



Guidebook

September 11-13, 2026

Welcome to Scout Skills Weekend!

Dear Scouts, Scouters, Families, and Friends,

On behalf of the entire Scout Skills Weekend staff, we are excited to welcome you to an outstanding weekend of adventure, learning, and fun! Whether you are just beginning your Scouting journey or continuing to build upon the skills you've already learned, we are glad you are here and look forward to sharing this experience with you.

This weekend has been designed with four important goals in mind:

First Year Scout Skills

For our newest Scouts, this is an opportunity to build the foundations of Scouting. Through hands-on instruction and practical experiences, you will work on essential outdoor skills such as camping, knots, fire safety, cooking, first aid, navigation, and teamwork. These skills will help prepare you for future adventures and advancement along the Scouting trail.

Range & Target Activities (RATA)

For Scouts interested in precision sports and outdoor marksmanship, Scout Skills Weekend offers opportunities to work on the **Archery**, **Rifle Shooting**, and **Shotgun Shooting Merit Badges**. Under the supervision of trained and certified instructors, Scouts will learn the fundamentals of range safety, proper equipment handling, shooting techniques, and responsible sportsmanship. These challenging and rewarding programs help build focus, discipline, confidence, and respect for safety while allowing Scouts to make progress toward some of Scouting's most popular merit badges.

Trade Skills Merit Badges

Skilled trades play a vital role in our communities and provide valuable opportunities for service and careers. Throughout the weekend, participants will learn from experienced volunteers and professionals as they explore practical skills, craftsmanship, problem-solving, and the satisfaction that comes from creating and building something with their own hands.

STEM Merit Badges

Science, Technology, Engineering, and Mathematics are shaping the future, and Scouting provides exciting opportunities to explore these fields. Our STEM merit badge sessions will challenge Scouts to think critically, innovate, experiment, and discover how technology and engineering impact the world around us. We hope these experiences inspire curiosity and perhaps even future educational and career paths.

Make the Most of Your Weekend

As you participate in classes and activities, we encourage you to:

- Be prepared and arrive ready to learn.
- Ask questions and stay engaged.
- Try new things and challenge yourself.
- Help fellow Scouts succeed.
- Live the Scout Oath and Scout Law in everything you do.
- Have fun and make new friends.

Remember that every skill you learn, every challenge you overcome, and every new friendship you make helps build confidence, character, and leadership.

A Special Thank You

Events like Scout Skills Weekend are only possible because of the dedication of many volunteers, merit badge counselors, instructors, youth leaders, and support staff who generously give their time and talents. We thank them for their commitment to providing a safe, educational, and memorable experience for every participant.

We are honored that you have chosen to spend your weekend with us. We hope you leave with new knowledge, new skills, new friends, and a renewed excitement for the adventures that await you in Scouting.

Welcome to Scout Skills Weekend—we're glad you're here!

Yours in Scouting,

The Scout Skills Weekend Staff

Prepared. Engaged. Inspired.

"Knowledge Leads, Practice Achieves."

Scouting Atlanta - [Scout Skills Weekend](#)

Questions – scoutskills@nrtraining.org

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What is the Scout Skills Weekend?

Scout Skills Weekend is a hands-on outdoor program that helps Scouts build confidence, develop practical skills, and explore new interests. Participants can strengthen First-Year Scout skills, work on Range & Target Sports, STEM, and Trade Skills merit badges, and learn from experienced volunteers and subject matter experts through interactive, hands-on activities. Whether attending their first Scouting event or expanding their knowledge, Scouts will enjoy a fun and rewarding weekend focused on learning, leadership, advancement, and living the Scout Oath and Scout Law.

Registration

First Year Program:

Any youth that has not participated in a first-year summer camp program should attend Scout Skills and register for the First Year Program.

Merit Badge Program:

Scouts interested in earning merit badges and exploring new areas of interest are encouraged to participate in the Merit Badge, Range & Target Activities (RATA), STEM, and Trade Skills programs offered during Scout Skills Weekend. These programs provide hands-on learning opportunities led by experienced counselors and subject matter experts, allowing Scouts to work on advancement requirements while gaining practical knowledge and skills.

Adults:

We encourage troops to send adult leaders to support their Scouts throughout the weekend. Adult participation helps ensure a safe, positive, and engaging learning environment while providing opportunities to observe instruction, assist with supervision, and encourage Scouts as they work toward their goals. Scout Skills Weekend is also an excellent opportunity for leaders to strengthen relationships with their Scouts, support their growth and advancement, and share in the excitement of learning new skills together

All adults who are planning to attend Scout Skills weekend **MUST** be an active registered adult leader with Scouting America. You can check your status on my.scouting.org under “registrations”

Note: A registration as only a Merit badge counselor does not count as a leadership role.

All participants must register online at <https://www.scoutingatl.org/scoutskills>.

Cost

- Scout Registration - **\$80**
- Adult Attendee - **\$20**

There are no late registrations or walk-in registrations allowed.

All registered participants (Scouts) will receive a patch and a tee-shirt to be worn throughout the weekend, including during mealtime.

Location

The event will be held at Woodruff Scout Camp, 31 Woodruff Dr, Blairsville, Ga 30512. [Google Maps Link](#). Upon arrival, every person must Check-in at the Main Pavilion to turn in paperwork and receive the full packet of info for the weekend.

First Year Program Requirements Covered & Prerequisites

The following is a list of BSA Advancement Requirements that are included in the program. Actual requirement completion may vary based on weather and other factors.

<u>Scout</u>	<u>Second Class</u>	<u>First Class</u>
4a, 4b – Knots	1b – Leave No Trace	3a, 3b, 3c, 3d – Knots and lashings
5 – Pocketknife	2a, 2b, 2c, 2d – Cooking and Fire	4a, 4b – Orienteering Course and GPS
<u>Tenderfoot</u>	2f, 2g - Knots	5a – Nature
3a, 3b, 3c – Knots	3a, 3c, 3d – Compass	5b, 5c, 5d – Weather
3d – Knife, saw and ax	6a, 6b, 6c, 6d, 6e - First Aid	6c, 6d - Canoe and paddle
4a, 4c – First Aid and prevention	8a, 8b - Citizenship	7a, 7b, 7c, 7f - First Aid
4b – Poisonous plants		
5a, 5b, 5c, 5d – Hiking	Totin' Chip and Firem'n Chit	
7a – Citizenship		
8 – EDGE method		
		<u>Prerequisites</u>
		Outdoor Code
		Leave no Trace Principles
		Clove hitch
		Two Half Hitches
		Timber Hitch

Trade Skills Merit Badge Outside Requirements:

Merit Badge	Requirements Link	Outside Requirements
Automotive Maintenance	https://www.scouting.org/merit-badges/automotive-maintenance/	Do Two(11a, 11b, 11c, 11d), 12
Home Repair	https://www.scouting.org/merit-badges/home-repairs/	Do Three(3a, 3b, 3c, 3d, 3e, 3f, 3g),Do One (7a or 7b)
Painting	https://www.scouting.org/merit-badges/painting/	Do One(8a or 8b)
Plumbing	https://www.scouting.org/merit-badges/plumbing/	2a,2b,7
Welding (13+)*	https://www.scouting.org/merit-badges/welding/	

*Welding: participants need to wear long 100% cotton or denim pants (no synthetics) and fully enclosed shoes or boots.

STEM Merit Badge Outside Requirements:

Merit Badge	Requirements Link	Outside Requirements
Artificial Intelligence	https://www.scouting.org/merit-badges/artificial-intelligence/	4a,Do One (8a or 8b)
Astronomy	https://www.scouting.org/merit-badges/astronomy/	Do One(9a or 9b)
Chess	https://www.scouting.org/merit-badges/chess/	None
Composite Materials	https://www.scouting.org/merit-badges/composite-materials/	4b,Do One(6a,6b,6c)
Digital Technology	https://www.scouting.org/merit-badges/digital-technology/	2a,2b,Do One(9a or 9b)
Engineering	https://www.scouting.org/merit-badges/engineering/	3,5,8,9
Robotics	https://www.scouting.org/merit-badges/robotics/	2,Do One(6a or 6b),Do One(7a or 7b)

Eagle Merit Badge Outside Requirements:

Merit Badge	Requirements Link	Outside Requirements
Communication	https://www.scouting.org/merit-badges/communication/	1, 3, 4, 6, 9
E-Prep	https://www.scouting.org/merit-badges/emergency-preparedness/	9, Do One(10a,10b,10c)

Range & Target Activities Outside Requirements:

Merit Badge	Requirements Link	Outside Requirements
Archery	https://www.scouting.org/merit-badges/archery/	
Rifle Shooting	https://www.scouting.org/merit-badges/rifle-shooting/	
Shotgun Shooting	https://www.scouting.org/merit-badges/shotgun-shooting/	

Merit Badge Prerequisites:

Some merit badge requirements are designated by **the Merit Badge Counselor** as prerequisites and are expected to be completed **or researched** before attending the class. However, instructors may be able to review or complete certain prerequisite requirements during the session if time permits. Due to limited class time, completion of these items cannot be guaranteed, and Scouts are encouraged to arrive having completed all listed prerequisites to maximize their learning experience and opportunity to earn the merit badge.

Completion Reports

Council has a new event registration system, the details for obtaining completion reports will be included with check out materials.

Check in & Check Out

- **Check-in will be at the Main Pavilion at 5:30 PM – 7:30 PM Friday night.** During check-in, attendees will get their campsite assignments, t-shirts, submit any missing paperwork, and receive the full packet of info for the weekend's events, including schedule, meal, and parking information.
- **Sunday Checkout will start at 12:30-1:30 PM at the Main Pavilion.** Participants must check out with event staff before leaving camp.
- Early/Late check-in & out should be scheduled directly with registrar at tlamprey@pack845.org

Health Lodge & Health Officer

Provides oversight for the health, safety, and medical support of all participants during Scout Skills Weekend. The Health Officer manages health records, coordinates care for minor injuries and illnesses, responds to medical incidents, and works with event leadership to ensure a safe environment for Scouts, leaders, and staff. The Health Officer operates from the Camp Health Lodge, which will remain open throughout the event to address participant medical needs and emergencies. Participants should report all health concerns, injuries, and medication-related issues through the Health Lodge.

Event Commissioner

Provides commissioner service to units, Scouts, and event staff during Scout Skills Weekend by promoting a safe, positive, and organized experience. Serves as a resource for leaders and participants, assists with problem resolution, monitors program quality, supports event operations, and helps ensure Scouting policies and youth protection standards are followed throughout the event. During check in the contact information for the event commissioner and the rest of Scout Skills staff will be provided to leaders.

Schedule

Merit Badge Program (Range & Target, STEM, Trade Skills) Schedule

Friday Night		
Registration and Check-In	5:30 PM - 7:30 PM	Main Pavilion
Staff Introductions	7:30 PM- 7:45 PM	Carlock
Merit Badge Prerequisites	7:45 PM - 9:00 PM	Carlock
Cracker Barrel	9:00 PM- 10:30 PM	Carlock
Adult Leader Meeting	10:00PM-10:30PM	Carlock (Back side)
Quiet Time	10:30 PM	All Campsites
Saturday		
Reveille	7:00 AM	All Campsites
Flag Raising	7:15 AM - 7:30AM	Main Field
Breakfast	7:35 AM - 8:15 AM	Carlock
Block A	8:30 AM – 12:45 AM	Program Area
Lunch	12:45 AM – 1:30 PM	Program Area
Block B	1:30 PM – 5:45 PM	Program Area
Flag Lowering	6:00PM	Main Field
Dinner	6:10 PM – 8:00 PM	Carlock
Campfire	8:15 PM	Main Arena
Cracker Barrel	9:00 PM – 10:00 PM	Carlock
Quiet Time	10:30 PM	All Campsites
Sunday		
Reveille	6:45 AM	All Campsites
Flag Raising	7:15 AM - 7:30AM	Main Field
Breakfast	7:35 AM - 8:30 AM	Carlock
Block C	8:30 AM - 12:45 PM	Program Area
Closing Assembly	12:45 PM – 1:00 PM	Main Field
Break Camp, Clean up	1:00 PM - 2:00 PM	All Campsites
Dismissal & Checkout	1:30 PM - 2:00 PM	Main Pavilion

First Year Program Schedule

Friday Night		
Registration and Check-In	5:30 PM - 7:30 PM	Main Pavilion
Staff Introductions	7:30 PM- 7:45 PM	Carlock
Forming Patrol	7:45 PM - 9:00 PM	Carlock
Cracker Barrel	9:00 PM- 10:30 PM	Carlock
Adult Leader Meeting	10:00PM-10:30PM	Carlock (Back side)
Quiet Time	10:30 PM	All Campsites
Saturday		
Reveille	7:00 AM	All Campsites
Flag Raising	7:15 AM - 7:30AM	Main Field
Breakfast	7:35 AM - 8:15 AM	Carlock
Adventure 1	8:30 AM – 10:30 AM	Program Area
Rotation/Break	10:30 AM – 10:45 AM	Program Area
Adventure 2	10:45 AM – 12:45 AM	Program Area
Lunch	12:45 AM – 1:30 PM	Program Area
Adventure 3	1:30 PM – 3:30 PM	Program Area
Rotation/Break	3:30 PM – 3:45 PM	Program Area
Adventure 4	3:45 PM – 5:45 PM	Program Area
Flag Lowering	6:00PM	Main Field
Dinner	6:10 PM – 8:00 PM	Carlock
Campfire	8:15 PM	Main Arena
Cracker Barrel	9:00 PM – 10:00 PM	Carlock
Quiet Time	10:30 PM	All Campsites
Sunday		
Reveille	6:45 AM	All Campsites
Flag Raising	7:15 AM - 7:30AM	Main Field
Breakfast & Cooking Requirements	7:35 AM - 8:30 AM	Carlock
Interfaith Service	9:00 AM – 9:30 AM	Main Pavilion
Leave No Trace (LNT) & Outdoor Code	9:30 AM - 11:45 AM	Program Area
Closing Assembly	12:45 PM – 1:00 PM	Main Field
Break Camp, Clean up	1:00 PM - 2:00 PM	All Campsites
Dismissal & Checkout	1:30 PM - 2:00 PM	Main Pavilion

Map

<https://www.scoutingatl.org/files/20059/woodruff-map>

Parking

Parking is limited to designated areas at Woodruff Scout Camp. There will be staff to direct adult drivers to long-term parking over the weekend. Please be courteous of pedestrian traffic during the weekend. Attendees will not be allowed to drive on base. **Only authorized vehicles with a pass on the windshield will be allowed to drive around during the weekend.**

Dietary or Physical Limitations

If you have a dietary or physical limitation, we ask that you please bring that to our attention now. Please ensure dietary requirements are noted as part of your registration to ensure we can accommodate your request.

Housing/Tent Areas

Unit Registration:

Units that register and attend together will be assigned a campsite. Each unit must provide proper adult leadership for the weekend. Scouts should bring appropriate camping gear, including their own tent or hammock.

Provisional Registration:

Scouts attending without their unit will be registered as provisional participants and assigned to the provisional camping area. Scouts should bring appropriate camping gear, including their own tent or hammock.

Meals

All meals will be provided. Please bring a mess kit, re-useable water bottle and hot beverage cup. If you have any dietary restrictions, please note those as part of the online registration. We will make every effort to accommodate your dietary restriction. To ensure we can accommodate requests, **dietary requirements must be submitted as part of your registration.**

What to Bring

REFERENCE: **Scouts BSA Handbook, chapter 9, Camping**

- Overnight gear, outdoor essentials, and appropriate clothing are the heart of camping equipment. Carry a light load of only what you need to keep yourself safe and make a good camp; leave all unnecessary items at home. "Be Prepared"
- Use lightweight backpacking tents for two only - no wall or large recreation types.
- **Do NOT keep food in your tents. ← Really important, wildlife will find a way**

Recommended Gear Packing List

All your equipment should be able to fit into one backpack or duffle bag. We will live in a camp setting while on course. Camp latrines and water are close by. Check weather and plan accordingly.

Due at Check-In

- Completed Medical Forms A&B
- SYT Certificate (required for adults)

Outdoor Essentials

- Pocketknife *
- First-aid kit
- Clothing for the season
- Extra clothing
- Rain gear
- Water bottle
- Flashlight
- Matches and fire starters **
- Sun protection
- Insect repellent
- Map and compass
- Backpack
- Sleeping bag
- Sleeping pad
- Tent or Hammock

*Totin Chip Required

** Firem'n Chip Required

*** Only needed for those in the First Year Program

Dining Items

- Mess Kit*** (plate, bowl, knife, fork, spoon)
- Reusable Water Bottle
- Drinking Cup for hot drinks

Additional Items

- Personal Hygiene & Toilet articles
- Medications
- Camp stool/chair
- Pen/pencil & pad (for notes)
- ***Scouts BSA Handbook***

Optional Items

- Alarm clock/Watch
- Moccasins or slippers to wear at your campsite
- Religious book
- Sunglasses
- Personal size blanket
- Camera

Uniform

The official BSA uniform will be worn during portions of the weekend. An “activity uniform” consisting of your uniform pants, socks, belts, and an activity shirt will be worn at other times. Comfortable “camp clothes” may be worn in camp sites during off hours. We will be providing an activity shirt as part of the registration. We encourage all our participants to wear their activity shirt during the weekend.

BSA Annual Health & Medical Record

A current part A and B of the BSA Annual Health & Medical Record will be required at check-in and returned at check-out. All medical forms will be returned to the participants Sunday at checkout. Those not retrieved on Sunday will be shredded. Forms can be found here:

https://filestore.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf

CPAP Machine Policy

There is no electricity in the participant campsites. All CPAP/BiPAP machines must be powered by APPROVED batteries. Approved batteries include OEM (Official Equipment from the Manufacturer) and portable power station (e.g., Jackery, Goal Zero). All other types of batteries, for example, a car battery, are prohibited. We will not provide resources for CPAP/BiPAP machines.

Safe Guarding Youth (New YPT)

All adults attending must have current Scouting America Safe Guarding Training, Upload a copy at the link below or a printed copy of the certificate is required at check-in and must be registered adult leaders in a volunteer role that has a membership fee. (Merit Badge counselors do not count towards this requirement). As we all know, Safe Guarding Youth is part of the adult registration process. If you do not have a current (un-expired SYT certificate), please log into my.Scouting.org and take the online course. It takes about 65 minutes to complete.

Training Certificate upload: <https://forms.gle/FEV5ZqXh6CxsZx1h9>

NOTE: Youth and Adults MUST sleep in separate tents.

Inclement Weather

In the case of inclement weather, the following shelters will be available: restroom or any permanent building near your current location.

Electronic Devices/Personal Items

We ask that participants limit their use of electronic devices while attending the course, using them only between dinner and lights out. There are limited locations to recharge devices, and Scouts are advised to bring their own portable chargers.

We encourage all personal items be in locked container, or on-person during the event. We are not responsible for the loss or damage of electronic devices/personal items.

Cancellation & Refund Policy

Cancellations must be directed to the AAC program office by phone or email. Cancellations requested before August 28, 2026 (Midnight), will receive a 100% refund of the registration fee. No refunds are given if a cancellation is requested after August 28, 2026.

Substitutions are not allowed. If you wish to switch a participant, please cancel the attendee, and submit a registration for the new participant. Fees applied will be based on the registration date.

No-shows, or registrants who do not submit a written explanation for cancellations, will not be eligible for a refund. Refunds cannot be deferred or transferred to other programs.

Frequently Asked Questions (FAQ)

1. **I have a CPAP, can I get electricity to my tent?** There are no electrical outlets in campsites. See CPAP Machine Policy.
2. **Can I bring a hammock instead of a tent?** Yes, tree straps required.
3. **Can I bring my own food?** No, unless you have special dietary requirements.
4. **Are siblings allowed?** Non-Scouting & Cub Scout siblings are not allowed. Only registered participants.
5. **Are pets allowed?** No, pets are not allowed, except for service animals.
6. **What are our break times?** Please refer to the weekend schedule. Each morning will begin with a Flag ceremony, with lights out by 11PM each night. Schedule is subject to change.
7. **What are the bathroom facilities arrangements?** Bathroom accommodations will be provided for individual use. Restrooms will be available.
8. **Where is the medical office?** Medical is located at the Camp Health Lodge
9. **Do I need to really need to bring a chair?** Yes, pack a lightweight portable chair for use at the campsite, etc.
10. **Do I need a mess kit?** For those in the First Year Scout Skills program. YES, we will be using mess kits for meals. Please bring a mess kit, reusable water bottle and a hot beverage mug or tumbler. Only those in the First Year program will need a mess kit
11. **What are the leadership requirements for troop attendance at this event?** The weekend is an individual registration event & Troop Registration. For individual aka provisional we encourage troops to send adults to actively work with their Scouts during the weekend. All adults must register and have a current SYT. For Troop registration we expect Troops to treat this as a normal campout providing adequate leadership and guidance for their youth.
12. **How do I obtain my Scouts completed requirements?** Scouting Atlanta is rolling out a new system for registration. We will provide details during checkout for how to obtain completion reports.