff and recognize it with a special participation ribbon and special patches for each member of your troop at five year increments and by identification on our honor board in the Dining Hall.

INDIVIDUAL AWARDS

*WOODRUFF GEOCACHING CHALLENGE

Explore Woodruff while completing the Geocaching Challenge, a hightech treasure hunting game played by adventure seekers equipped with GPS devices. You will need a GPS or a cellular device with GPS capabilities.

WOODRUFF SUSTAINABILITY*

Practice sustainability while experiencing the great outdoors at Woodruff. Choose four sustainability activities during your week to earn the Woodruff Sustainability Award.

*WOODRUFF EXPLORER

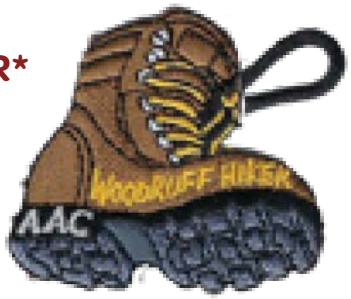
The Woodruff Explorer award is all about being physically active each day while at Woodruff. Completing a Woodruff hike, the Mile Swim, or the Polar Bear Plunge could be steps toward earning this award!

SCOUTER'S MERIT BADGE*

This award is for adults only! Why let your Scouts have all of the fun? All adult volunteers are encouraged to get involved in activities at Woodruff Scout Camp and earn the Scouter's Merit Badge.

*WOODRUFF WATER WARRIOR

Super-active aquatic Scouts can earn this award through a combination of aquatic merit badges and other aquatics activities.



WOODRUFF HIKER*

Woodruff maintains an extensive backcountry trail network ready for you to explore. Complete three established Woodruff Hiker trails and earn the coveted Woodruff boot. Stop by the Sharp Welcome Center for a trail map and information on hiking options.

ADULT PROGRAMS

Adult leaders don't have to sit on the sidelines and watch their Scouts have all the fun. Woodruff offers a number of opportunities for adult leaders while in camp including training, teaching, challenges and fun!

TRAINING OPPORTUNITIES

Every Scout deserves a trained leader. We offer a full schedule of training options for adults from Position Specific Training and IOLS to more advanced courses in aquatics, first aid and cooking. There is something for everyone at Woodruff!

ACTIVITIES

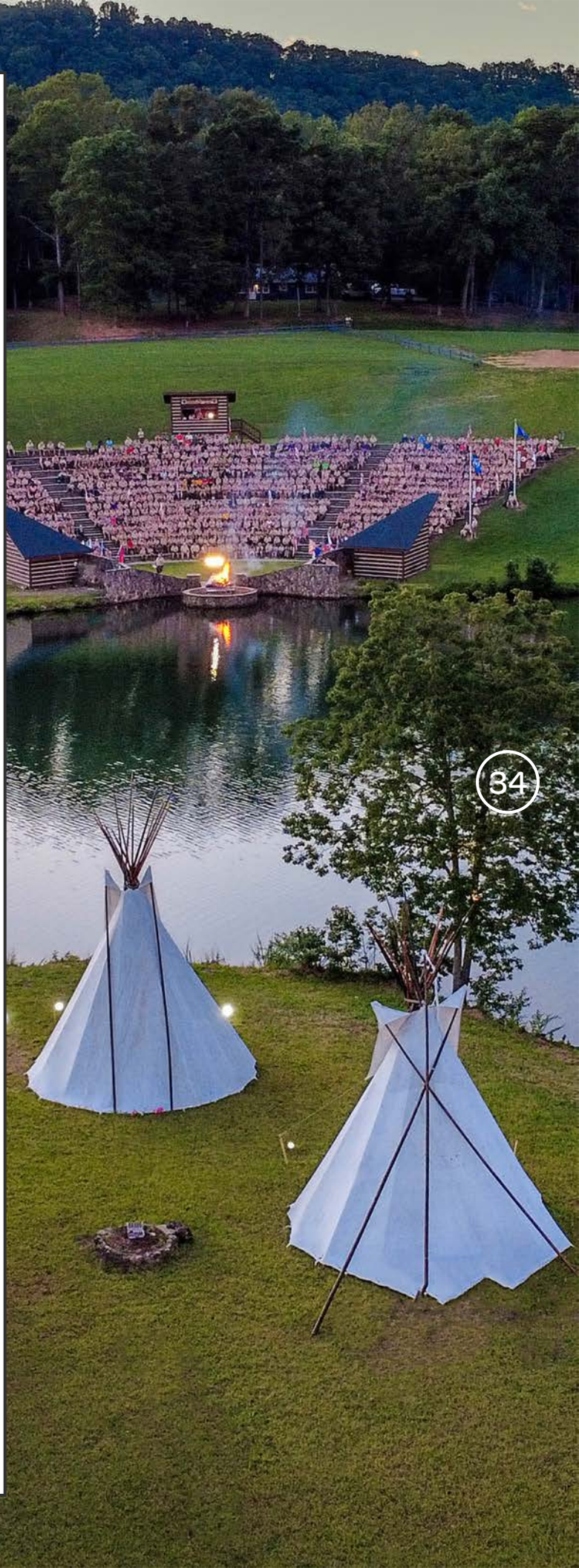
While we want you to spend as much time as possible with your Scouts at camp, we have some special morning activities just for adults while your Scouts are in their instructional periods. Every day has a new adventure. Pick an old favorite or try something new, adults get to play at Woodruff too!

SERVICE

Do you have a heart for serving while at camp? There are a number of opportunities at Woodruff. Assist as a camp commissioner, help in the dining hall or complete minor repairs during the week. if you have a special skill, we would love to hear from you.

AMENITIES

Just because you are at camp doesn't mean you have to rough it. From special food options to a quiet place to relax or work, there are lots of amenities provided for adults at Woodruff to make your week more comfortable and productive.



TRAINING OPPORTUNITIES

For your enjoyment and the benefit of your Scouts, a variety of adult training programs will be offered during your week here. Class registration for the training courses indicated will open at the same time, and in the same place, as the merit badge registration.

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

LEADER SKILLS

SCOUTMASTER AND ASSISTANT SCOUTMASTER POSITION SPECIFIC TRAINING

Scoutmaster Position-Specific training is Scouting America's initial level of training for the top leaders of Scouts BSA troops. It is designed for Scoutmasters, Assistant Scoutmasters, and Junior Assistant Scoutmasters. However, committee members and other adults connected to a Scouts BSA Troop are welcome to attend.
No Fee.

INTRODUCTION TO OUTDOOR LEADER SKILLS (IOLS)

This hands-on course provides adult leaders the practical outdoor skills they need to lead Scouts in the outdoors. Upon completion, leaders will feel comfortable teaching Scouts the basic skills required to obtain the First Class rank. Along with Scoutmaster Position Specific Training, this course is required of all Scoutmasters and Assistant Scoutmasters registered in Scouts BSA Troops in order to be considered "trained". A two-day, all-day course, participants must attend both days to complete training.
No Fee.

BUILDING A HIGH ADVENTURE PROGRAM IN YOUR TROOP

Learn about the four national high adventure bases – Florida Sea Base, Northern Tier, Philmont and Summit Bechtel Reserve as well as how your troop can reserve, plan and execute a high adventure trip and unlock Scouting's adventure for your older Scouts. Includes practical tips and tricks for conducting a successful high adventure program.

No Fee

TRAINING OPPORTUNITIES

OUTDOOR SKILLS

ANGLING EDUCATOR

Angling Educator is a national course taught by a Certified Angling Instructor. Angling Educators learn age-based and skills-appropriate fishing tools and techniques for simple cane pole and spin cast fishing. It prepares leaders to teach fishing skills, and plan and run fishing events for their troop, district, or council.
No Fee

TREE IDENTIFICATION WALK

Tour begins at the Donnell Nature Lodge. Join a Woodruff Naturalist and learn how to identify the trees that live on our Nature Trail. You'll learn how to use leaf, bark, twig characteristics, and more to identify local trees.
No Fee

UNITED PLATES OF AMERICA

Learn to cook favorites from America's history like flapjacks and corn cakes. Martha Washington would be proud!
No Fee

TRAINING OPPORTUNITIES

AQUATICS TRAINING

AQUATICS SUPERVISION: SWIMMING & WATER RESCUE

Swimming & Water Rescue provides Scouters with information and skills to prevent, recognize, and respond to swimming emergencies during troop swimming activities. It expands the awareness instruction provided by Safe Swim Defense training to include basic water rescue skills. The class will be two sessions over two days at the aquatics area. Participants must attend both days.
No Fee

AQUATICS SUPERVISION: PADDLE CRAFT SAFETY

Paddle Craft Safety expands on Safety Afloat training to include the basic skills and knowledge needed for a troop leader to confidently assess his or her ability to supervise float trips using canoes or kayaks. The class will be two sessions over two days at the boating area. Participants must attend both days.
No Fee

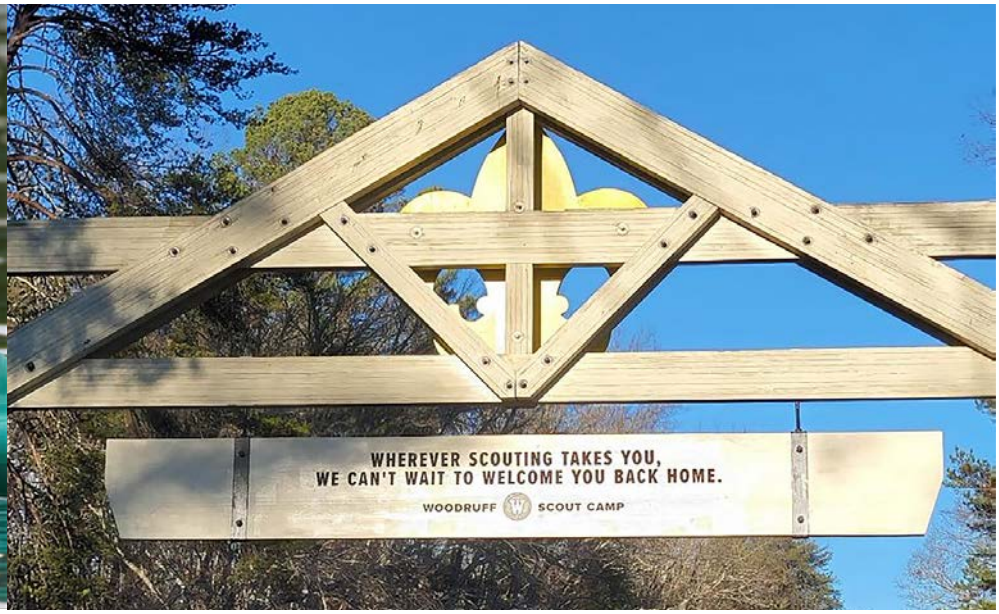
TRAINING OPPORTUNITIES

RED CROSS CERTIFICATION PROGRAMS

RED CROSS CPR W/AED & STANDARD FIRST AID

Upon completion of this course, attendees will be Red Cross Certified in Cardiopulmonary Resuscitation (CPR) and First Aid for two years. The course requires 2 1/2 hours to complete. Fee: $65 per participant

AMERICAN RED CROSS WILDERNESS FIRST AID

Take your standard first aid skills to a higher level. Planning a trip to the back country where rescue may be hours away? Going to Philmont, Northern Tier, Sea Base or Summit Bechtel Reserve? You might find yourself in a situation requiring not only first aid, but also care until evacuation or rescue.

Participants, who complete all course requirements, receive a two-year American Red Cross certification. The course requires that all participants complete 16 hours of training that include classroom and outdoor sessions and be CPR certified. Homework will also be required which can be completed during down time at camp. This course is open to all adult leaders. Fee: $85 per participant.