Woodruff Scout Camp
2027 Program Schedule

	Morning				Lunch	Afternoon		Evening
	1	2	3	4	5	6	7	8
Programs Requiring Preregistration — Start Time	8:30	9:30	10:30	11:30	12:30	2:00	3:30	7:00
Open Programs -No Preregistration — End Time	9:20	10:20	11:20	12:20	2:00	3:15	4:45	8:15
Adventure Zone/Off Site Activities								
Horsemanship MB[1, 4, $]					M, Tu, W or Th			
Nantahala River Rafting[4, $]					M, Tu, W, Th or F			
Ocoee River Rafting[4, $]					M, Th or F			
Whitewater Challenge[$]	<----------X---------->							
Woodruff Pathfinder[$]	<----------X---------->							
Aquatics								
Beginner Swim Lessons (non merit badge activity)			<--X-->	<--X-->				
Canoeing MB[5]						M/Tu or W/Th		
Kayaking MB	<----------X---------->		<----------X---------->					
Lifesaving MB[8]	<----------X---------->		<----------X---------->					
Motorboating MB	<--X-->	<--X-->	<--X-->	<--X-->				
Rowing MB	<--X-->		<--X-->					
Small Boat Sailing MB[5]						M/Tu or W/Th		
Stand Up Paddleboarding Award (non-MB one afternoon)						M or Tu or W or Th		
Swimming MB[2]	<----------X---------->		<----------X---------->					
Water Sports MB	<----------X---------->		<----------X---------->					
Whitewater MB[6]		<--X-->	<--X-->					
Open Swim (non merit badge activity)						Open Program		M & Tu
Open Boating (non merit badge activity)								M, Tu & Th
Interpretive Programs								
Laurel Mountain Program (Woodwork & Metalwork MB) (13+	<----------X---------->							
Kendell Crossing						Open Program		
Mack Mountain Studio								
Architecture MB	<--X-->			<--X-->				
Art MB	<--X-->	<--X-->	<--X-->					
Basketry MB						M/Tu/W/Th		
Graphic Arts MB		<--X-->	<--X-->					
Leatherwork MB						M/Tu/W/Th		
Music MB	<--X-->			<--X-->				
Photography MB		<--X-->	<--X-->	<--X-->				
Pottery MB and Sculpture MB	<----------X---------->		<----------X---------->					
Wood Carving MB						M/Tu/W/Th		
Woodruff News Team Program (Journalism, Photography, Moviemaking and Graphic Arts MB) (age 13+)	<----------X---------->							
STEM								
Animation MB	<--X-->	<--X-->	<--X-->					
Astronomy MB	<--X-->			<--X-->				
Chemistry MB				<--X-->				
Chess MB	<--X-->	<--X-->	<--X-->	<--X-->				
Digital Technology MB						M/Tu/W/Th		
Fingerprinting MB						M/Tu/W/Th		
Game Design MB	<--X-->	<--X-->	<--X-->	<--X-->				
Open STEM (non merit badge activity)						M/Tu/W/Th		
Robotics MB and Artificial Intelligence MB	<----------X---------->		<----------X---------->					
Space Exploration MB		<--X-->	<--X-->					
Woodruff Inventors (Drafting, Engineering and Inventing MB) (age 13+)	<----------X---------->							
Mountaineer Program								
Mountaineer First Year Scout Program	<----------X---------->		<----------X---------->					
5 Mile Hike - 6:45 (M, Tu, or W)								M, Tu or W
Life Skills								
Citizenship in the Nation MB	<--X-->	<--X-->	<--X-->	<--X-->				
Citizenship in the World MB	<--X-->	<--X-->	<--X-->	<--X-->				
Communication MB	<--X-->	<--X-->	<--X-->	<--X-->				
First Aid MB[5]	<--X-->	<--X-->	<--X-->	<--X-->		M/Tu or W/Th		
Personal Fitness MB	<--X-->	<--X-->	<--X-->	<--X-->				

Nature								
Archaeology MB		<--X-->	<--X-->					
Bird Study MB	<--X-->		<--X-->					
Environmental Science MB	<--X-->	<--X-->	<--X-->	<--X-->				
Fish & Wildlife Management MB	<--X-->							
Fishing MB[5]						M/Tu or W/Th		
Fly Fishing MB[5] (age 13+)						M/Tu or W/Th		
Open Fishing (non merit badge activity)								Tu, W or Th
Forestry MB & Plant Science MB	<--X-->		<--X-->					
Geology MB and Mining & Society MB		<--X-->		<--X-->				
Nature MB and Mammal Study MB	<--X-->			<--X-->				
Oceanography MB		<--X-->	<--X-->					
Reptile & Amphibian Study MB		<--X-->		<--X-->				
Sustainability MB	<--X-->	<--X-->	<--X-->	<--X-->				
Weather MB				<--X-->				
Wildland Fire Management MB				<--X-->				
Earth Tribe - Tide Turners Plastic Challenge						Monday Only		
Skilled Trades								
Electricity MB		<--X-->	<--X-->					
Emergency Preparedness MB	<--X-->	<--X-->	<--X-->	<--X-->				
Fire Safety MB[5]						M/Tu or W/Th		
Landscape Architecture MB			<--X-->	<--X-->				
Plumbing MB	<--X-->			<--X-->				
Woodwork MB	<----------X---------->							
Skills Explorer (non merit badge activity)						M/Tu/W/Th		
Outdoor Skills								
Camping MB	<--X-->	<--X-->	<--X-->	<--X-->				
Cooking MB	<----------X---------->		<----------X---------->					
Exploration MB	<--X-->							
Geocaching MB	<--X-->			<--X-->				
Golf MB (Disc Golf Option)[5]						M/Tu or W/Th		
Orienteering MB		<--X-->	<--X-->					
Pioneering MB	<----------X---------->							
Search & Rescue MB			<--X-->	<--X-->				
Sign, Signals, and Codes MB				<--X-->				
Wilderness Survival MB[7]		<--X-->	<--X-->					
Mountain Biking								
Cycling MB (Mountain Biking Option)	<----------X---------->		<----------X---------->					
Mountain Biking Open Ride (non merit badge activity)						M, Tu, W, Th & F		M, Tu or W
Range and Target Activities								
Archery MB	<--X-->	<--X-->	<--X-->	<--X-->				
Rifle Shooting MB	<--X-->	<--X-->	<--X-->	<--X-->				
Shotgun Shooting MB	<----------X---------->		<----------X---------->					
3D Archery Program[9]	<--X-->	<--X-->	<--X-->	<--X-->				
Open Rifle Range[3]						M, Tu, W & Th		
Open Archery Range[3]						M, Tu, W & Th		
Archery MB & Rifle Shooting MB Qualification Shooting						M, Tu, W & Th		Tu, W & Th
Shotgun MB Qualification (MB participants only)						M, Tu & Th		Tu, W & Th

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.

[1]Horsemanship is a one day merit badge. The trip will leave at 12:45 from the Main Pavilion.
[2] Scouts that do not pass the Swimmer's Test will automatically be moved to the Swim Lessons class at the Aquatics Director's discretion.
[3]Walk ups are welcome, however, preference will be given to Scouts practicing for the merit badge.
[4]River trips and Horsemanship MB leave at 12:45 daily from the Main Pavilion.
[5]This merit badge is offered in the afternoon for a two day session, either Monday and Tuesday or Wednesday and Thursday.
[6]Requires completion two afternoon offsite river trips including a special duckie trip Friday afternoon. Must have Kayaking merit badge prior to camp
[7]Requires completion of wilderness survival overnighter Tuesday night.
[8]Must have Swimming merit badge prior to camp and be able to complete 400 yard swim Monday morning.
[9]Must have Archery merit badge prior to camp.
[$] This merit badge, or activity, may have an associated cost. Please refer to the camp Mert Badge Quick Reference Chart or Program Guide for