



Camp Old Indian Winter Camp 2023 Leaders Guide

With Program Appendix
December 28-31, 2023



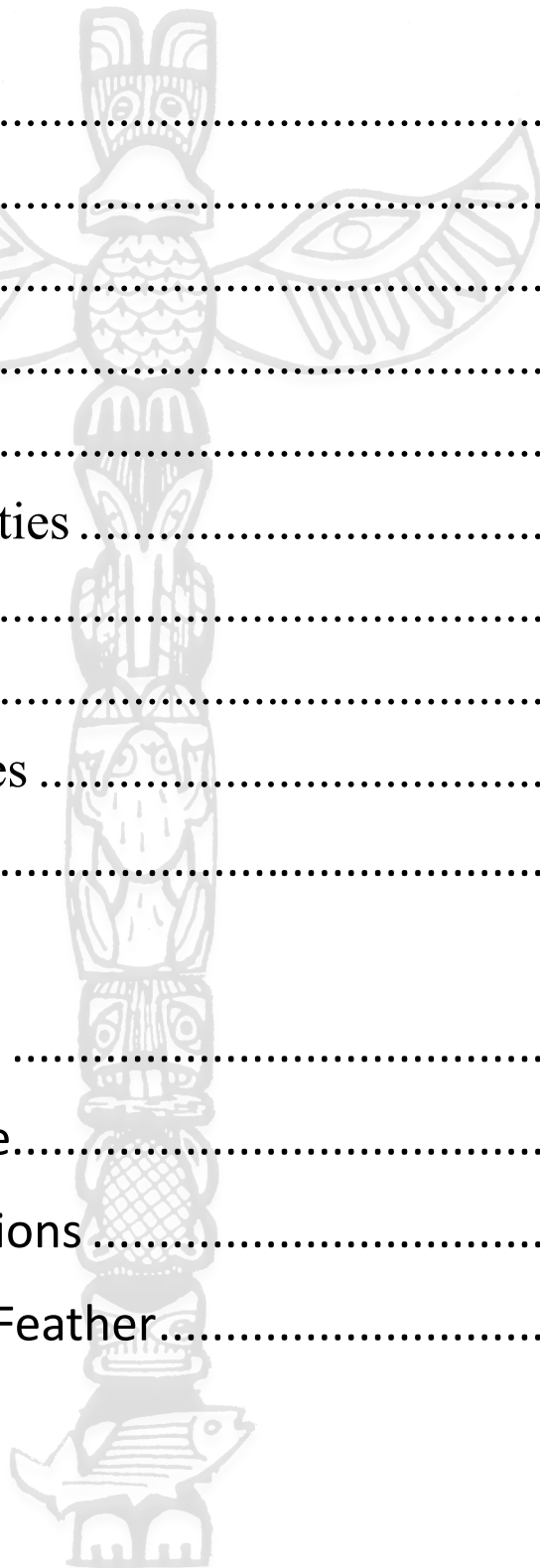
Table of Contents

Leaders Guide

Introduction	4
How to Register	5
Contact Information.....	7
Camp Map	9
Camp Schedule.....	10
Additional Opportunities	11
Special Programs	12
Camp Policies.....	13
Emergency Procedures	17
Various Forms.....	18

Program Appendix

Merit Badge Specifics	21
Merit Badge Schedule.....	22
Merit Badge Descriptions	23
Quest for the Frozen Feather.....	26





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 camp is a mountain-top experience. No youth has ever forgotten the fond memories and experiences from 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 Fees

Late arrival registration was created for those unable to make it to camp early for the half day program offering on Thursday. Day passes are offered for scouts wishing to come up for a day or two.

Registration	Early Bird (ends 12/1/23)	Standard Fee
Youth	\$120	\$140
Youth Late Arrival	\$90	\$100
Day Pass	\$40	\$50
Adult		\$80

Refunds

The Blue Ridge Council makes every effort to have enough patches, program supplies, t-shirts, food or other 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-WinterCamp2023>

www.BlueRidgeCouncil.org





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.

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
James.whitt@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.

Check in begins as early as 11:30 AM until 2:00 PM in the Camp Office. Troops wishing to arrive later may do so but must notify the Camp Director. Please have a roster of all those staying for the week as well as medical forms when you check in.

Food Allergies

Please notify the Camp Director via E-mail of any food allergies or other dietary restrictions no less than 2 weeks prior to the start of winter camp.



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

To Old Indian Mountain



2023 Winter Camp Schedule

	Thursday	Friday	Saturday	Sunday
6:30 AM		Reveille	Reveille	Reveille
7:50 AM		Morning Assembly	Morning Assembly	Morning Assembly
8:00 AM		Breakfast	Breakfast	Breakfast, Chapel
9:00 AM		Morning Program	Morning Program	Morning Program, Check-out opens at 7:00 AM closes 11:00 PM
10:00 AM				
11:00 AM				
12:00 PM	Check-in Starting at 11:30 PM at the Camp Office	Lunch 12:00PM - 1:00 PM	Lunch 12:00PM - 1:00 PM	
12:30 PM		Siesta	Siesta	
1:00 PM	Program starts at 2pm	Afternoon Program/ Leader Games	Afternoon Program/ Leader Games	
1:30 PM				
2:00 PM				
3:00 PM				
4:30 PM	Dinner Assembly	Dinner Assembly	Dinner Assembly	
5:20 PM				
5:30 PM	Dinner 5:30 - 6:30 PM	Dinner 5:30 - 6:30 PM	Dinner 5:30 - 6:30 PM	
5:45 PM				
5:50 PM				
6:30 PM	Campfire	Quest for the Frozen Feather Games	Quest for the Frozen Feather Games	
7:00 PM				
7:30 PM	Cracker-barrel		Closing Campfire	
8:00 PM				
8:30 PM				Cracker-barrel
9:00 PM				
10:00 PM				
11:00 PM	Taps	Taps	Taps	



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).

Quest for the Frozen Feather:

Scouts will be given the opportunity to compete in a selection of games from this Summers' Quest for the Golden Feather during the Twilight sessions on Friday and Saturday. Games will include the Chariot Race, Knot Relay, Shooting Sports competitions and more! See full description in program appendix.

COI Leader Games

COI Leaders' Games will be a competition of 5 events over Friday and Saturday that will put our Adult campers in competitions that will require a variety of Scout Skills. The competitions will be spread out throughout Friday and Saturday, and will help provide our Leaders with a little taste of what Scouts do.

(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, bowline, sheet bend. Incorrectly tied knots will result in 1 minute penalty per incorrect knot)
2. The Rope throw (hoist & 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)

The games are a way to have adult activities without having to pull instructors for different day or half day activities that may not be attended, and allow a friendly competition amongst the adult leaders.



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 your 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 dining hall.

Opening Night Campfire

The staff will provide the program for our opening camp fire at winter camp.

Closing Night Campfire

The Saturday 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 and awards from the quest for the frozen feather!





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 located away from participants, at Camp Old Indian this is permitted ONLY in the parking lot.

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 21 must be completed and brought to camp.

Health and Insurance

The Blue Ridge Council carries Accident & Sickness Insurance policy for event participants. If a participant requires medical treatment outside of camp, arising from camp activities, the participants insurance will be primary insurance and the Blue Ridge Council Policy is a secondary policy. Camp leadership will provide Accident & Sickness Policy submission forms to any participant requiring offsite treatment.



Guidelines on Youth Protection

Two Deep Leadership

Two registered adult leaders are required on all trips and outings and all adults staying on property overnight must be registered leaders with current Youth protection training. Adults are never permitted to have one on one contact with youth including digital means of contact. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

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 & the Boy Scouts of America require all participants to have a current tetanus immunization.



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

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	Fees
---	------	---------	------

#	Name	Program	Fees
---	------	---------	------

List Adults Here

1			
2			
3			
4			

5			
6			
7			
8			

List Youth Here

1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			

21			
22			
23			
24			
25			
26			
27			
28			
29			
30			
31			
32			
33			
34			
35			
36			
37			
38			
39			
40			

_____ 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 2023.

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 _____

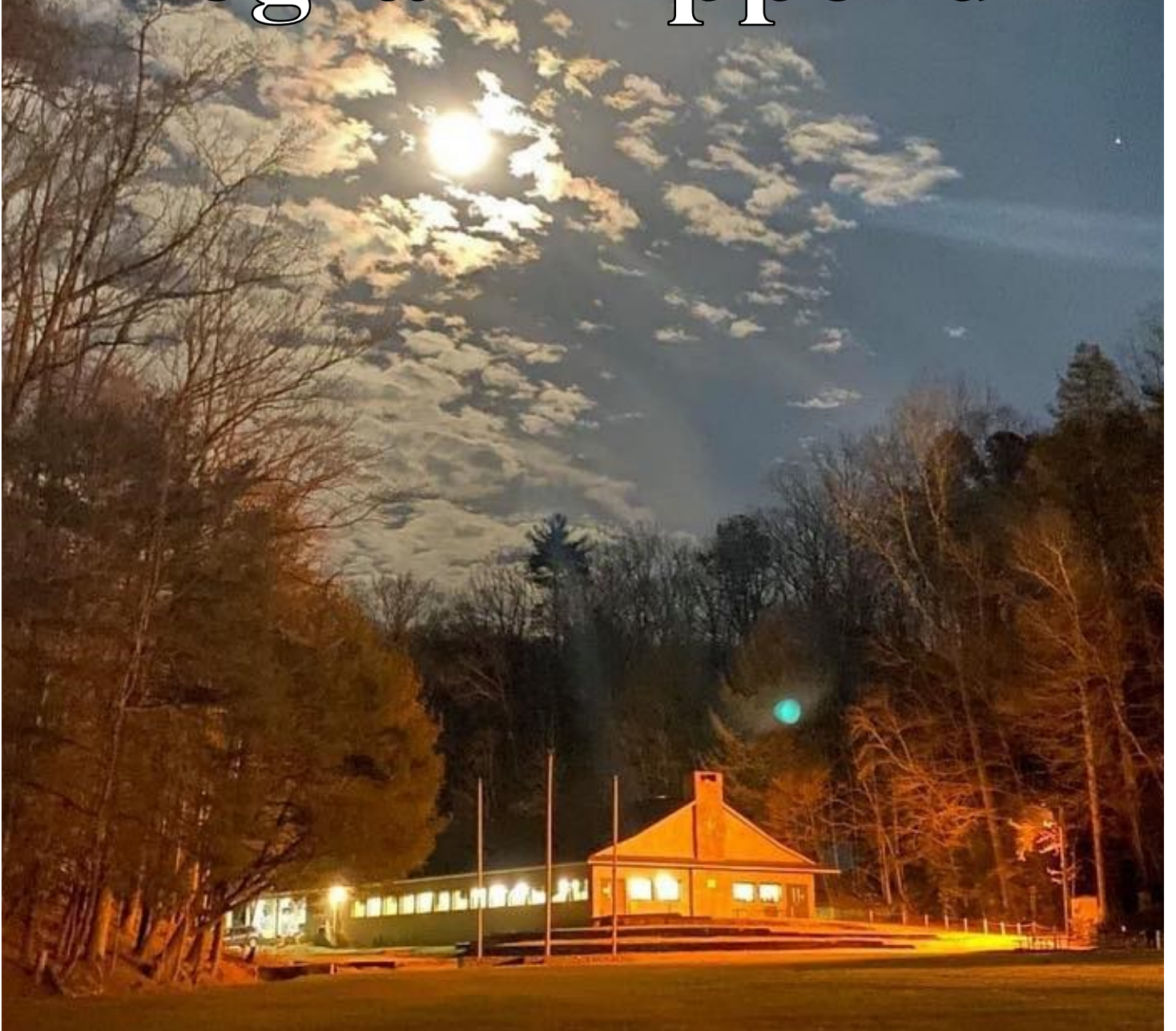
Phone Number _____

E-mail address _____

Dates needed for use _____

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

Camp Old Indian Winter Camp Program Appendix





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-wintercamp2023>

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-wintercamp2023>

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.



Merit Badge Schedule

Merit Badge	Thursday	Merit Badge	Friday	Saturday
Art	Half Day	Archery	All Day	
Energy	Half Day	Astronomy	All Day	
Geology	Half Day	Chemistry	All Day	
Journalism	Half Day	Cit in the Nation & American Heritage	All Day	
Law	Half Day	Communication & Public Speaking	All Day	
Leatherwork	Half Day	Electricity	All Day	
Moviemaking	Half Day	Entrepreneurship	All Day	
Music	Half Day	First Aid	All Day	
Textiles	Half Day	Game Design	All Day	
Wood Carving	Half Day	Geocaching	All Day	
		Photography	All Day	
		Shotgun shooting (\$30)	All Day	
		Signs Signals & codes	All Day	
		Welding (\$30)	All Day	
		Cit in Society & American Cultures		All Day
		Cit In the World		All Day
		Collections		All Day
		Emergency Preparedness & Safety		All Day
		Engineering		All Day
		Environmental Science		All Day
		Farm Mechanics		All Day
		Metalworking		All Day
		Mining in Society		All Day
		Pioneering		All Day
		Plumbing		All Day
		Radio		All Day
		Rifle Shooting (\$25)		All Day
		Robotics		All Day
		Search & Rescue		All Day
		Space Exploration		All Day
		Theater		All Day

Note, the above badges are not available to those who register for late arrival.



Merit Badge Descriptions

Archery:

Scouts Taking the Archery Merit Badge will learn the History of the Sport, Fundamentals of shooting and work towards a qualification score.

Art:

Art teaches two-dimensional art, drawing and painting in various media, an introduction to design, graphic arts and industrial design, history and design principles.



Astronomy:

In learning about astronomy, Scouts study how activities in space affect our own planet and bear witness to the wonders of the night sky.

Chemistry:

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry.

Cit In Society & American Cultures:

This combination offering will allow scouts to learn more about themselves and those who make up our diverse American Culture.  

Cit in the Nation and American Heritage:

This combination offering allows scouts to learn how the US government operates and our shared heritage.



Cit in the World:

This Merit badge helps Scouts learn about how the world connects and interacts.

Collections:

This Badge serves as an excellent introduction to hobby collecting.



Communication & Public Speaking:

This combination allows scouts to better their communication skills and then put those into practice by furthering their public speaking experience.  

Electricity:

Learn why electricity plays a significant role in the economy and how energy consumption impacts our daily lives with the Electricity Merit badge.

Emergency Preparedness & Safety:

This Combination will serve to educate and empower Scouts to prevent and respond to Emergency situations.  

Engineering:

Engineers use both science and technology to turn ideas into reality, devising all sorts of things.

Energy:

Scouts will gain a understanding of energy and the vital role it will play in the future.



Merit Badge Descriptions Continued

Entrepreneurship:

Scouts will learn about identifying opportunities, creating and evaluating business ideas, and exploring the feasibility of a new business.

Environmental Science:

Scouts will get a taste of what it is like to be an environmental scientist, making observations and carrying out experiments to investigate the natural world.

Farm Mechanics:

Scouts will learn the basics of the wide variety of tools and machines that service farms both small and large.

First aid:

First Aid has been a core skill for Scouts since the beginning and Scouts have used these basics to help people ever since.

Game Design:

Scouting is often called “a game with a purpose”. Scouts in this class will have the purpose of designing new games.

Geocaching:

Geocaching describes a hiding place on planet Earth, a hiding place you can find using a GPS unit.

Geology

Geology is the study of materials that make up Earth, the processes that change it.

Journalism:

For a reporter, almost every day is different from the last. One day you might interview the mayor of the city.

Law:

Scouts will learn about the history and kinds of laws, the purpose and methods of law enforcement, and careers in the legal profession.

Leatherwork:

Scouts in this class will learn to shape and tool leather into many useful tools as well as art.

Metalwork:

Scouts taking this class will learn and practice metalworking with a coal forge.

Mining in Society:

Scouts will learn about the history impact and future of the mining industry on society.

Movie Making:

Scouts will learn the principals of shooting and editing video for production.

Music:

Through the ages, new music has been created by people who learned from tradition, then explored and innovated.

Photography:

Scouts will learn the basics of the profession and hobby of photography.



Merit Badge Descriptions Continued

Pioneering:

Pioneering is the knowledge of ropes, knots, and splices along with the ability to build rustic structures by lashing together poles and spars.

Plumbing:

Plumbing, including pipe fitting, is an important and well-paid occupation. It covers installations and repairs in homes, commercial properties, and factories.

Radio:

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio as well as two-way radio.

Rifle Shooting:

Scouts will learn the fundamentals of rifle safety, shooting and the applicable state and federal laws involved.

Robotics:

Learn about the robotics industry, discover the different fields of robotics, explore the available career options in robotics, and design, build and test your own robot.


Search and Rescue:

Scouts will learn the techniques employed by professional Search and Rescue teams in this badge.

Shotgun Shooting:

Scouts will learn the fundamentals of shotgun safety, shooting and the applicable state and federal laws involved.

Signs Signals and Codes:

In this unique offering scouts will earn the badge as well as the morse code interpreter strip. 

Space Exploration:

Scouts in this badge will learn the history of rocketry and space exploration and build their own rockets to launch into the heavens.

Textiles:

People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture.

Theater:

Scouts in this class will learn about the many roles and skills needed to put on Theatrical productions.

Welding:

Welding is the process of joining with a weld, joining similar pieces of metal by heating them with a flame or an electric current.

Wood Carving:

As with any art, wood carving involves learning the basics of design, material selection, tools and techniques, as well as wood-carving safety.



Quest for the Frozen Feather

The Quest for the Frozen feather is new for this year and will see Units competing

Friday

Chariot Race:

Up to 4 scouts may compete to Build and race a chariot, both time and lashing will be judged.

Shotgun Shooting:

Each troop will have 1 scout compete in a Clay shoot off.

Fire Building:

Up to 3 scouts will compete to build a fire and burn a series of strings .

Saturday

Knot Relay:

Up to 5 scouts may compete to tie the following knots quickly and accurately; square, taught line, clove hitch, two half hitches, Bowline.

Rifle Shooting:

Each Troop will have 1 scout compete on for highest score in rifle shooting:

Tomahawk throwing:

1 scout from each troop will have 3 throws to score as high as possible.

Games will be scored in reverse order scoring 1st 10 points for 1st 9 points for 3rd etc. The top 5 will be scored, with 1 point awarded for competing in each event. The Frozen feather will be awarded to the Unit with the highest score.

In addition we will have 2 special competitions:

Scout Mile:

Units will be judged based on distance traveled to attend winter camp and number of Scouts attending. A troop bringing 5 scouts 60 miles would earn 300 points, a troop bringing 20 scouts 20 miles would earn 400 points etc.

Gateway Competition:

Troops should construct a gateway to their campsite by lunch on Saturday to be judged by a top secret panel of judges. Gateways should be personalized and creative! Each judge may have different taste!



Prepared. For Life.®

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