

Camp Old Indian

Winter Camp 2022

Leaders guide

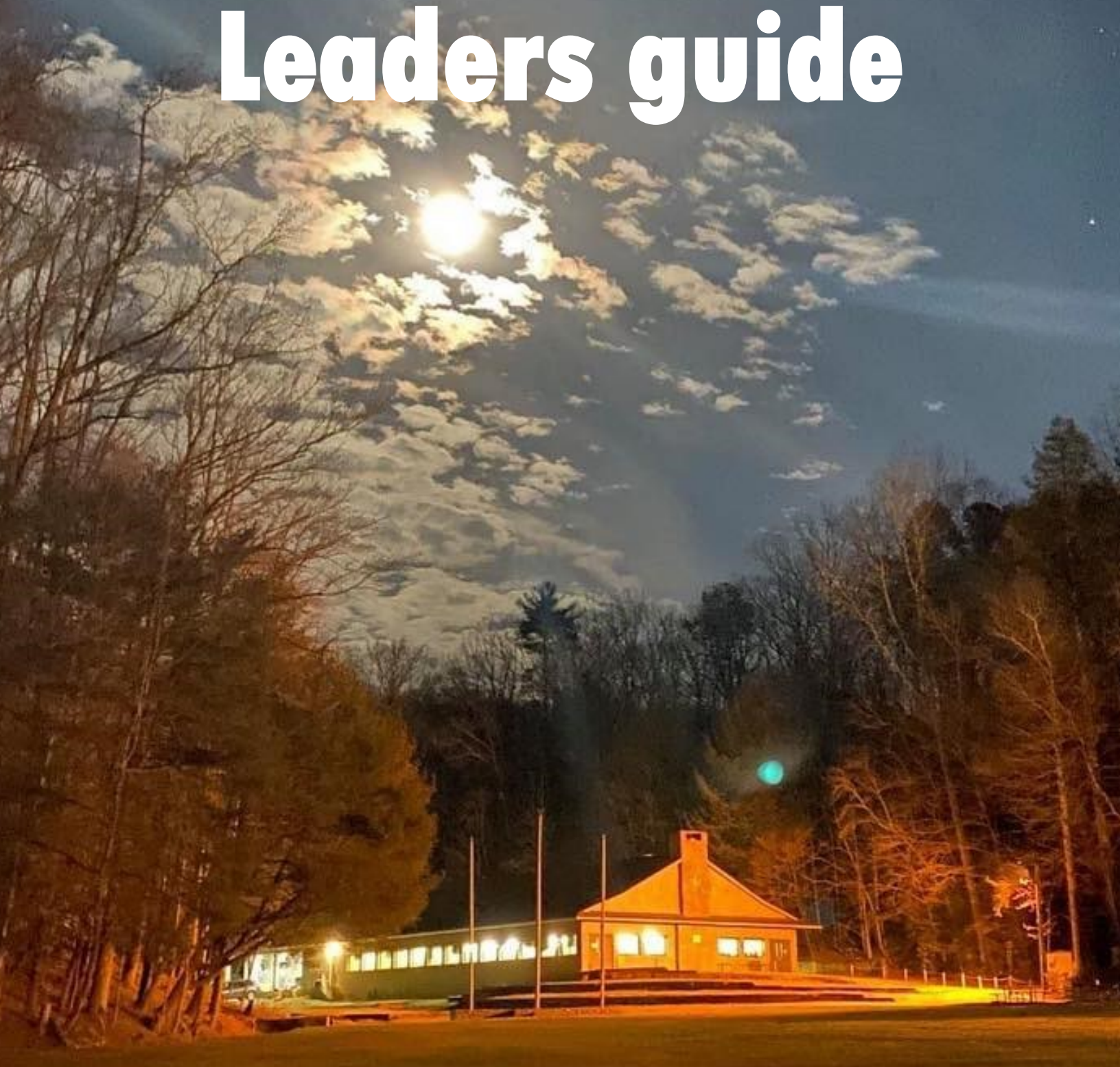
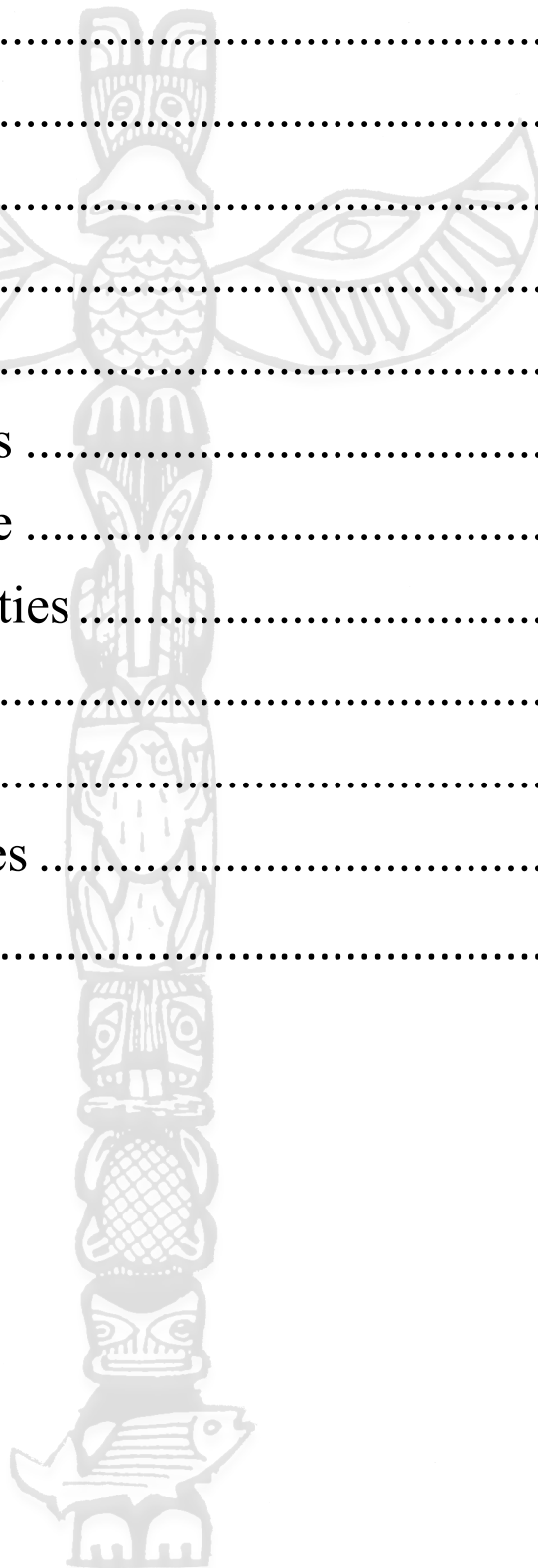




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BSA Mission Statement

The Mission of the BSA is to prepare young people to make ethical and moral choices over their lifetime by instilling in them the values of the Scout Oath and Law.

Camp Old Indian Staff Vision

Our purpose shall be to provide a fun, safe, and engaging program in a professional atmosphere that develops lifelong Scouting Skills and strong personal character through individual growth of each camper and an appreciation of the outdoors. Thus, ensuring that at the end of their time with us, the Scouts and Scoutmasters attending Camp Old Indian will leave happy, fulfilled, and excited for future years.





Why Camp Old Indian?

Here are just a few of the reasons why!

Nationally Accredited Camp Δ

We are a Nationally Accredited Camp. Our Camp is inspected by a Boy Scouts of America visitation team annually. We pride ourselves in not only meeting but exceeding all standards and regulations. We have been awarded the highest inspection rating since 1983.

Outdoor program and facilities

You can't take the "outing" out of Scouting. The outdoor program is one of the biggest features about Scouting that appeals to Scouts, and a week at summer camp is a mountain-top experience. No youth has ever forgotten the fond memories and experiences from summer camp. The program, activities, and facilities can't be beat. Camp Old Indian provides a variety of programs and facilities to match your unit's needs and desires. Strict health and safety standards are maintained at all times. Emergency facilities are available, and medical re-checks are made by a trained health supervisor.

Advancement and Staff

Advancement opportunities are second to none. Scouts work on rank advancement, merit badges, and other awards while being presented unique opportunities that will not be found anywhere else. An enthusiastic, well-trained staff is always available!





How Do I Register?

Registration

To register, simply Follow the link below or look for winter camp 2022 under the Blue Ridge Council on 247 scouting.

Complete the your unit's online registration at:

<https://scoutingevent.com/551-WinterCamp2022>

Camp Assignments

Campsite assignments will be based on:

- Adequately filling the site, 70% of capacity
- The date payment is received

The Camp Director reserves the right to make changes in campsite assignments to maximize camp participation and for other reasons deemed reasonable and necessary.

If a campsite total capacity is not utilized adequately, a larger unit may be assigned to the campsite and the unit may be moved to a site that would better suit its attendance.

Refunds

The Blue Ridge Council makes every effort to have enough patches, programs supplies, t-shirts, food or whatever supplies each event requires. In order for that to happen we need to have accurate attendance numbers. Once you have registered or made a deposit for an event we are counting on your attendance and we will be purchasing the needed items for the event. Due to this fact we cannot refund event and activities fees for any reason.

<https://scoutingevent.com/551-WinterCamp2022>

www.BlueRidgeCouncil.org



Every scout deserves a chance to Experience Camp Old Indian! Winter camp provides leaders and scouts with early bird pricing of \$120 (youth) through 11/19. Regular Pricing is \$150 (youth) and \$80 (adults).

Online registration

<https://scoutingevent.com/551-WinterCamp2022>

For more information visit

www.BlueRidgeCouncil.org

For Questions Contact

JD Whitt

James.whitt@scouting.org
864-684-7000

Erik Uselton

erik.uselton@scouting.org
901-600-3210





What to Bring

What to Bring as a Troop

- Extension cord (if needed for CPAP machine)
- Soap/Hand sanitizer
- Extra towels
- Troop checkbook or credit-card
- Medication must be checked in with either the unit leader or at the Health Lodge
- Troop First Aid Kit
- Sharpie markers
- Proper Permits and Paperwork for Medical Forms
- Cooking Gear or patrol boxes

What to Bring as a Camper

- Sleeping bag or sheets and blanket for twin mattress
- Pillow
- Toiletries (shampoo, soap, toothbrush, etc.)
- 4 days worth of clothing for cold Weather camping
- Scout hat
- Field Uniform Shirt (Class A) Hanger for Shirt
- Day pack
- Two Nalgene bottles or other sturdy water bottles
- BSA Handbook
- Pens and paper
- Rain gear
- 2 Flashlights and extra batteries
- Camp chair
- Pocket Knife (with your Totin' Chip!!!)
- Spending money



Contact Information

Camp Telephone

The Camp's main phone number is **864-895-8995**. This phone will only be answered during regular business hours during the week.

The Camp's telephone number for Management and emergencies is **864-895-8989**. This phone is not available for use by campers. A phone may be provided for use by adult leaders.

Mail

The camp has daily mail service, however due to the shortened week of winter camp mail sent after Tuesday may not arrive prior to the end of camp

Mail should be addressed as follows

Scout's Name
Scout's Troop #
Camp Old Indian
601 Callahan Mountain Road,
Travelers Rest, SC 29690

JD Whitt

Camp Director
864-684-7000 (c)
James.whitt@Scouting.org

Erik Uselton

Council Program Director
901-600-6002
erik.uselton@scouting.org

Facebook

Check us out on Facebook. Photos are regularly posted, especially during events!!!

www.facebook.com/BlueRidgeBSA

www.facebook.com/campoldindian/





Summary of Check In Procedures

Check in

Medical forms will need to be filled out prior to camp and will be turned in to the Camp office during Check in.

Camp Office

Check in begins as early as 4:30 PM until 7:00 PM in the Camp Office. Please have a roster of all those staying for the week as well as medical forms when you check in.

Food Allergies

Please send all Food Allergies 2 weeks prior to Camp Director.

Camp Old Indian



Legend	
+	Callahan Cem.
U	Horse Shoe Pit
◆	Restrooms
◆	Shelter
○	Water Tower
⋯	Foot Path
---	Hiking Trail
---	Gravel Road
⋮	Stairs



Scale in Feet

© Copyright 2019
 Map by Paul E. Galbreath
www.upstatewaterandmappingservices.com
 Contours at 4' Intervals
 Base Data From Grvl Co. GIS

To Camp White Pines



2022 Winter Camp Schedule

2022 COI Schedule	Friday	Saturday	Sunday	Monday			
6:30 AM		Reveille	Reveille	Reveille			
7:50 AM		Morning Assembly	Morning Assembly	Assembly			
8:00 AM		Breakfast	Breakfast Chapel Begins After	Breakfast			
9:00 AM		Morning Assembly	Morning Assembly	Morning Program Check-Out opens at 11:30 am			
10:00 AM							
11:00 AM							
12:00 PM			Lunch 12:00-1:00 PM	Lunch 12:00-1:00 PM	Final Assembly		
12:30 PM					Lunch 12:20 pm		
1:00 PM						Program Time	
1:30 PM							
3:00 PM							
4:30 PM		Check In Starting at 4:30 PM at the Camp Office	Dinner Assembly	Dinner Assembly			
5:20 AM							
5:30 PM			Dinner 5:30-6:30 pm	Dinner 5:30-6:30 pm			
5:45 PM							
5:50 PM	Twilight Program Ranges Close at 7:30 PM		Twilight Program Ranges Close at 7:30 PM				
6:30 PM							
7:00 PM							
7:30 PM	Campfire at the Amptheater	Closing Campfire	Cracker-Barrel				
8:00 PM	Cracker-Barrel						
8:30 PM							
9:00 PM			Taps	Taps			
10:00 PM							
11:00 PM							

Subject to Change



Merit Badge Specifics

The merit badge program is the cornerstone of the winter camp program, and Camp Old Indian offers a wide selection. Most merit badges can be completed at camp. However, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills. Registration for classes can be made at <https://scoutingevent.com/551-wintercamp2022>

If your council requires blue cards, please bring them with you to camp. The cards should be completely filled out by the unit and brought to the Department Director, Camp Commissioner and/or Program Director for an official signature. Scoutmasters will be able to print off their units advancement activities through <https://scoutingevent.com/551-wintercamp2022>

The report will include what requirements the Scout completed and did not complete. Some merit badge requirements cannot be completed at camp, but those requirements may be completed before or after camp. It is the unit's responsibility to transfer this information to the corresponding blue card.

The next few pages present an outline of what badges are offered. **Camp Old Indian offers merit badges using a block schedule format.** This is a description of how the block schedule will work: Scouts will focus on one or two merit badges a day. Scouts who take whole day merit badges will take this badge the entire day and finish requirements on the day they take it. Some merit badges, as noted on the table on the next page, are half-day badges. A Scout may take two half-day badges in one day and complete them if the badge is able to be completed at camp.



2022 Winter Camp Merit Badges

Merit Badge	Day Offered
Astronomy	Saturday
Archery	Saturday
Citizenship in Nation	Saturday
Citizenship in Society	Saturday/ Sunday
Environmental Science	Saturday
Indian Lore	Saturday
Leatherworking	Saturday
Moviemaking	Saturday/ Sunday
Photography	Saturday/ Sunday
Pioneering	Saturday
Shotgun Shooting	Saturday
Soil & Water Conservation	Saturday
Space Exploration	Saturday
Welding	Saturday

Subject to Change



2022 Winter Camp Merit Badges

Merit Badge	Day Offered
Citizenship in the World	Sunday
Communication	Sunday
Disabilities Awareness	Sunday
First Aid	Sunday
Metal Working	Sunday
Radio	Sunday
Rifle Shooting	Sunday
Textiles	Sunday
Theater	Sunday
Wood Carving	Sunday

Subject to Change



2022 Winter Camp Merit Badges

Merit Badge	Day Offered
American Heritage & American Heritage (taught together)	Monday
Safety	Monday
Signs Signals & Codes	Monday
Weather	Monday
Law	Monday
Salesmanship	Monday
Scholarship	Monday
STEM Activities* (NOVA Award electives, not a merit badge)	Monday

Subject to Change



2022 Winter Fee Chart

Merit Badge	Fee
Indian Lore	\$10
Leatherwork	\$15
Welding	\$25
Wood Carving	\$10



Additional Opportunities for Adults Leaders

Scoutmasters Lounge and Wi-Fi

The Scoutmaster's Lounge is located inside the trading post. Get a little heat or charge your cell phone. There are also computers available to check your unit's advancement or maybe send a quick email. Over the last year and half, we have been expanding our Wi-Fi network!!! Once again we will be offering Wi-Fi passcodes for sale in the Trading Post (for adult leaders only).

COI Leader Games

COI Leaders' Games will be a competition of events over Saturday and Sunday that will put our Adult campers in competitions that will require familiarization of many of Scout Skills they see the youth in their units use during Winter Camp. The competitions will be spread out throughout Saturday and Sunday, and will help provide our Leaders with a little taste of what Scouts do.

Scoring will be based on an inverse scoring system, meaning for each event 1st place will be scored as 10 points, 2nd place scored as 9, 3rd place scored as 8, and so on till 10th place scored as 1 point. The Leader with the most points at the end of all events will win the COI Leader Games

(Tentative events for the games are as follows)

1. The Knot off (the leaders will be timed on how fast they can tie 5 basic knots all scouts should know by their First Class Rank, Square knot, Clove hitch, taught line hitch, blow line, sheet bend, incorrectly tied knots will result in 1 minute penalty per incorrect knot)
2. The Rope throw (host & secure a designated log up approx. 4 ft using a timber hitch, and secure using a clove hitch on the provided stake)
3. Fire Building (Timed event with the goal to build a fire that can burn through two strings, one at the 1 ft high, the other at 2 ft high, material must be provided by leaders and must be natural, additional rules to be presented at event)
4. Tent Pitching (In pairs, leaders will be timed on who can properly pitch the provided tent, timing will be start on "GO" and end once contestants issue "STOP", tent must be properly pitched as shown)
5. Archery (Each Leader will get 5 arrows, standard scoring will be applied, each contestant is allowed 4 practice arrows before scoring begins)



Special Programs

Evenings at Camp Old Indian offer special programs or campfires. Each provides a great opportunity for fun and fellowship for youth and adults visiting the camp. You are also encouraged to plan and host own events to foster good friendship and fellowship among other youth and adults.

Interfaith Chapel

Camp Old Indian conducts an interfaith chapel service every Sunday after Breakfast. Attendance is recommended. If you would like to hold your own service for your faith or would like to contribute to the interfaith service in some way, please see the Program Director and/or the Camp Chaplain. The chapel services will be conducted in the dinning hall.

Opening Night Campfire

The staff will provide the program for our opening camp fire at winter camp and work with everyone to help prepare skits for the closing one on Sunday.

Closing Night Campfire

The Sunday night campfire will provide an opportunity for scouts to share in the fun of putting on a campfire as every unit will have the opportunity to put on skits and (or) songs for the camp!



Camp Old Indian Policies

Tobacco and Vaping Products

Smoking and vaping is not permitted in camp nor is the use of tobacco products by anyone under the age of 21. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking area locate away from participants.

Controlled Substances

Alcohol and illegal drugs are not permitted on camp property. Medication may either be kept by the Scoutmaster in the campsite or at our Health Lodge. You are not allowed to use a firearm if you are taking medications that cause drowsiness or include a warning to not operate machinery while taking this drug.

Firearms

Personal Firearms are strictly banned from camp property. Firearms and ammunition are available for merit badge courses and free-shooting through the Field Sports Department. Under no circumstance should ammunition be stored at camp anywhere except the Field Sports House under the jurisdiction of the Field Sports Director.

Troop Leadership

Each Troop must have two registered adult leaders in camp at all times, one of whom must be 21 years of age or older. The other unit leader may be 18. All leaders must be registered with the Boy Scouts of America. If there is a substitution of unit leaders during camp, then there needs to be an overlapping period in order to maintain program continuity and adult supervision over the Scouts at all times. This overlap will allow time for the leaders to relay information needed to guide the unit properly. Leaders should sign in and out at the Camp Office.

Vehicles in Camp

Absolutely no vehicles will be allowed beyond the Parking Lot. At check-in and check-out, Troop or Crew equipment will be moved by the staff using a camp vehicles. All vehicles must be parked in the large parking area. The small lot by the Camp Director's cabin must remain clear for emergency access and is limited to staff parking only.



Camp Policies Continued

Golf Cart Rules

1. All private golf carts must be licensed by the state.
2. Users must provide a letter from a doctor stating the need for the use of a golf cart.
3. No unauthorized motorized vehicles will be used as handicapped vehicles on the camp property.
4. Golf carts are not to be used to haul gear.
5. Drivers must be 18 or older.
6. Golf carts are not to exceed 5 mph at any time.
7. Campers have the right of way at all times.
8. Proof of Insurance must be brought to camp and verified with proper liability insurance coverage.
9. The form on page 26 must be completed and brought to camp.

Health and Insurance

Blue Ridge Council units use the council insurance policy (information and forms were provided to each unit). Other units must provide their own accident insurance. Unit leaders must bring to camp check-in: (1) Policy number, (2) Claim forms, (3) Name of insurance carrier. Camp medical forms must be complete.

Medical expenses incurred by youth and adults while in camp (doctor, hospital fees) will be paid by the parents own insurance. The Council or unit insurance policy is a secondary insurance policy. Leaders should be ready to provide the Scouting insurance number in an emergency. It will be the responsibility of the Scouts parents and unit leader to make any claims for insurance. The parent or guardian's insurance will be used to make claims for insurance. However, Blue Ridge Council units may file up to \$300 on the Council Policy, regardless of other coverage. Parents will be called if a Scout has to be taken to the doctor or hospital.



Guidelines on Youth Protection

Two Deep Leadership

Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities. All leaders or parents staying on camp for more than 72 hours must complete an adult leader application, background check and youth protection training prior to arrival.

No One on One Contact

One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting should be conducted in view of other adults and youth.

Respect of Privacy

Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They must also protect their own privacy in similar situations.

Cabins

In the event that a troop is staying in cabins, the troop can handle separating the adults in one of two ways:

1. The leader(s) may stay in tents (which can be provided by the camp).
2. A tarp/partition may be erected to separate the youth from the adults within the cabin.

Complete youth protection training Here

www.scouting.org/training/youth-protection



Medical Forms and Health lodge

Medical Forms and Physicals

Each participant (youth or adult) must complete the BSA Standard Medical Form (Parts A, & B,) every year. Please see the Camp Old Indian Parent Information and BSA Standard Medical Form for instructions on sections that must be completed based on age and choice of program.

The medical form can be found at: www.scouting.org/scoutsourc/HealthandSafety/ahmr.aspx

Special Health Requirement and Prescription Medications

All prescription drugs must be locked up either in a lock box that the Scoutmaster has or at the Health Lodge. Refrigeration is provided as needed. Exceptions must be approved by the Medical Officer and include those carried for life-threatening conditions, such as inhalers, heart medication, and bee-sting kits. Campers requiring special treatment such as insulin, etc., should provide necessary medications and make written arrangements with the Health Officer.

Transportation to the Hospital

Unit leaders will be asked to provide transportation if one of their Scouts needs to be taken to the local doctor or emergency room. In the case of serious medical emergencies, transportation will be provided by EMS.

Immunizations

The State of South Carolina requires all immunizations to be listed on the medical form prior to camp.



Emergency procedures

Limitation of Activities

Campers and leaders will be notified as necessary if any activity must be limited because of temperature, humidity, or severe weather.

Emergency Call

The general emergency call will be the ringing of the bell near the Dining Hall and the playing of the bugle. Units should line up in the meadow in formation when they hear this call.

Fire

In the case of fire, evacuate the tent, building, or area immediately. Notify the Program Director, Ranger, or Camp Director or the nearest staff member who will direct you from there.

Medical

Stay Calm! Immediately notify the Camp Medical Officer or nearest staff member. All injuries must be logged in at the Health Lodge.

Child Abuse

Suspected child abuse-whether physical, mental, emotional, or sexual-should be reported to the Camp Director or, if he is not present, the Program Director or Ranger. You should try not to seek proof yourself.

Earthquake, Flood, or Severe Weather

Take cover. The Program or Camp Director will assemble units if required. Commissioners may be sent to each campsite to give appropriate instructions.

Lost Person

If you suspect a lost person, immediately notify the Program or Camp Director.

Unauthorized Persons

If you suspect unauthorized persons have intruded into Camp, immediately notify the Program Director, Camp Director, or Ranger. Authorized visitors must sign in at the Camp Office



Unit Roster

This form due at check In on Sunday

Troop or Crew (circle) Unit Number _____

District/Council _____

Camp Leader _____

Unit Insurance Number _____

Week of Camp _____

Directions: For Program below specify special program code only. **P** for Pathfinder.

#	Name	Program	Fee
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#	Name	Program	Fee
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List Adults Here

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List Youth Here

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_____ Total YOUTH

_____ Total ADULTS



Golf Cart Permission Form

Golf Carts are discouraged at camp, however, there may be a need for an adult leader or a Scout with disabilities to use a golf cart. **Camp Old Indian does not provide golf carts to campers or adult leaders and it is the responsibility of the leader to contact the Camp Director prior to the your arrival at camp to get permission to bring a golf cart onto camp property.**

Requirements:

- Golf Cart must be in working order and inspected by the Camp Ranger for proper brakes, steering, tires, forward and reverse mechanism, and general safety requirements.
- Operator must have proof of current Liability Insurance from the operator’s home owner’s insurance policy.
- Operator must be at least 21 years of age, a registered member of the Boy Scouts of America, and hold a current Driver’s License.
- Operator or Parent of Scout must provide a letter from the Family Doctor to approve the need for the golf cart on Camp Property for 2022.

No other ATV, Side by Side vehicles, or other motorized or battery powered vehicles are permitted to be used on camp property. Any refueling of the golf cart must take place near the Rangers house or parking lot and no fuel for the Golf Cart can be stored in the troop camp site. Only the Scout in need of transportation and/or adult leader can ride on the golf cart at any time. Golf Carts are not to be used to haul troop equipment, they are to only be used to transport a person and their personal property needed for the day’s activity.

Name of Operator _____ Troop # _____

Signature of Operator _____ Date _____

Phone Number _____

E-mail address _____

Dates needed for use _____

Return this form with copy of liability insurance
to JD Whitt at James.whitt@scouting.org



Prepared. For Life.®

Camp Old Indian
Blue Ridge Council, BSA
www.BlueRidgeCouncil.org