



Hello Scouts attending Summer Camp 2020,

It's time for the Scouts going to Camp Woodruff with Troop 81's summer camp to select their merit badges and activities. During February and early March, the Scouts will select their desired merit badge classes and can consult their parents and Scoutmasters to gain input or advice.

Our Troop can begin register the Scouts on the Camp's website on the morning of March 30, so let's get everyone to turn in their merit badge sheet by the previous Troop meeting on March 9. I know that it seems early this year, but we have spring break and a PLC meeting right after the March 9 meeting.

<< Please see the additional pages attached. >> The attachment includes the signup form and the schedule for the merit badge classes at camp.

For Scouts who have yet to earn First Aid Merit badge, you will want to take it this summer. Many other merit badges have a requirement that First Aid Merit badge be complete as part of the requirements, so completing it is key to further merit badge completion and is also an important skill for everyone to learn.

When you plan your merit badge classes, we encourage you to focus on the Eagle Required merit badges, as the elective ones can be earned during your scouting career. Swimming merit badge is a good one to complete as well.

Attached to this email you will find information and a sheet to complete to indicate your preferred schedule for Camp.

Troop 81 can start to enroll on March 30, so it is key to turn in your sheets to have the best chance to get the classes you desire.

If you are unable to attend the March 9 Troop Meeting, you can send in your merit badge choices by email.

Please let me know if you have any questions.

Yours in Scouting,

Chris Hendrich

865-919-2929

# Troop 81 Merit Badge Sign-Up for Woodruff 2020



Scouts Name: \_\_\_\_\_

Scout Age: \_\_\_\_\_ In June 2020

Scout Grade: \_\_\_\_\_ In June 2020

Reviewed by  
ASM: \_\_\_\_\_

due **March 9** for best selection

## Merit Badge/Activity

	1st Choice	2nd Choice	3rd Choice
Morning - Period 1			
Morning - Period 2			
Morning - Period 3			
Morning - Period 4			

Afternoon - Session 5			
Monday			
Tuesday			
Wednesday			
Thursday			

Afternoon - Session 6			
Monday			
Tuesday			
Wednesday			
Thursday			

Evening (Session #7)	rare, as only BSA Lifeguard has session #7 required		
Horseback riding ( 1 afternoon )	Yes / No	Tuesday	<div data-bbox="1055 1501 1461 1701" data-label="Text"> <p>Note: Horseback Riding, Horseback Merit Badge <u>or</u> Rafting is included in the Scout's \$360 fee. Please select one of these activities.</p> </div>
Horsemanship Merit Badge ( 2 afternoons )	Yes / No	Monday + Tuesday	
Nantahahala River Rafting ( 1 afternoon )	Yes / No	Tuesday	

### Instructions:

- 1) Review the attached Merit Badge Schedule for Camp Woodruff.
- 2) Use your RLC or other Scoutmasters for advice for merit badge selection.
- 2) Select your desired merit badges. If you have yet to earn First Aid & Swimming merit badges, we recommend that you sign up for them. Tell your parents about your choices.
- 3) Turn in this sheet by March 9, 2020 ( last troop meeting before camp sign-ups )**

# SCHEDULING

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	DINNER	7
	MORNING					AFTERNOON			EVENING

## MORNING ☒ 1 - 4 ☒ ADVANCEMENT

Mornings are dedicated to advancement through our comprehensive offering of 65 different merit badges and our Mountaineer First Year Scout Program. For older scouts, the Laurel Mountain Program and Woodruff News Team are offered to give scouts the opportunity for new experiences every summer at Woodruff. Note that some morning programs require two, three or even all four morning program blocks.

## AFTERNOON ☒ 5 & 6 ☒ OPEN TIME

Scout camp is a time for Scouts to have fun and experience all that Scouting offers. Our afternoon program is designed for scouts to engage in programs that they find attractive without the structure of pre-registration for most programs. Advancement opportunities still abound. Scouts may “drop in” to work on select merit badges in many program areas. Some merit badges with capacity limitations do require pre-registration. Check the program areas below for details. Many merit badges require work outside of the morning program. Head to the ranges to work on shooting qualification or use free time to complete those more difficult merit badges. Afternoons are also for our off-site adventures: whitewater rafting or a horseback trail ride. Every youth registration includes one free off-site activity so don’t miss out on the fun. Just make sure you register for which adventure and day you want to go!

## EVENING ☒ 7 ☒ TROOP & PATROL TIME

After dinner, many program areas are open just like in the afternoon. Scouts can head to their favorite area or try something new. From opening and closing campfires to our famous Flag Retirement Ceremony, there are many activities your troop will want to attend as a troop. For patrols, we offer group activities such as Team Stand Up Paddleboard, COPE and field sports.

## Woodruff Scout Camp 2020 Program Schedule

	Morning				Afternoon		Evening
	1	2	3	4	5	6	7
	8:30	9:30	10:30	11:30	2:00	3:30	7:00
Start Time	8:30	9:30	10:30	11:30	2:00	3:30	7:00
End Time	9:20	10:20	11:20	12:20	3:15	4:45	8:15
Period Length	:50	:50	:50	:50	1:15	1:15	1:15
<b>Adventure Zone/Treks</b>							
Horsemanship MB <sup>1,5</sup>					M, Tu, W or Th		
Horse Trail Ride <sup>1,5,5</sup>					M, Tu, W or Th		
Advanced Horse Trail Ride <sup>5,5</sup>					M, Tu, W or Th		
Nanthahala River Rafting <sup>5,5</sup>					M, Tu, W or Th		
Ocoee River Rafting <sup>5,5</sup>					M or Th		
Whitewater Challenge - Offsite High Adventure <sup>5</sup>	<-----X----->						
Woodruff Xtreme - Offsite High Adventure <sup>5</sup>	<-----X----->						
Laurel Mountain Program (Woodwork & Metalwork MB)	<-----X----->						
Davis Inn Outpost					Open Program		
Backcountry Trek Overnighter						M, Tu or W	
<b>Aquatics</b>							
BSA Lifeguard	<-----X----->						
Beginner Swim Lessons (non MB activity)	<--X-->	<--X-->	<--X-->	<--X-->			
Canoeing MB	<-----X----->	<-----X----->					
Kayaking MB	<-----X----->	<-----X----->					
Lifesaving MB	<-----X----->	<-----X----->					
Mile Swim Qualification Practice					Open Program		
Motorboating MB	<--X-->	<--X-->	<--X-->	<--X-->			
Rowing MB <sup>6</sup>					M/Tu or W/Th		
Small Boat Sailing MB <sup>6</sup>					M/Tu or W/Th		
Stand Up Paddleboarding Award ( non-MB )		<--X-->		<--X-->			
Swimming MB <sup>2,3</sup>	<-----X----->	<-----X----->					
Water Sports MB	<-----X----->	<-----X----->					
Whitewater MB <sup>5</sup>	<-----X----->	<-----X----->					
Open Swim (non MB activity)					Open Program		
Open Boating (non MB activity)					Open Program		
Troop Canoe/Hammock Overnighter						M, Tu or W	
<b>Studio Arts</b>							
Animation MB	<--X-->		<--X-->				
Architecture MB		<--X-->					
Art MB	<--X-->	<--X-->	<--X-->	<--X-->			
Basketry MB					Open Program		
Branding (non MB activity)					Open Program		
Fingerprinting MB					Open Program		
Leatherwork MB <sup>5</sup>					Open Program		
Moviemaking MB	<--X-->	<--X-->		<--X-->			
Photography MB		<--X-->	<--X-->	<--X-->			
Pottery MB and Sculpture MB	<--X-->	<--X-->	<--X-->	<--X-->			
Textile MB	<--X-->		<--X-->				
Tie Dying (non MB activity) <sup>5</sup>					Open Program		
Wood Carving MB <sup>5</sup>					Open Program		
Woodruff News Team Program (Journalism, Photography, Moviemaking and Graphic Arts MB) (age 13+)	<-----X----->						
<b>STEM</b>							
Astronomy MB		<--X-->		<--X-->			Open Program
Chess MB	<--X-->	<--X-->	<--X-->	<--X-->			
Game Design MB	<--X-->	<--X-->	<--X-->	<--X-->			
Open Robotics (non MB activity)					M/W/Th		
Programming MB and Digital Technology MB	<-----X----->	<-----X----->					
Robotics MB and Digital Technology MB	<-----X----->	<-----X----->					
Space Exploration MB <sup>5</sup>	<--X-->		<--X-->				Open Program
Welding MB (age 14+)					M/Tu/W		
<b>Mountaineer Program</b>							
Mountaineer First Year Scout Program	<-----X----->	<-----X----->					
5 Mile Hike - 2:00 & 6:45 (M, Tu, or W)					Open Program	Open Program	

COPE & Climbing						
Climbing MB	<--X-->	<--X-->				
COPE (non MB activity)		<--X-->				
Troop Climbing/Rappelling (non MB activity)					Open Program	
Nature						
Archaeology MB	<--X-->		<--X-->			
Bird Study MB		<--X-->		<--X-->		
Environmental Science MB	<--X-->	<--X-->	<--X-->	<--X-->		
Fly Fishing MB	<--X-->		<--X-->		Open Program	
Fishing MB		<--X-->		<--X-->	Open Program	
Forestry MB & Plant Science MB	<--X-->		<--X-->			
Geology MB and Mining & Society MB		<--X-->		<--X-->		
Reptile & Amphibian Study MB	<--X-->		<--X-->		Open Program	
Weather MB		<--X-->		<--X-->		
Life Skills						
American Cultures MB					M/Tu or W/Th	
Citizenship in the Nation MB	<--X-->	<--X-->	<--X-->	<--X-->		
Citizenship in the World MB	<--X-->	<--X-->	<--X-->	<--X-->		
Communication MB	<--X-->	<--X-->	<--X-->	<--X-->		
Emergency Preparedness MB	<--X-->	<--X-->	<--X-->	<--X-->		
First Aid MB <sup>2, 6</sup>	<--X-->	<--X-->	<--X-->	<--X-->	M/Tu or W/Th	
Personal Fitness MB <sup>6</sup>	<--X-->	<--X-->	<--X-->	<--X-->	M/Tu or W/Th	
Outdoor Skills						
Camping MB	<--X-->	<--X-->	<--X-->	<--X-->		
Cooking MB	<--X-->	<--X-->	<--X-->	<--X-->		
Cycling MB	<--X-->	<--X-->	<--X-->	<--X-->		
Exploration MB	<--X-->					
Geocaching MB		<--X-->		<--X-->	Open Program	
Mountain Biking/Mountain Boarding (non MB activity)					Open Program	
Orienteering MB	<--X-->		<--X-->			
Pioneering MB	<--X-->	<--X-->	<--X-->	<--X-->		
Sign, Signals, and Codes MB			<--X-->			
Wilderness Survival MB		<--X-->		<--X-->		
Shooting Sports						
Archery MB	<--X-->	<--X-->	<--X-->	<--X-->		
Rifle Shooting MB	<--X-->	<--X-->	<--X-->	<--X-->		
Shotgun Shooting MB (age 14+)	14 years old +		14 years old +			
Open Rifle Range <sup>4</sup>					Open Program	
Open Archery Range <sup>4</sup>					Open Program	
Open Shotgun Range (MB participants only)					MB Qualification Only	

Programs requiring pre-registration

<--X-->

Open programs not requiring pre-registration, offered on a walk-up basis

### Notes

All Morning Classes (Periods 1, 2, 3 and 4) are held daily, Monday through Friday.

<sup>1</sup>Horsemanship 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. Scouts will need to sign up for both a 'class' and a 'ride'

<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>Walk ups are welcome, however, preference will be given to scouts practicing for the merit badge.

<sup>5</sup>River trips and horse trail rides leave at 12:45 daily from the Main Pavilion.

<sup>6</sup>This merit badge is offered in the afternoon for a two day session, either Monday and Tuesday or Wednesday and Thursday.

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