

PARENT GUIDE 2026

WOODRUFF

SCOUT CAMP



2026 PARENT GUIDE
WOODRUFF
SCOUT CAMP

CONTACT

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CAMP MAIL INFORMATION

For mailing to camp please use the following address:

Woodruff Scout Camp
"Camper Name"
Troop # ____ Week # ____
31 Woodruff Dr.
Blairsville, GA 30512

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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.

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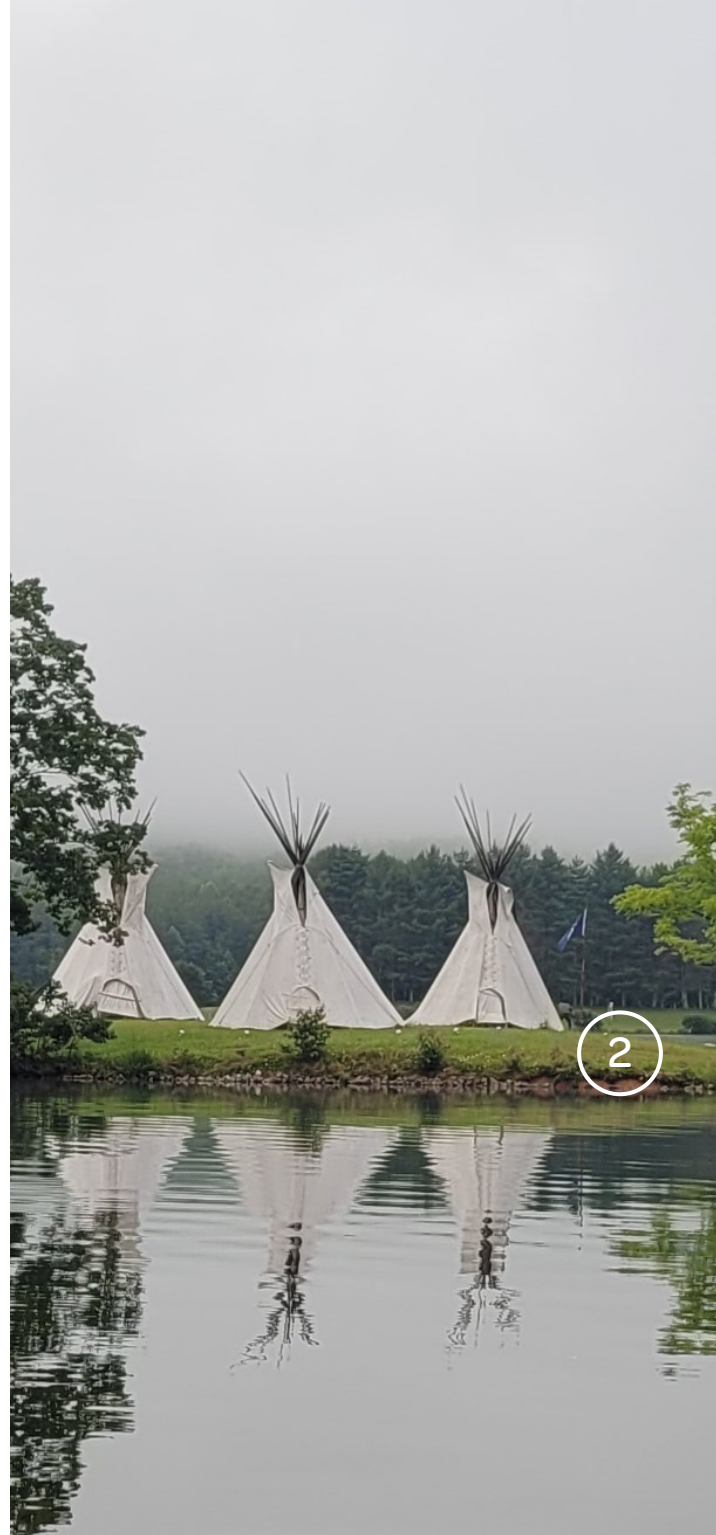
MERIT BADGES
AVAILABLE

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

TYPICAL DAY at SUMMER CAMP

7:20	Flag Assembly, then breakfast in the Dining Hall
8:30	Four merit badge sessions, chosen by the Scouts before coming to camp.
12:30	Lunch at "Lunch Spots" around camp. Convenient and yummy!
2:00	Afternoon Programs: "Drop-in" merit badges at Mack Mountain Studio, open programs at STEM, Aquatics, Kendell Crossing, The Ranges, and more!
5:45	Flag Assembly, then dinner in the Dining Hall
7:00+	Evening Programs (just to name a few)... Sunday: Opening Campfire Monday: Nature Night and STEM After Dark Tuesday: Spoof Merit Badge and Theater Under the Stars Wednesday: Vespers and Flag Retirement Ceremony Thursday: Appalachian Folk Festival at Kendell Crossing and Open Boating Friday: Closing Campfire
10:00	Scouts in Campsites
11:00	Taps



Favorite Things

Slushies

Beavershark Park

Kendell Crossing

The Ranges

Free Time with Friends!

3

ARRIVAL DAY

Troops arrive starting at 12:45pm each Sunday. Our dedicated Troop Guides lead each troop through settling into their campsite, swim checks, dining hall orientation and a campwide tour, but there is always time to grab a treat at the Trading Post!

Dinner is served in campsites the first night to allow troops to get their campsites in top shape and prepare for our opening campfire.

WHAT TO BRING

You'll never forget your time at Woodruff! All Scouts know the key to the most fun is being prepared.

Please label your belongings with your name!

- ☐ Personal footlocker
- ☐ Day pack or small tote bag
- ☐ Complete Scouts BSA/Venturing field uniform - as specified by your troop - and a hanger for your shirt
- ☐ Activity Uniform - Scouts BSA/Venturing shorts t-shirts for everyday - as specified by your troop
- ☐ Medical form and insurance information signed by a parent or guardian (with your adult leader)
- ☐ Waiver forms for river and horseback riding trips (with your adult leader)
- ☐ Extra clothing - socks, underwear
- ☐ Swim suit
- ☐ Closed-toed shoes
- ☐ Jacket or sweater - It gets cool at night!
- ☐ Raingear (not a poncho) - We still have fun in the rain!
- ☐ Sleeping bag or other bedding. You will have a cot.
- ☐ Water bottle or two
- ☐ Soap, shampoo, comb, toothbrush, toothpaste, and other personal items
- ☐ Towels (bath and beach)
- ☐ Sunblock and insect repellent
- ☐ Flashlight, paracord, and other camping items
- ☐ Money for gear and snacks at the Trading Post (about \$100 is the average amount)
- ☐ Scouts BSA Handbook, pens, pencils, and notebooks
- ☐ If there is a chance that a Scout may have their first menstrual cycle at camp, you can send a care package with the adult leaders to assist.
- ☐ Comfort items: Bath rug, battery or solar powered twinkle lights, cards, games.



WHAT TO WEAR

When choosing clothes for any Scouting activity, please follow these guidelines:

- Wear clothing and footwear that are safe for the activity.
- Be respectful. Avoid clothing with words, images, or symbols that could be seen as offensive, including anything political, violent, sexual, or promoting disrespect toward any group.
- Scouts may wear alternative headgear or clothing for religious, cultural, or medical reasons if it's safe to do so.

UNIFORMS

FIELD UNIFORM (CLASS A)

Recommended for arrival at Woodruff, dinner, opening & closing campfires, chapel, and the Flag Retirement Ceremony.

ACTIVITY UNIFORM (CLASS B)

During the day and after dinner, shorts and a Scout related or Scout appropriate t-shirt are recommended.

SWIMWEAR

Swimwear should be secure, clean, and designed specifically for swimming. T-shirts or a cover up and shoes must worn by both males and females outside of the swim area.

RIVER RAFTING TRIPS

On the river trips, footwear must have heel straps. Shower shoes and Croc's are not permitted. If using a carabiner for your water bottle, it must be the locking type.

HORSEMANSHIP, LAUREL MOUNTAIN AND SHOOTING SPORTS

Scouts going on **horse rides** should wear long pants and preferably boots. For participants in the **Laurel Mountain program**, long cotton pants like jeans (not synthetic) are required in the blacksmithing forge. Those going to **the ranges** will need to wear sturdy shoes like tennis shoes or boots. We do not allow sandals, crocs or moccasins on the ranges at Woodruff.



WOODRUFF IS COOL

5

IN MORE WAYS THAN ONE!

Nights can be chilly at Woodruff! In early June, expect nighttime temperatures in the high 40s.

Daily highs range from the low 80s (mostly) to low 90s (rarely).

Bring enough clothes and sleeping gear to stay warm at night and on cool mornings!

Average Daily Highs and Lows

June

81° / 57°

9 days of rain

July

84° / 61°

10 days of rain

PACKING TIPS

CAMP TRUNKS

We recommend packing in a camp trunk. Most have wheels for easy moving and fit under the camp cots. Be sure to label with Scout's name. It is common to collect camp stickers for trunks.

Remember the SCOUTS are responsible for packing with your help - they won't remember what they have if you're the one to pack it!

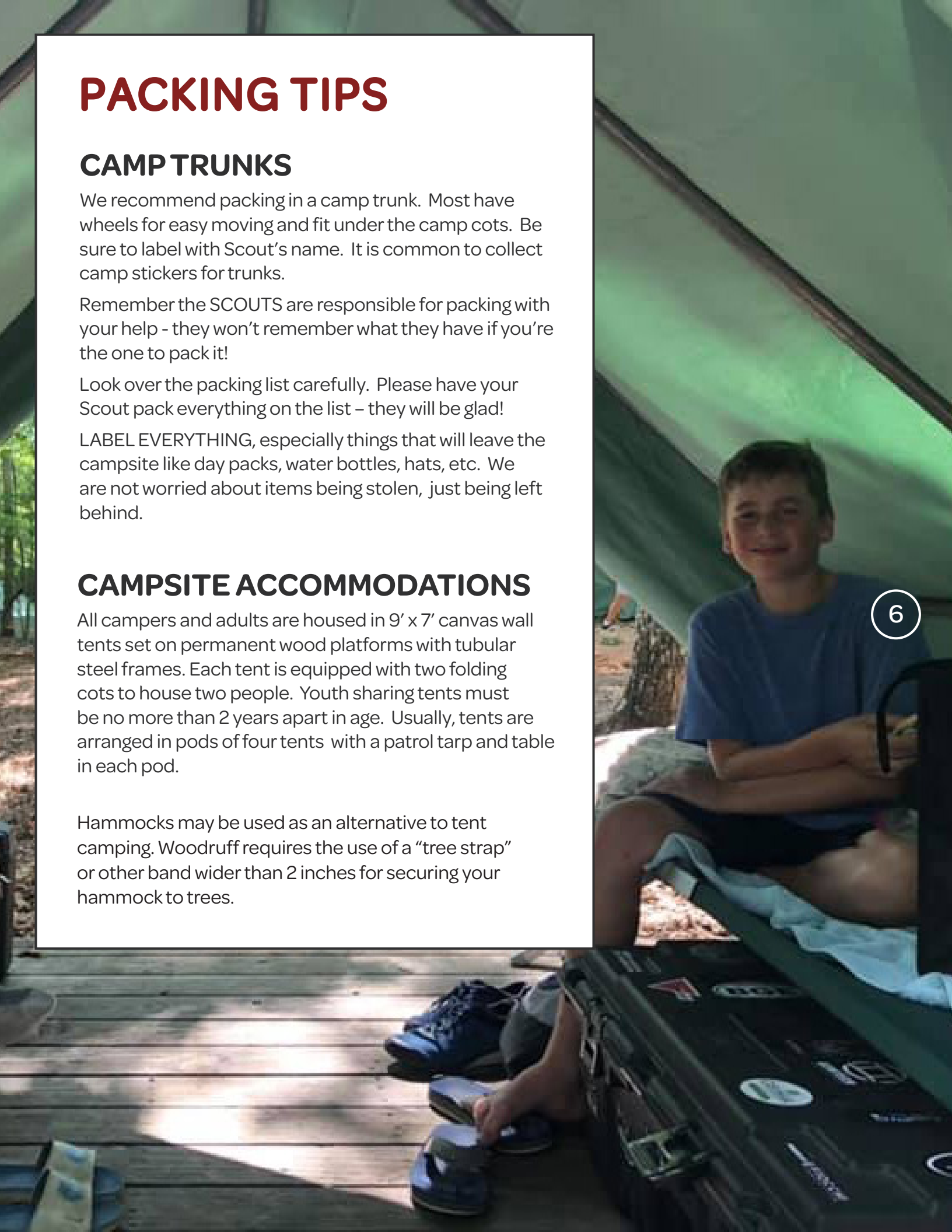
Look over the packing list carefully. Please have your Scout pack everything on the list – they will be glad!

LABEL EVERYTHING, especially things that will leave the campsite like day packs, water bottles, hats, etc. We are not worried about items being stolen, just being left behind.

CAMPSITE ACCOMMODATIONS

All campers and adults are housed in 9' x 7' canvas wall tents set on permanent wood platforms with tubular steel frames. Each tent is equipped with two folding cots to house two people. Youth sharing tents must be no more than 2 years apart in age. Usually, tents are arranged in pods of four tents with a patrol tarp and table in each pod.

Hammocks may be used as an alternative to tent camping. Woodruff requires the use of a "tree strap" or other band wider than 2 inches for securing your hammock to trees.



PAPERWORK. PAPERWORK. PAPERWORK.

1 ANNUAL HEALTH AND MEDICAL RECORDS

All campers and adults attending camp must submit an [Annual Health and Medical Record – Parts A, B and C](#) completed **prior to camp**. Part C must be signed by a licensed health care provider such as an MD or PA..

- Please complete health forms before coming to camp. Woodruff does not have provisions to provide physical exams on site.
- Health forms must be dated within the last 12 months.
- Anyone who does not have a current and properly signed health form may not participate in any camp activities or remain on camp property.
- All Woodruff Pathfinder and Whitewater Challenge participants must meet the height/ weight requirements as noted on the form.
- At the end of the week, health forms will be returned at check-out. Forms left at camp will be shredded.

2 SPECIAL DIET REQUEST FORM

If your Scout has specific food restrictions or needs, please complete the [Special Diet Request Form](#) at least two weeks prior to arrival at camp.

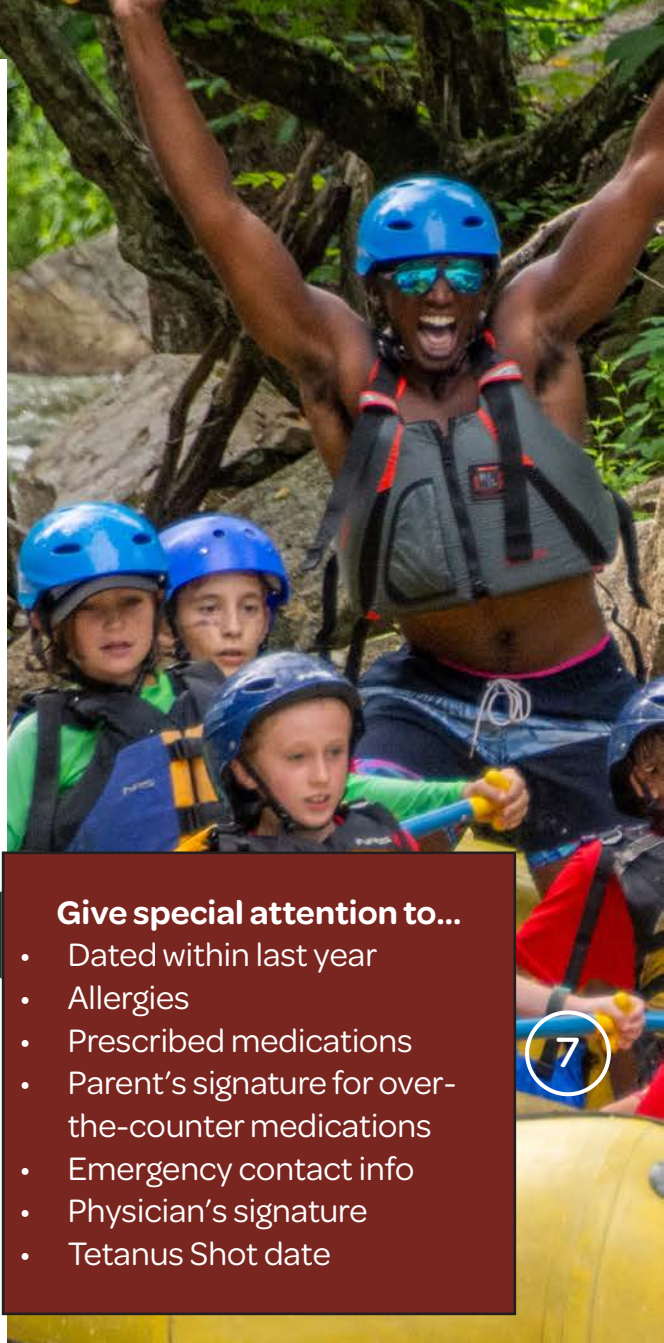
3 WAIVER FORMS FOR OFF-SITE ACTIVITIES

All Scouts and adults participating in an off-site activity need a signed waiver form. This waiver will be their ticket to get on the bus the day of their activity. Download the form [HERE](#). One waiver per off-site activity is required.

Give special attention to...

- Dated within last year
- Allergies
- Prescribed medications
- Parent's signature for over-the-counter medications
- Emergency contact info
- Physician's signature
- Tetanus Shot date

We are able to accommodate many typical food allergies, such as gluten, nuts, dairy, soy, or eggs. While vegetarian options are provided for every meal, vegan options are not assured. Campers requiring a vegan diet should be prepared to provide their own food.



MEDICATIONS

4 PRESCRIPTION MEDICATION DOSING FORMS

A [Prescription Medication Dosing Form](#) should be completed prior to arrival at camp for each Scout taking any prescription drugs.

- Use one form/sheet for each camper with a prescription.
- Up to 6 prescriptions can be listed. Use extra pages as needed.
- Your troop adults will keep them updated throughout the week.

NOTES ABOUT MEDICATIONS AT CAMP:

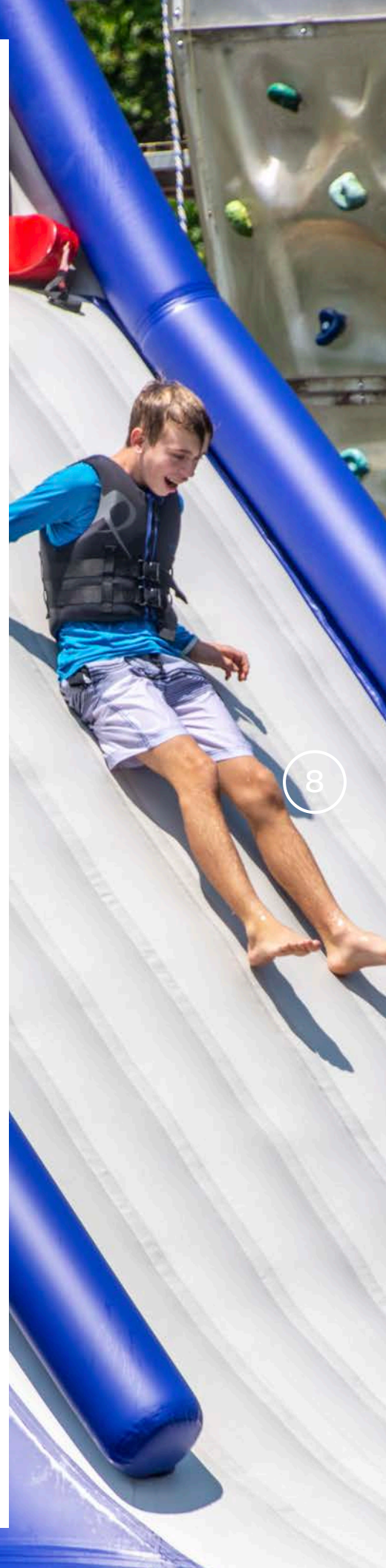
If your Scout takes medication for ADHD or ADD, please continue taking medications at camp. Our merit badges and activities require Scouts to be attentive and able to focus on learning.

All medication must be in a container issued by the pharmacist with the medication name, strength, dose, and dose frequency clearly marked. Generally, medication will be dispensed in the troop campsite by a responsible adult.

Medication requiring refrigeration or injection may be kept either at the Health Lodge or at the troop campsite. These medications will be dispensed by a responsible adult from your troop. It is the troop adult's responsibility to assure the Scout is present at the appropriate times to receive their medication.

Medications must be kept in a locked box.

If an Annual Health and Medical Form indicates that an individual must have an inhaler, EpiPen® or similar medical device, the Camp Health Officer must confirm that the individual has the required item(s) in their possession. If the camper or adult leader doesn't have the item(s), the individual will be restricted from camp activities until the items indicated on the form are obtained.



SWIM CHECKS on Arrival Day

Swim checks will be conducted at the waterfront on Sunday afternoon. All Scouts and adult leaders are designated as swimmers, beginners or non-swimmers based on standardized Scouting America swim classification tests:

• Swimmer Test

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 Test

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. Anyone who has not completed either the beginner or swimmer tests is classified as a **nonswimmer**.

Swimmer classification is required for admission to Beavershark Park and river trips.

PRE-CAMP SWIM CHECK

Some troops choose to conduct swim checks prior to camp. These troops will still have an orientation from our Aquatics staff on arrival day, but they will not have the chance to swim that day.

All aquatic activities at Woodruff take place in Woodruff Lake, which has very different characteristics from a pool. The aquatics staff reserves the right to re-test any Scout or adult at any time if the Aquatics Director is concerned for the safety of any participant.



MERIT BADGES

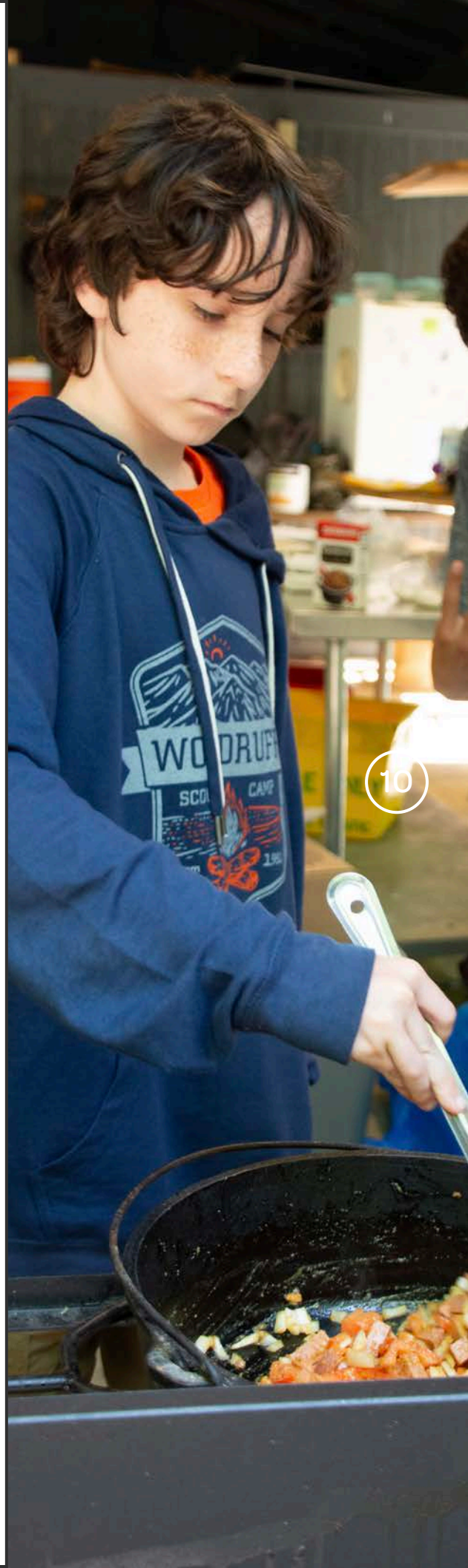
Woodruff offers 72 merit badges, mostly held in the mornings. Afternoons are filled with a few drop-in merit badges, but mostly just free time in our amazing program areas, like aquatics (Beavershark Park and boating), STEM, the Nature Lodge, the Ranges and our interpretive area, Kendell Crossing.

Your Scout has pre-registered for merit badges, but there is always the opportunity to make changes on the first day of camp. Your troop adults can help your Scout with this!

Check out the Woodruff Program Guide and Merit Badge Schedule for more details on merit badges and other programs offered at Woodruff!

[WOODRUFF PROGRAM GUIDE](#)

[MERIT BADGE SCHEDULE](#)



FOOD!

MENU DETAILS

We strive to provide a quality, nutritious dining experience for all campers. The current menu will be posted on the camp website along with the ingredient labels for the most commonly served camp foods. Please note that items and ingredients could change based on product availability.

SPECIAL DIETARY CONCERNS

If any Scouts or adults have specific food restrictions or needs, please complete the [Special Diet Request Form](#) at least two weeks prior to arrival at camp.

We are able to accommodate many typical food allergies, such as gluten, nuts, dairy, soy, or eggs. While vegetarian options are provided for every meal, vegan options are not assured. Campers requiring a vegan diet should be prepared to provide their own food.

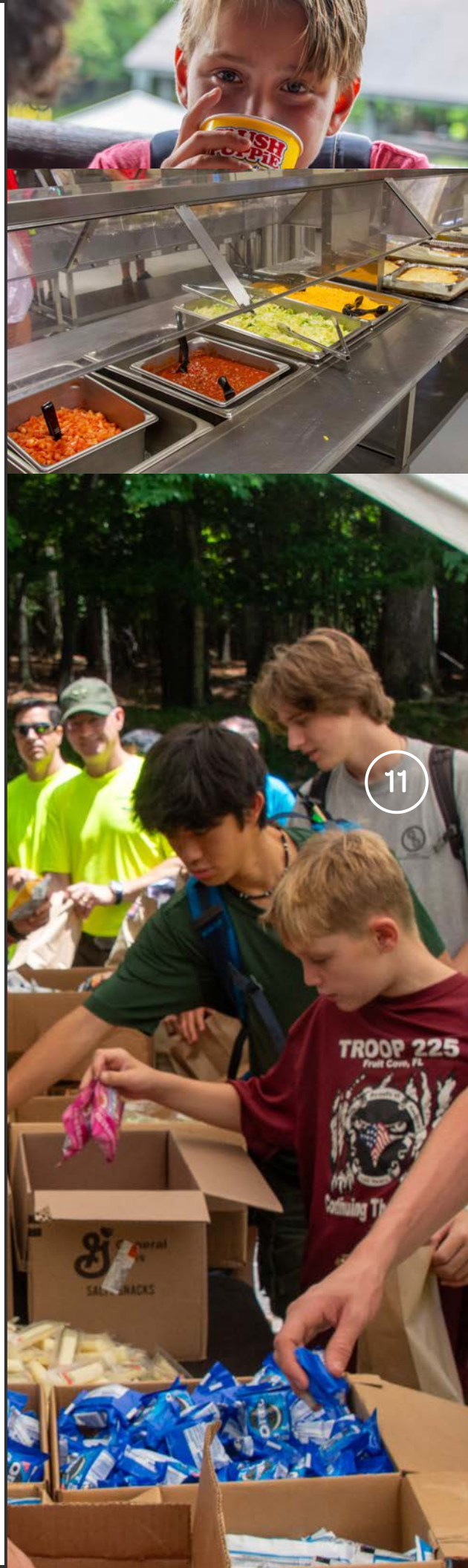
If you choose to bring your own food, you will need to store and prepare any special foods in your campsite. Due to health department regulations, troops or individuals cannot access the camp kitchen to store or prepare special meals. Ice is available for troops to keep food cool in their campsites.

BREAKFAST & DINNER IN THE DINING HALL

For breakfast and dinner, meals are served buffet style with one meal service in the dining hall. Everyone gets the food they want and the amount they need to fill up! Scouts can come back for seconds if more food is needed. A full salad bar is available every dinner, as well.

LUNCH SPOT LUNCHES

Lunch Spots are located in several locations around camp for campers to pick up portable lunches and eat wherever they please. These feature a hot entree with chips, granola bars, fresh fruit and veggie packets and dessert.



RIZOR TRADING POST

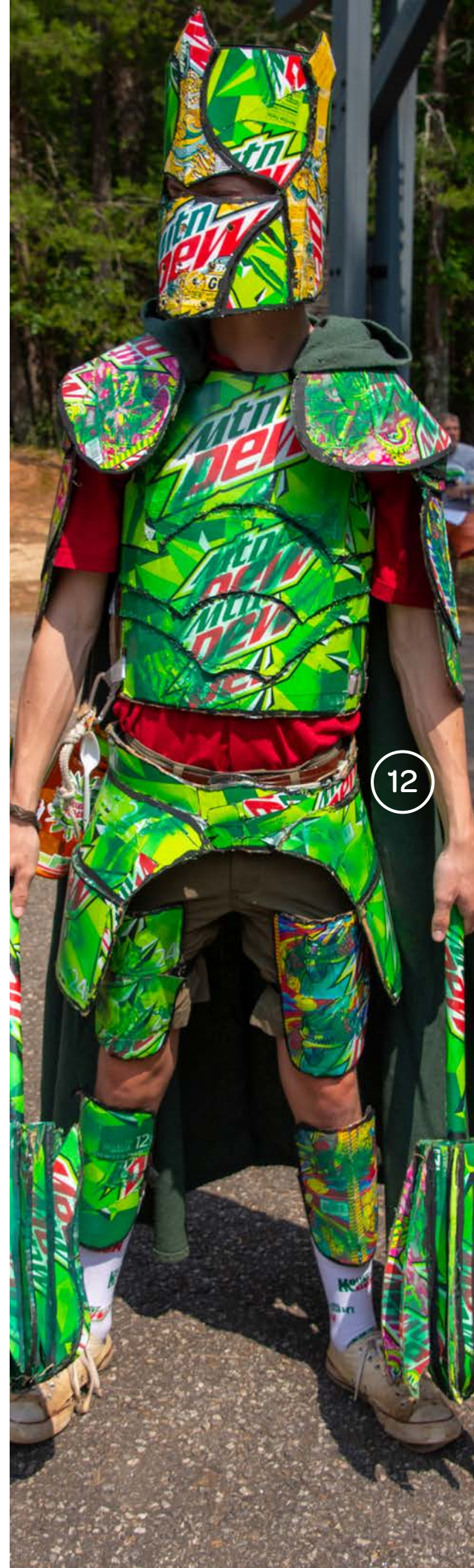
The Trading Post is located at the Rizor “Heart of Camp Building” directly across from the Woodruff Dining Hall. The Trading Post carries a large variety of shirts, memorabilia, personal & camp equipment, handicrafts, gift items, Woodruff logo items, and lots of neat stuff.

The Trading Post also offers a full line of snack items, Slushies, fountain drinks, ice cream, candy and more.

**The average camper
spends \$100 at the Trading
Post & Snack Bar while at
Woodruff.**

We accept cash, credit cards, debit cards, and most cash pay apps.

Our recommendation is for Scouts to bring a re-loadable payment card with them. Parents can load the card with money & view the balance of the card. You can also add more money to the card throughout the week if your Scout is running low.



MAIL

We welcome parents, family, and friends to send mail to Scouts during the week. All mail and packages arrive at our office and are then distributed to the mailbox at each unit's campsite.

Scouts are also welcome to mail a letter from camp; postcards and stamps are available in the Trading Post.

Please address your letter/package using the following format:

Woodruff Scout Camp
"Camper Name"
Troop # ____ Week # ____
31 Woodruff Dr.
Blairsville, GA 30512

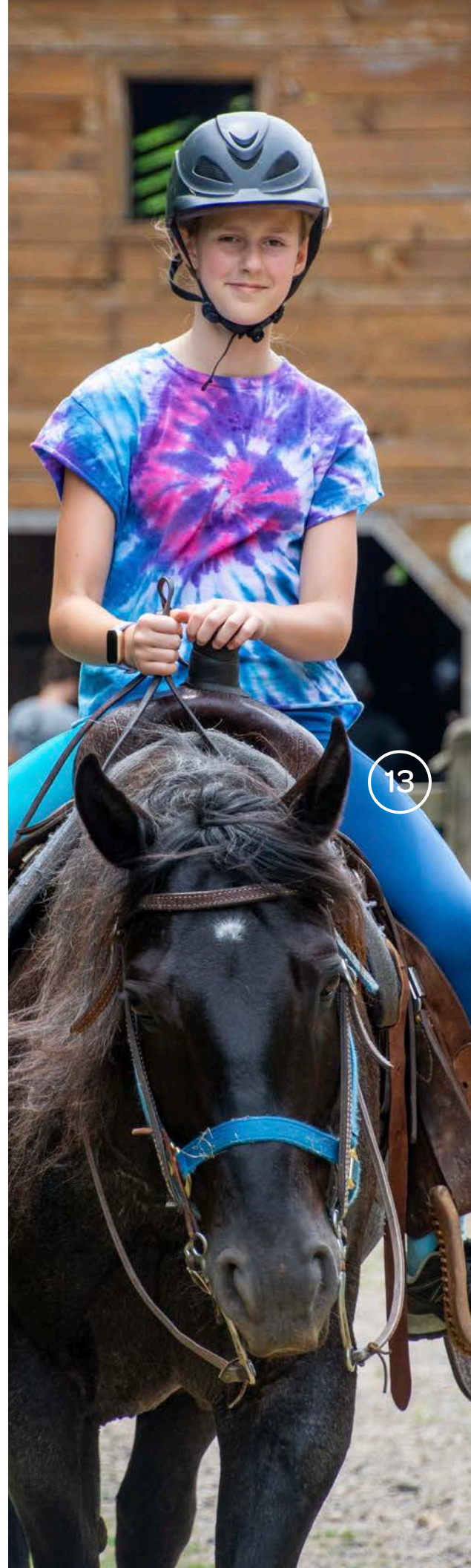
IMPORTANT NOTES!

Mail takes a couple of days to arrive at Woodruff, so plan accordingly!

It is best to send packages a week before your Scout attends camp to make sure they get here on time.

If you are sending a package from Amazon, Woodruff will usually receive those packages within several days. FedEx, UPS, & USPS make daily deliveries to camp.

It is best to not send chocolate in care packages!



HOMESICKNESS

One fear that many new camp parents face is the fear that their Scout will be miserably homesick while at camp. It's an understandable concern, but in the vast majority of cases, Scouts are able to manage and overcome homesickness (and have the time of their lives)!

Is there anything I can do to prevent or lessen homesickness?

Yes! Here are four specific ways you can help:

1. Believe in your Scout's resiliency. Your Scout can read you like a book, and if your facial expressions or tone of voice show that you are worried about their time at camp, it will cause them to doubt themselves and their ability to manage their emotions without you.

2. Before camp, talk to your Scout about homesickness with these goals:

- to normalize it (EVERYONE misses home, and that's okay)
- to let them know you have confidence that they can overcome it
- to give them some strategies to employ if they are feeling homesick. (Stay active! Talk to friends!)

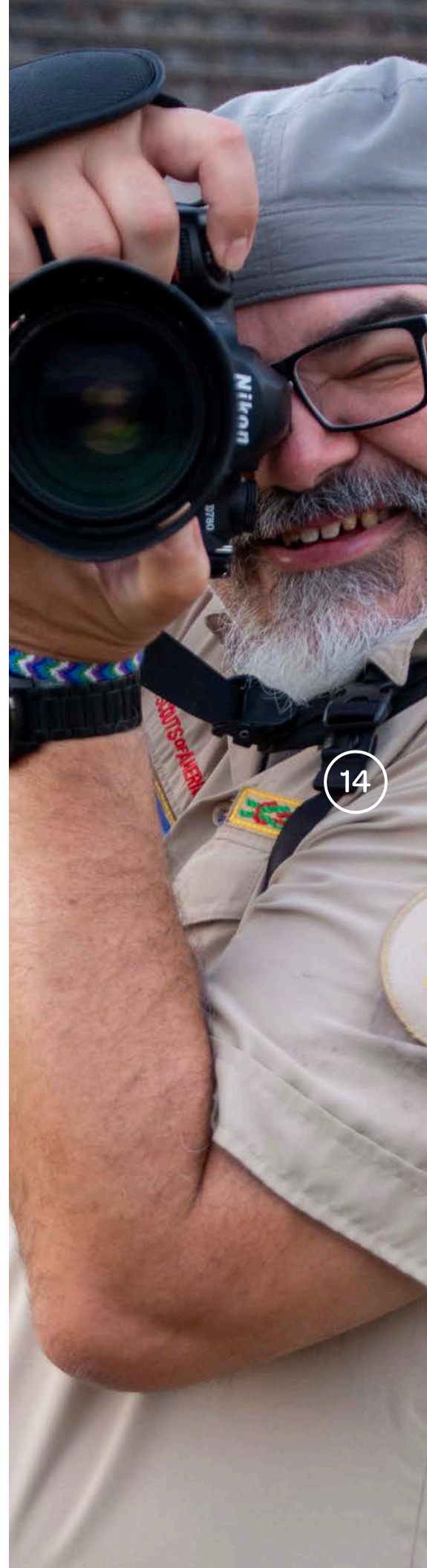
Here is a model conversation from child psychologist Michael Thompson, author of *Homesick and Happy*:

"You will probably feel a bit homesick when you go to camp. Most kids do, but they get over it in time if they try hard to deal with it head-on and put some effort into coping. Feeling homesick just means that you have a home worth missing, a place where people love you. It is the most natural thing in the world to feel homesick."

3. Include your Scout in the camp preparation process of shopping and packing for camp.

4. Please do not tell your Scout you will pick them up from camp if they are unhappy! Thompson calls this "the parent-child bargain that never works." This 'rescue agreement' creates an incentive for your Scout to feel miserable." In essence, if you can only get what you want if you remain miserable (namely, to go home), you will actively work to avoid having fun at camp, choosing to disengage from activities and relationships that would otherwise bring joy, success, and connection...the very things that would lessen homesickness.

Instead, Thompson suggests saying, "We think you are going to be able to conquer your homesick feelings and make a go of it at camp," which gives your Scout confidence and a goal to match or exceed your expectations.



TECHNOLOGY & VALUABLES

TECHNOLOGY

Unlike many other Scout camps, technology use is not discouraged at Woodruff. Scouts are encouraged to appropriately document and share their experiences during their stay. We offer cell phone connectivity with a cell tower on site. AT&T and T-Mobile coverage is good.

Outlets and charging stations are available in select locations including the Rizor Trading Post and some program areas; however, a battery back-up is recommended.

Safeguard your cellular devices by not leaving them unattended at charging stations. There are limited “locker” style storage bins at the Rizor for short term use. Please bring your own lock!

VALUABLES

Please remember to safeguard your valuables while at camp. Use these tips to avoid unnecessary losses:

- Bring as few valuables as possible.
- Before you arrive, ask which Adult is designated as responsible for valuables.
- The designated Adult should be able to lock valuables in a safe place.
- Scouts should not walk through another troop’s campsite, the Staff areas or camp buildings that they have not received permission to enter.



CAMP RULES

As a Scouting facility, the foremost rules for personal and group behavior are the ideals found in Scouting. Beyond the ideals of the Scout Oath and Law, and Outdoor Code, the following rules are enforced at Woodruff:

- All cars must be parked in designated parking areas. Only specially authorized vehicles are allowed in campsites or on the roads.
- No UTVs or ATVs are permitted.
- Closed toed shoes must be worn at all times at camp. Sandals are allowed only at the showers.
- Throwing rocks is strictly forbidden.
- No flames, fires, or fuels of any kind are permitted inside tents.
- No personal skateboards, inline skates, or mountain boards are permitted.
- No bike riding is allowed outside of the mountain biking program. Personal bikes must be checked in at the mountain biking pavilion upon arrival at camp.
- Personal firearms and bows are not permitted.
- Sheath knives are not permitted.
- No alcoholic beverages or illegal substances are allowed on camp property.
- No fireworks of any kind are permitted on camp property.
- All guests are required to check-in at the camp office upon arrival.
- No underage or non-registered youth are allowed in camp. Please do not bring younger siblings to camp.
- No pets are allowed in camp.
- No running in camp.
- Please show RESPECT for others at bathhouses!



NAVIGATING TO WOODRUFF

Check-in time:

12:45PM – 3:00 PM on Sunday afternoon

Troops arriving before 12:45 pm are requested to wait in the main parking lot near the check-in area (Main Pavilion) until official check-in begins.

TRAVELING TO CAMP BY CAR

Upon arrival to camp, staff will direct you where to park while checking in and unloading gear. Units may leave a trailer in the campsite, but all cars must be moved to designated parking areas as soon as gear has been unloaded. Do not block the roads! During Check-in, vehicles will be issued a parking pass to be displayed on the dashboard for the week. Please note that transporting Scouts or adults in the bed of a pickup truck or trailer is against Scouting America policy and not allowed under any circumstances.

Drivers using a GPS or navigation app to plan their route to Woodruff should be cautious! Some apps tell you to access camp using Turner Gap Road, Squirrel Hunter Road or Chestnut Gap Road. It is not possible to reach camp via these routes! You will find paved roads all the way to the camp gate. If you are not on a paved road, you are on the wrong road! Refer to the [Directions to Woodruff](#) map available online and use it for the last 15 miles into camp.

CHECK-IN/OUT: EARLY OR LATE

If your Scout must arrive later than Sunday or depart earlier than Saturday, please make sure your adult leader knows your plans! When arriving at Woodruff, please check-in at the Sharp Welcome Center. The Welcome Center staff will let you know how to find your troop on site and the procedure for checking your Scout in or out of camp.

Camp Address:
31 Woodruff Dr.
Blairsville, GA
30512



**DON'T TRUST
YOUR GPS
TO GET TO
WOODRUFF!**



