

Woodruff Scout Reservation

2011

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	
Adventure Zone / Treks								
Horsemanship MB - 2 day class (M/T or W/Th) ¹³ \$					<--- X --->			
Horse Trail Ride Only (M,Tu,W,Th) ¹⁴ \$					<--- X --->			
Nanthahala River Rafting (M,Tu,W,Th) ¹⁴ \$					<--- X --->			
Ocoee River Rafting (Mon or Thu) ¹⁴ \$					<--- X --->			
Ultimate Zone ¹	----- X ----->							
Whitewater Challenge ¹	----- X ----->							
Aquatics								
BSA Lifeguard	----- X ----->							
Swim Lessons	<-X->	<-X->	<-X->	<-X->				
Canoeing MB	<--- X --->	<--- X --->						
Lifesaving MB	<--- X --->	<--- X --->						
Motorboating MB ¹⁵	<-X->	<-X->	<-X->	<-X->	<--- X --->			
Rowing MB (afternoon only) ¹⁸					<--- X --->			
Small Boat Sailing MB	<--- X --->	<--- X --->						
Swimming MB ^{2,3}	<--- X --->	<--- X --->						
Whitewater MB \$	<--- X --->	<--- X --->						
Water Sports MB ⁷	<-X->	<-X->	<-X->	<-X->				
Troop Open Swim					<-X->	<-X->	<-X->	
Aquatics and Boating MB Practice					<-X->	<-X->		
Troop Canoe Overnighter ¹⁶							<--- X --->	
Aquatics Supervision: Swimming and Water Rescue ²⁰		<--- X --->						
Aquatics Supervision: Paddle Craft Safety ²⁰					<--- X --->			
Field Sports								
Athletics MB & Sports MBs	<-X->	<-X->	<-X->	<-X->				
Personal Fitness MB ¹⁵	<-X->	<-X->	<-X->	<-X->	<--- X --->			
Mountain Biking ⁴					<-X->	<-X->	<-X->	
Mountain Boarding ⁴					<-X->	<-X->	<-X->	
Troop Field Sports (open)					<-X->	<-X->	<-X->	
Handicraft								
Indian Lore MB \$	<-X->	<-X->	<-X->	<-X->				
Photography MB \$	<-X->	<-X->	<-X->	<-X->				
Pottery MB & Sculpture MB	<-X->	<-X->	<-X->	<-X->				
Leatherwork MB ¹⁵ \$	<-X->	<-X->	<-X->	<-X->	<--- X --->			
Woodcarving MB ¹⁵ \$	<-X->	<-X->	<-X->	<-X->	<--- X --->			
Basketry MB - 1 day class: M,Tu or W \$					<--- X --->			
Art MB - 1 day class: M,Tu,W or Th					<--- X --->			
Fingerprinting MB - 1 day class: M,Tu,W or Th					<-X->			

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Mountain Man

Mountain Man

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

COPE

Climbing MB

COPE

COPE Instructor Training

Troop Climbing / Rappelling ⁴

Nature

Archaeology MB ⁷

Astronomy MB ⁷

Bird Study MB ⁷

Environmental Science MB ⁷

Fishing MB ^{15, 19}

Forestry MB ⁷

Reptile & Amphibian Study MB ⁷

Geology MB ⁷

Plant Sciences MB ⁷

Soil & Water Conservation MB ⁷

Space Exploration MB ^{12, 5}

Weather MB

Nature / Ecology Merit Badges - Field Sessions ¹⁷

Outdoor Skills

Camping MB ²

Citizenship in the Nation MB ²

Citizenship in the World MB ²

Communications MB ²

Cooking MB

Emergency Preparedness MB ²

First Aid MB ^{2, 15}

Pioneering MB

Wilderness Survival MB

Orienteering MB (afternoon only) ¹⁸

CPR Test for Merit Badges ⁵ - Mon and Tue evening only

Shooting Sports

Archery MB ⁷

Rifle Shooting MB ⁷

Shotgun Shooting MB ⁷

Open Rifle Range ¹⁰

Open Archery Range ¹⁰

Shotgun MB Practice ¹¹

Morning				Afternoon		Evening	
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NOTES

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

¹ Ultimate Zone and Whitewater Challenge will meet Sunday evening at 7:00 with all gear, and will leave camp during the opening campfire.

² 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.

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

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

⁵ Scouts wishing to "demonstrate proper technique for performing CPR" may do so by passing a brief test. This does not certify the scout in CPR, but does meet the merit badge requirement of many merit badges.

⁷ 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

¹⁰ While walk ups are welcome, preference will be given to scouts practicing for the merit badge and to roop s signed up in advance. Note - Rifle Range is open ONLY for Merit Bage participants in Session C

¹¹ The shotgun range is not available for open shoot. Scouts must enrolled in the merit badge.

¹² Space Exploration Merit Badge has rocket launching Friday afternoon during A period.

¹³ Horsemanship Merit Badge is a two day badge. On the 'ride' day, the trip will leave at 12:30 from Main Pavilion. On the other day, class will be at 2:00 pm. This is a Mon/Tue or a Wed/Thur badge. Due to 2011 requirements changes, all scouts will only be able to receive a partial for this badge

¹⁴ River Trips and the Horse Trail Ride leave at 12:30 daily from the Main (Check-in) Pavilion

¹⁵ 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

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

¹⁷ 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

¹⁸ 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.

¹⁹ 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.

²⁰ 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.

[§] This merit badge, or activity, may have an associated cost. Please refer to the camp Mert Badge Quick Reference Sheet for details.