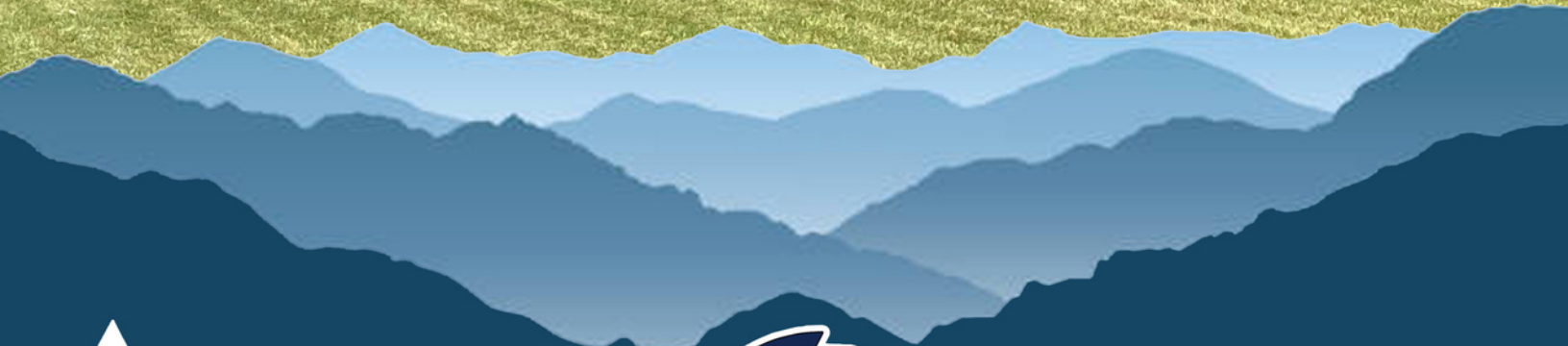


'24 SUMMER CAMP PROGRAM GUIDE



CAMP OLD INDIAN
BLUE RIDGE COUNCIL, BSA



BSA Mission Statement

The Mission of the Boy Scouts of America 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 as the Camp Old Indian staff is to build a safe and fun environment in which to promote each Scout's well-being, engagement, excitement, and growth: physically, mentally and morally. We shall meet the needs of all in camp in an efficient, effective, and cooperative manner. We shall strive to serve as inspiring role models as we provide programming based on the oath, law, and spirit of Scouting. Through this program, we shall encourage the development of all Scouts as they grow into adulthood as leaders.





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Contact Information

Camp Telephone

The Camp's Main Phone is 864-895-8995. This phone is located in the Trading Post and will be answered during normal business hours. It should be noted when using a cell phone that Camp Old Indian is located in a remote and mountainous region and reception can be impacted.

Mail

Camp Old Indian receives daily Mail and Delivery services through all providers but may be subject to delays in shipping. For that reason, we recommend sending all mail no later than Wednesday. To ensure proper delivery please address mail in this manner:

Scout name and Troop number
Camp Old Indian
601 Callahan Mountain Road
Travelers Rest, SC 29690

Johnny Camper, Troop 109
Camp Old Indian
601 Callahan Mountain Road
Travelers Rest, SC 29690

JD Whitt

Council Program Director
Summer Camp Director
864-684-7000 (c)
JDWhitt@scouting.org

Hunter Beasley

Summer Camp Program Director
678-891-9863 (c)
hunterbeasley99@yahoo.com



Follow COI on Social Media



Check us out on Facebook and Instagram! Photos are regularly posted, especially during the summer camp season!!!

Facebook @campoldindian
Instagram @campoldindian





2024 Program preview

New to 2024

Camp Old Indian is excited to offer a variety of new and improved programs this summer: Kayak Fishing, Fly Fishing, Welding Fabrication, Woodworking, Digital Technology, 3-D Printing and 2 new trainings for adults as well as 2 new trainings for scouts.

High Adventure relaunched at COI last summer and was off to a great start! We are continuing to offer a week-long high adventure program to allow scouts a thrill away from base camp. For more details on High Adventure see page 18.

New to the waterfront for 2024 will be a 14' Iceberg inflatable obstacle. This will allow scouts and scouters to enjoy a new challenge and take in our waterfront in a new high-octane level of fun!

Scheduling

Merit Badge scheduling at COI is staying a flexible, block scheduling system. We offer badges that take place All-Day, AM only and PM only. We also offer a twilight program that features some merit badges but also allows scouts and scouters ample time to enjoy our 650 acres of property! For more specifics on scheduling and the merit badge program, see page 6.

98 Years of Summer Camp at Camp Old Indian

Camp Old Indian is gearing up for its 100th Anniversary! The summer of 2026 will mark 100 years of summer camp at Camp Old Indian and we hope to see as many scouters as possible during that summer and the summers leading up to 2026 as we further build upon our 98 years of great programs to better COI for its 100th anniversary and the next 100 years!



Merit Badge Specifics

The merit badge program is the cornerstone of the summer 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 scoutingevent.com/551-COI2024

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 Area Director, Camp Commissioner and/or Summer Camp Program Director for an official signature. Scoutmasters will be able to print off their units advancement activities through scoutingevent.com/551-COI2024

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, a short description and any additional fees. **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. Most merit badges are whole day badges such as Environmental Science and Canoeing. Scouts who take whole day merit badges will take this badge the entire day and finish the requirements on the day they take it. Some merit badges 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. Cooking and Pioneering, are taught in two parts. The first part is taught all day and the second part takes place during Twilight. A Scout must attend both parts in order to complete the badges. Benefits of the block schedule include, but are not limited to: no wasted time transitioning between classes, more instruction time, more flexibility for troops.



Program Schedule

Color Key for Program Schedule			
Green Boxes designate Merit Badge Classes	Silver Boxes with bold type designate Eagle required Merit Badge Classes	Yellow Boxes designate an offering that both youth participants and adult participants can take	Orange Boxes designate an offering that is for adult participants only

Merit Badge classes are designated with “MB” | Non-Merit Badge Offerings are designated with “*”

A “\$” following the offering name designates an additional program cost.

For a breakdown of all additional program costs see page 10

Aquatics	Monday	Tuesday	Wednesday	Thursday	Friday
BSA Lifeguard* (15+ Only)	All Day/All Week				
Canoeing MB	All Day			All Day	
Learn to swim*			AM		
Lifesaving MB	All Day				All Day
Kayaking MB		PM	AM		
Kayak Fishing MB					All Day
Paddleboarding*		AM		AM	
Rowing MB		AM			
Swimming MB	All Day			All Day	All Day
Open Swim Boating, Fishing*	Twilight	Twilight		Twilight	Twilight

Merit Badge classes are designated with “MB” | Non-Merit Badge Offerings are designated with “*”

Civil Development	Monday	Tuesday	Wednesday	Thursday	Friday
Chess MB			AM		
Chess Tournament*			PM		
Citizenship in Society MB					All Day
Cit. in the Nation & Am. Heritage MB		All Day			All Day
Citizenship in the World MB		All Day		All Day	
Comm. & Public Speaking MB	All Day				All Day
Traffic Safety MB			AM		
Salesmanship MB				PM	
Scouting Heritage MB		Twilight		Twilight	
Training Opportunities					
Fundamentals of Training*		AM			
Recruitment for Troops*				AM	
Goal Setting & Time Mgt*	AM				
Project Management*	PM				

Merit Badge classes are designated with “MB” | Non-Merit Badge Offerings are designated with “*”



Ecology	Monday	Tuesday	Wednesday	Thursday	Friday
BSA Angler Educator Course*				All Day	
Astronomy MB	All Day				
Bird Study MB		AM			
Energy MB			AM		
Environmental Science MB	All Day				All Day
Fishing & Fly Fishing MB	All Day				
Fish & Wildlife Management MB		AM			
Forestry MB					All Day
Geology MB		PM		PM	
Insect Study MB			AM		
Kayak Fishing MB					All Day
Mammal Study MB	Twilight			Twilight	
Reptile & Amphibian Study MB		AM		AM	
Soil & Water Conservation MB		PM		AM	
Weather MB	All Day				
Open Fishing*			AM		

Merit Badge classes are designated with "MB" | Non-Merit Badge Offerings are designated with "**"

Handicraft	Monday	Tuesday	Wednesday	Thursday	Friday
Art & Sculpture MB	All Day				All Day
Basketry MB			AM		
Fingerprinting MB	Twilight	Twilight			
Leatherwork MB		AM	AM	AM	
Pottery MB	All Day				
Textiles MB		AM			
Woodcarving MB		PM		PM	

Merit Badge classes are designated with "MB" | Non-Merit Badge Offerings are designated with "**"

High Adventure	Monday	Tuesday	Wednesday	Thursday	Friday
High Adventure Program*\$	All Day/ All Week				

Merit Badge classes are designated with "MB" | Non-Merit Badge Offerings are designated with "**"

Pathfinder (First Year Camper)	Monday	Tuesday	Wednesday	Thursday	Friday
Eagle Workshop*		Twilight		Twilight	
Firem'n Chit*		Twilight			
Pathfinder*	All Day	All Day			
Old Indian Mountain Hike*			AM		
Totin' Chip*	Twilight			Twilight	
Trailblazer*				All Day	All Day



Scoutcraft	Monday	Tuesday	Wednesday	Thursday	Friday
Advanced Fire Building*			AM		
Camping, Backpacking & Hiking MB	All Day			All Day	
Cooking MB	All Day & Twilight	All Day & Twilight		All Day & Twilight	
Emergency Preparedness MB		All Day			All Day
First Aid MB	All Day			All Day	All Day
Fire Safety MB			AM		
Geocaching MB					All Day
Paul Bunyan Woodsman*	Twilight			Twilight	
Personal Fitness MB		All Day		All Day	
Pioneering MB				All Day	
Open Branding*		Twilight			
Search & Rescue MB		All Day			All Day
Sports & Athletics MB			AM		
Wilderness Survival MB	All Day				

Merit Badge classes are designated with "MB" | Non-Merit Badge Offerings are designated with "**"

Shooting Sports	Monday	Tuesday	Wednesday	Thursday	Friday
Archery MB	All Day	All Day		All Day	
Rifle MB \$	All Day	All Day			
Scoutmaster Shoot* \$			AM		
Sharpshooters*\$					All Day
Shotgun MB		All Day		All Day	
Open Shoot / Qualifying*	Twilight	Twilight	AM	Twilight	All Day

Merit Badge classes are designated with "MB" | Non-Merit Badge Offerings are designated with "**"

STEM	Monday	Tuesday	Wednesday	Thursday	Friday
Chemistry MB	All Day	All Day			
Digital Technology MB				All Day	
Electronics MB				All Day	
Engineering MB				All Day	
Game Design MB	All day				
Photography MB				AM & PM	
Robotics MB					All Day
Space Exploration MB		All Day			All Day
3-D Printing Workshop* \$			AM		

Merit Badge classes are designated with "MB" | Non-Merit Badge Offerings are designated with "**"

Trade Skills	Monday	Tuesday	Wednesday	Thursday	Friday
Automotive Maintenance MB					All Day
Metalworking MB \$	All Day	All Day			
Welding MB \$	All Day	All Day			
Welding Fabrication*\$			AM		All Day
Woodwork MB				All Day	

Merit Badge classes are designated with "MB" | Non-Merit Badge Offerings are designated with "**"



2024 Program Fees

Program	Department	Fee
High Adventure	<i>High Adventure</i>	\$600*
Metal Working	<i>Trade Skills</i>	\$30
Rifle Shooting	<i>Shooting Sports</i>	\$35
Scoutmaster Shoot	<i>Shooting Sports</i>	\$25
Sharpshooters	<i>Shooting Sports</i>	\$40
Shotgun Shooting	<i>Shooting Sports</i>	\$40
Welding	<i>Trade Skills</i>	\$30
Welding Fabrication	<i>Trade Skills</i>	\$45
3-D Printing Workshop	<i>STEM</i>	\$5

*High Adventure Participants will register as a separate registration.

This fee is TOTAL and NOT in addition to regular registration



Aquatics



BSA Lifeguard



BSA Lifeguard is a week-long, rigorous program that certifies a scout or adult leader to be a lifeguard. Scouts must be at least 15 years old in order to participate. Physical strength, stamina, strong swimming skills and a great deal of written work is required. For one to be certified, they must be CPR-certified. If a candidate has current CPR certification, they need to bring their CPR card to camp with them. Candidates for recertification must provide a current CPR Certification card. BSA Lifeguard certification lasts for two years from the date on the card.

Lifesaving



This Eagle required merit badge provides an overview of the water rescue methods. Scouts must pass the BSA swim test in order to participate and be able to swim continuously for 400 yards. This badge can be completed at camp.

Canoeing



Canoeing is a classic boating merit badge. Scouts will learn different strokes and safety rules during the class. Scouts must pass the BSA swim test in order to participate. Bring shoes that can get wet. This badge can be completed at camp.

Learn to Swim

This session is for Non-Swimmers and Beginners. The class focuses on the development of fundamental swimming skills in a fun group setting. Scouts will work toward completing rank advancement including passing the Beginner's Test for Second Class, the Swimmer's Test for First Class and the rescue methods.

Kayaking



This merit badge will provide scouts with an opportunity to learn basic kayaking skills. Scouts must pass the BSA swim test in order to participate. Bring shoes that can get wet. This badge can be completed at camp.



Aquatics

Kayak Fishing



In this new offering, scouts will take on the challenge of fishing from a kayak. This offering will allow scouts to earn the Fishing merit badge while stepping off the shore to venture into harder-to-reach fishing spots on our second lake while piloting a kayak.

Mile Swim



Those wishing to complete their mile swim must attend one practice session and may use free swim periods for preparation such as during Twilight or open program time. They will schedule their Mile Swim with the waterfront staff.

Paddleboarding BSA



In this session, scouts will have the opportunity to learn about paddleboarding. Scouts must pass the BSA swim test in order to participate. This activity can be completed at camp.

Rowing



Scouts will learn the parts of a row boat and how to correctly row them. Scouts must pass the BSA swim test in order to participate. Bring shoes that can get wet. This badge can be completed at camp.

Swimming



This Eagle required merit badge is a great introduction to the aquatics areas at Camp Old Indian. This badge covers the basic swimming strokes and rescue techniques. Scouts must pass the BSA swim test in order to participate. This badge can be completed at camp.

Free Swim & Boating

Free swimming and boating opportunities take place during twilight from 7:00-8:30 pm on Monday, Tuesday and Thursday and from 7:00-8:00 pm Friday.

New to the first lake for summer 2024 will be a 14' Iceberg inflatable! Be sure to try your luck and enjoy this new challenge on the first lake!



Civil Development



Chess



This session will teach Scouts the basics of chess including the history of chess and how the different pieces move. Scouts can bring their own chess set. This badge can be completed at camp.

Cit. in the Nation & American Heritage



This session focuses on the organization, and operation of the United States government and a brief history of our country. Requirement 5 for Citizenship in the Nation cannot be completed at camp and will need to be completed before or after camp. Requirement 8 can be started at camp. Requirement 3c for American Heritage can possibly be completed at camp. Citizenship in the Nation is an Eagle required merit badge.

Citizenship in Society



Citizenship in Society should be limited to scouts at least 14 years old, who have achieved the rank of first class. Certain research requirements must be completed before camp for discussion in class with the counselor.

An Eagle required merit badge that'll help you to broaden your sense of ethics and become an upstander in your community. In earning the Citizenship in Society merit badge, you'll complete historical research, think through important scenarios, and learn the qualities of ethical leadership!

Cit. in the World



Scouts taking this Eagle required merit badge will learn about the meaning of citizenship and the relationship between nations and world organizations. Requirement 7 cannot be completed at camp.



Civil Development

Communication & Public Speaking

These two merit badges require several written and oral activities that help to strengthen a scout's communication skills. Scouts that prepare before coming to camp will find it easier to complete these badges. Requirements 5 and 8 for Communication cannot be completed at camp, but Public Speaking can be completed at camp. Communication is an Eagle required merit badge.

Traffic Safety

Traffic Safety merit badge teaches Scouts to be safe as drivers, passengers, and cyclists. They learn about the importance of being alert and unimpaired while driving.

Recruitment for Troops

This training opportunity is geared towards helping grow your knowledge of recruiting youth for any scouting unit. The course will help talk about recruiting in the modern age and recruiting best practices. This offering is meant for adult leaders.

Project Management

This training is designed to prepare you to effectively manage projects. It goes through each essential step, including initiating, planning, executing, controlling, and closing. This offering is for any scout or scouter.

Salesmanship

Scouts will learn about different types of sales and effective communication skills. They learn about presentations and put their skills into action by selling a product or service.

Scouting Heritage

Scouts taking this twilight badge will learn about the history of scouting and learn how to start a patch collection. Requirements 5 and 6 cannot be completed at camp.

Fundamentals of Training

This training opportunity is designed to help Scouters, regardless of their experience, to present effective training. It will also help those who might have trained for other organizations learn the BSA's training techniques and it will help freshen up the skills of current BSA trainers. This offering is meant for adult leaders.

Goal Setting & Time Management

This course introduces established methods for improving a scouters ability to effectively manage a daily timeline in his or her life. This offering is for any scout or scouter.



Ecology



Astronomy

This badge allows for the study of our universe including galaxies, solar systems and black holes. Scouts will go star gazing on Monday night (or any other night that is cloud-free). Requirement 8 cannot be completed at camp.

Energy

Scouts taking this badge will discuss energy use and how to conserve energy. Requirements 4a and 4b cannot be completed at camp.

Fishing & Fly Fishing

In this combo merit badge offering scouts will learn how to fish and fly fish! Scouts must bring their equipment in order to participate. Requirement 10 for Fishing and requirement 11 for Fly Fishing cannot be completed at camp.

Bird Study

Scouts will investigate different species of birds and the songs they use to communicate. Binoculars, a notebook and good walking shoes are recommended for scouts taking this class. Requirements 5 and 6 will be started at camp. Requirement 8 cannot be completed at camp.

Environmental Science

This Eagle required merit badge requires hikes, field notes and experiments. There is a great deal of written material. This badge is not recommended for younger scouts. This badge can be completed at camp.

Kayak Fishing

In this new offering, scouts will take on the challenge of fishing from a kayak. This offering will allow scouts to earn the Fishing merit badge while stepping off the shore to venture into harder-to-reach fishing spots on our second lake while piloting a kayak.



Ecology

Fish & Wildlife Mgt



Scouts will learn about management practices and also observe many different species of wildlife. This badge can be completed at camp.

Geology



By taking this badge, Scouts will learn the history of rock formations, volcanoes and earthquakes. This badge can be completed at camp.

Mammal Study



This badge is great for all ages. It requires some written work as scouts will learn about vertebrates, invertebrates and food chains. This badge can be completed at camp.

Soil & Water

Conservation



Scouts will learn the importance of conservation of our natural resources. The class will focus on recent erosion control methods. This badge can be completed at camp.

BSA Angler Educator Course

The BSA Angling Educator course will teach you everything you need to know to plan and run a fishing event. This offering is for adult leaders and will help give them the skills and knowledge to both help with fishing-related merit badges and fishing events back with their units.

Forestry



For this class, scouts will need a notebook for their leaf collection. Scouts will learn about forest management, hazardous trees, visit a previous harvest on camp property and take a field trip to a site on SC DNR land.

Insect Study



This is a fantastic badge for scouts who want to learn more about the different types of insects. Requirements 5 and 6 will be started at camp. Requirement 9 cannot be completed at camp.

Reptile &



Amphibian Study

A great badge for scouts of any age. Scouts will learn about the differences between reptiles and amphibians and many other unique facts. Requirement 8 cannot be completed at camp.

Weather



Scouts will build a weather instrument and learn to track weather. Scouts will also learn about fronts and the water cycle. Requirement 9a can be started at camp.



Handicraft



Art & Sculpture



These are fantastic badges for all ages. There is a lot of freedom in choosing mediums and subjects of artwork. Scouts also have the opportunity to create different sculptures. Requirement 6 for Art cannot be completed at camp.

Fingerprinting



In earning the Fingerprinting merit badge, scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children and others.

Pottery



Scouts taking this badge will learn about different types of pottery. Scouts will also make a pinch pot and a coil pot. This badge can be completed at camp except for requirement 5d.

Basketry



Scouts who enroll in this badge have the opportunity to weave different types of baskets. This badge can be completed at camp.

Leatherwork



This merit badge is great for all ages. Scouts will have the opportunity to create a few items out of leather. This badge can be completed at camp.

Textiles



Scouts learn about the many uses of fabrics and fibers. They investigate how textiles are manufactured and the properties of different materials. They also explore careers related to the production of textiles.

Woodcarving



As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood carving safety. The requirements of the Wood Carving merit badge introduce scouts to an enjoyable hobby that can become a lifetime activity. Prior to this class, the participant must have earned their Totin' Chip. This badge can be completed at camp.



High Adventure



High Adventure Program

High Adventure is back at Camp Old Indian! The goal of COI's high adventure program is to allow older scouts to experience the thrills that Scouting has to offer while being in camp enough to conduct their leadership roles they may have in their units. The program sees scouts heading out to different experiences around the Southeast.

There is a shotgun shooting day featuring an 18-hole sporting clay course, several water days on both the Nantahala and Ocoee rivers, a high-octane tree-top adventure and a climbing and rappelling challenge tower!

This program is open to both scout participants as well as adult leaders.

For a more detailed breakdown of each day of the program see the following page.



High Adventure

Monday: Participants will have the ability to both learn and participate in our advanced shotgun shooting program. This includes participating in five stand and sporting clays at the Clinton House Plantation. Participants will leave camp shortly after breakfast and will return to camp before dinner.

Tuesday: Participants will raft the Nantahala River on a guided raft. The participants will have to work as a team to navigate the rapids and avoid the chilly waters of lower Appalachia. Participants will leave camp shortly after breakfast and will return to camp before dinner.

Wednesday: Participants will travel to the Flying Rabbit Aerial Park and tackle the thrilling three-story obstacle course. Participants will leave camp shortly after breakfast and will return to camp before the start of camp games.

Thursday: Participants will leave camp with their overnight packs and travel up to Tennessee and tackle the Alpine Tower and climbing/ repelling facilities at the Outdoor Adventure Rafting (OAR). Participants will be treated to a catered dinner and will stay at the facility in the bunkhouses.

Friday: Participants will leave the OAR facility after a catered breakfast and raft the challenging Ocoee River. Participants will travel back to Camp Old Indian and arrive back for dinner and the closing campfire.

*All listed programs are dependent on weather. In the event of inclement weather, our Camp's staff will coordinate with unit leaders the alternate plan. This will occur at no additional cost to the participants.

**All participants are required to pass the BSA Swim Test as a "Swimmer."

***Please contact the camp director if any participant has any food or environmental allergies.



Camp Old Indian



2024 Program Guide



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Pathfinder (aka First Year Camper)

The First-Year-Camper Program is a week-long program created for Scouts who have just transitioned from a pack, as well as individuals who are new to scouting as a whole. This program is split into two parts, Pathfinder and Trailblazer. The Pathfinder Program takes place Monday - Wednesday AM and teaches many of the requirements for the Scout and Tenderfoot ranks, while Trailblazer is held Thursday and Friday, covering much of the requirements of Second and First Class rankings. This interactive program is designed to teach core skills, beliefs, and basics of scouting, all while having fun.

Program Goals

- To provide a positive learning experience for all scouts
- To prepare scouts for their path in scouting
- To educate scouts in the Scouting way of life.
- To create an exciting and memorable summer for us all

Before Arriving

- Please have scouts familiar with their Scout Handbooks. If possible, have more senior ranking scouts assist in this.
- Please have scouts bring the required items/gear listed below.
- If your troop is sending a larger group of scouts (5+) we would greatly appreciate any adult assistance! Adult leaders are always more than welcome to stay
- Please ensure that your scouts arrive each day well-rested, ready to learn, and excited to take part in activities!



Required Items	Optional Items
<ul style="list-style-type: none">● Filled Water Bottle (2 for Wed AM Hike)● Rain Gear● Comfy Hiking Shoes (NO Open-Toed Shoes)● Swimming Gear (for Aquatic requirements - Trailblazer)	<ul style="list-style-type: none">● Scout Handbook (Handy Tool)● Pocket Knife - If scout has Totin' Chip● Flint/Steel● Compass

A Day at the Pathfinder Shelter

Each day starts at 9:00 AM at the Pathfinder Shelter, right behind our First Aid Lodge. Monday will start with introductions and a fun game, then form patrols. We will use these when teaching and traveling through Camp. We will start the week off on Monday with the Pathfinder portion of the program, covering many Scout and Tenderfoot requirements, then wrapping up with a 5-mile hike on Wednesday morning. The Trailblazer portion of our program starts Thursday morning, lasting through Friday afternoon, and will cover many of the Second and First Class rank requirements.

Schedule

- **9:00-9:15 AM: Morning Meeting**
- **9:15-11:50 AM: Program**
- **12:00-2:00 PM: Lunch and Siesta (free time)**
- **2:00-4:50 PM: Program**

Advancement

Scouts who have completed our Pathfinder Program will be recognized at Wednesday Evening Campfire (Family Night). Please ensure scouts are present, as we will call each name and have a Pathfinder patch to present to them. Advancements will be documented in print throughout the program and updated in BlackPug nightly.

Questions/Concerns

If you or your scout(s) have any questions, concerns, or otherwise, please contact:

Nicky Whitt

Pathfinder (FYC) Director
864-387-0699 (c) (Preferred)
nickyly99@gmail.com



Scoutcraft



Camping -Backpacking -Hiking



Camping and Hiking are Eagle required merit badges. Scouts who enroll in this class will learn about the basics of how to have a fun and safe time in the outdoors. Scouts will be unable to complete Camping requirements 8d and 9a-c at camp. Scouts will be unable to complete Backpacking requirements 6b, 8c, 8d, 9, 10 and 11 at camp. Scouts will be unable to complete hiking requirements 4, 5 and 6 at camp.

Emergency Prep



Scouts taking this Eagle required merit badge will learn a great deal of information on how to be prepared in an emergency situation. Scouts need to bring materials for their emergency service pack to camp. First Aid merit badge is a prerequisite for this badge. Requirements 1c, 6c and 8b cannot be completed at camp.

Fire Safety



Scouts wanting to enter the firefighting field are encouraged to take this badge. Requirements 6 and 12 cannot be completed at camp.

Cooking



This eagle required badge requires Scouts to prepare menus and cook meals in the Scoutcraft area. This badge is recommended for older scouts. Cooking experience is highly recommended. Requirements 4, 6d, 6e and 6f cannot be completed at camp. Scouts must cook a lunch meal and dinner meal on the day they take this class. Scouts must attend the all-day session as well as the twilight session.

First Aid



This Eagle required merit badge covers a great deal of written material and there are skills to master. Scouts need to bring materials for a personal first aid kit. Scouts need to complete the first aid requirements from Tenderfoot to First Class prior to camp.

Geocaching



An exciting badge that provides scouts information on this growing hobby. Scouts will learn how to use a GPS unit and learn terms such as log and cache. Scouts may bring their own GPS unit to camp. Requirements 7, 8 and 9 cannot be completed at camp.



Scoutcraft

Personal Fitness



Scouts participating in this Eagle required merit badge should have some degree of physical strength and be prepared to exercise during this class. Requirements 7 and 8 cannot be completed at camp.

Search & Rescue



Learn the basics of search and rescue and gain an understanding of different types of rescue operations. This badge can be completed at camp.

Wilderness Survival



While taking this badge, scouts will construct a shelter in which they will sleep in on Monday or Tuesday night. Requirement 5 needs to be completed before camp. They may put the following in their Survival Kits: a whistle, waterproof matches, a signaling mirror, a small first aid kit, a knife, a collapsible cup and a small roll of duct tape. Scouts will need a sleeping bag for the overnighter. This badge can be completed at camp.

Open Branding

Scouts and scouters will have the opportunity to go down to visit Scoutcraft and get items branded during twilight on Tuesday night. We have several different brands and can brand a variety of items. Popular items that we can brand include ugly mugs (sold in Trading Post), hat brims and wood rounds.

Pioneering



This badge requires scouts to learn new knots to complete pioneering projects. Familiarity with knots, lashings and splices is very helpful. This badge can be completed at camp.

Sports & Athletics



While taking this badge, scouts will learn the importance of staying healthy and the rules for different sports. Requirement 5 for Sports cannot be completed at camp. Requirements 5 and 6 for Athletics cannot be completed at camp.

Advanced Fire Building

Advanced Fire Building is a skill-based program that helps Scouts take their fire-building skills to the next level. Scouts will practice utilizing different fire-starting methods, different fire lays, as well as participate in a variety of team-based competitions, to hone their technique. This program is unique to Camp Old Indian and has been popular since being introduced in 2015.



Shooting Sports



Archery



Archery will provide scouts an opportunity to learn the basics of archery and how to shoot well. This badge requires a lot of time to qualify in order to complete the badge.

Sharpshooters



The Sharpshooters program at COI allows scouts to go past the depth of the base shooting sports merit badges and have a fun day on the range at the same time. Participants will spend time shooting rifle, shotgun and pistol (if they are at least 14 years old). They will go through the different shooting positions on rifle, handle advanced shotgun shooting pairs and learn to handle a pistol as a part of this program. This program centers on competition between the participants and they may have the opportunity to complete their NRA Marksman Qualification Program if time allows. A program fee of \$40

Rifle Shooting



Rifle Shooting provides scouts with training on how to be safe at the range and how to shoot. This badge requires a lot of time to qualify so scouts can complete the badge. A program fee of \$35 is also required.

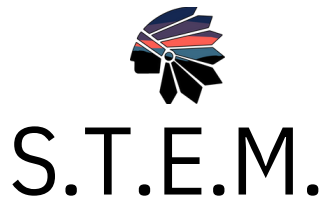
Shotgun Shooting



This badge will show scouts how to hold, shoot and be safe with shotguns. Scouts need adequate strength and size in order to manage a shotgun. This badge requires a lot of time to qualify. A program fee of \$40 is also required.

Open Shoot

Come out during twilight to shoot rifle, shotgun and archery. Tickets can be bought in the Trading Post. A mandatory range safety meeting will be held before shooting on Monday.



S.T.E.M.



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. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist and you become a chemist. This badge can be completed at camp.

Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field. This badge can be completed at camp.

Engineering

The future is now! Whether it is improving personal electronics, developing health care solutions, creating automated vehicles, protecting the environment or sending people to Mars, engineers are using math and science to create a better tomorrow. Earning the engineering merit badge will give scouts a better understanding of how engineers work and how to apply the engineering process to daily problems. This badge can be completed at camp.

Digital Technology


Scouts will look at how electronic devices work and how to use them effectively and talk about how technology today compares with the technology available to previous generations — all while imagining what kinds of devices might be available to them in the future.

Game Design

A fantastic merit badge for all scouts. Scouts will design their own game prototype. Scouts need to bring a notebook to class. This badge can be completed at camp.

Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal or a time in history.



S.T.E.M.

Robotics

A great merit badge scouts wanting to learn more about robotics. Scouts will design, build, program and test a robot. Scouts need to bring a notebook to class. This badge can be completed at camp.

Space Exploration

Scouts have the opportunity to construct, launch and recover a model rocket. A great badge for all ages. This badge can be completed at camp.

3-D Printing Workshop

Scouts will be given an introduction to multiple styles of 3-D printing and 3-D modeling software. Scouts will be guided in an exploration of the resources available to create unique models or to modify pre-made models to serve a new or improved purpose. Scouts will get to take this work through the entire process until they have completed a 3-D print.



Trade Skills



Auto Maintenance

Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape. Can be completed at camp.

Metalworking

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options. A program fee of \$30 is also required.

Welding

Welding is the process of joining with a weld – joining or combining similar pieces of metal by heating them with a flame torch or an electric current, then hammering or pressing them together while they are soft. Welding plays a major role in our modern world, and mastery of the skill can lead to exciting career opportunities. Someday, you may have an opportunity to experience exciting new career paths in welding.

Welding Fabrication

This Day and a half class is intended for scouts who have previously completed the Welding merit badge and want to take those skills to the next level. Scouts will learn to apply the basic skills of welding and newer advanced skills to fabricate a variety of products for a vast array of applications.

Woodwork

Wood is an amazingly versatile, practical, yet beautiful material. A skilled craftsman can use wood to fashion just about anything. As a woodworker or carpenter, you will find no end of useful, valuable, and fun items you can make yourself, from wood.



Additional Opportunities for Youth

Camp Old Indian offers a variety of special programs during the week for youth and adults. Included are opportunities such as activity time, Twilight activities, camp-wide events, campfires, Order of the Arrow, camping, and leader training sessions.

Staff vs Scout Frisbee

After lunch on Tuesday (at 1:00pm), bring your A-game! This exciting game involves the COI staff taking on the scouts in a fun-filled game of Ultimate Frisbee.

SPL Award of Merit

The Senior Patrol Leader Award of Merit provides recognition **to just the SPL** at camp. Requirements and the check-off form are available in the leader's lounge upon arrival

Other Field Games

COI offers a variety of different field games for scouts to enjoy in their downtime. Scouts can enjoy horseshoes, four-square volleyball, football, flag football, ultimate frisbee, frisbee golf, soccer and giant checkers.

SPL Meeting

All Senior and Assistant Senior Patrol Leaders are invited to the director's table (near the fireplace in the Dining Hall) for a time of discussion, reflection and leadership lessons with the Summer Program Director and the Camp Commissioner.

This meeting will occur at the back end of the Lunch window from 12:45 - 1:00 pm, Monday - Friday, to allow scouts to still enjoy their siesta period.

Equipment Checkout

Equipment for some of the field games can be checked out from different department areas around camp. Horseshoes can be checked out at the First Aid Lodge. Frisbees can be checked out from the Trading Post and all other sporting equipment can be checked out from Scoutcraft.



Additional Opportunities for Adults

Scoutmasters Lounge and Wifi

The Scoutmaster's Lounge is located inside the Trading Post. Get a little A/C or charge your digital devices. There are also computers available to check your unit's advancement or maybe send a quick email. Since 2018, 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).

Scoutmaster Shoot

All adult leaders are welcomed to come to the range on Wednesday morning for a time of fellowship and shooting. A program fee of \$25 is required to participate.

Staff vs Scoutmasters Kickball Game

After lunch on Thursday, the Scoutmasters take on the staff in a classic game of kickball starting at 1:00 pm. Scouts that are taking Sports & Athletics will serve as the referees!

Primitive Golf Tournament

Scoutmasters are encouraged to participate in this activity. Scoutmasters need to make their own club out of primitive materials. A Ball will be provided by camp. This tournament will tee off Friday morning at 9:30 am from the flag poles!



Additional Opportunities for Adults

Scoutmaster Merit Badge

The Camp Old Indian Scoutmaster Merit Badge recognizes the tremendous contribution scoutmasters and other vital adult leaders make to the camp and the scouts in attendance. To qualify for the award, an adult leader must complete eight of the fourteen requirements during the week. Requirements and the check-off form will be provided in the leader's lounge.

Help In Dining Hall Dish Room

As part of the merit troop award, each unit is encouraged to volunteer one adult to assist in the dining hall dish room.

Scoutmaster Wood Carving Competition

All adult leaders have the opportunity to compete in a week-long carving competition. Which will be handed to the handicraft director upon completion for judging.

Iron Chef

Dessert Cook-Off

New to COI in 2024, the staff will judge a Scoutmaster Iron Chef competition! On Friday, the competition will kick off from the Scoutcraft fire ring at 2:00 pm.

Scoutmasters will begin preparing meals and cooking at 2:00 pm and meals will be presented for judging at 4:00 pm.

Scoutmasters need to bring all materials to cook, prepare and serve their dishes. This includes: dutch ovens, camp stoves, charcoal, propane, cooking utensils. Staff will have plenty of paper plates, bowls, utensils and space in their bellies!



Special Programs

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

Interfaith Chapel

Camp Old Indian conducts an interfaith chapel service every Sunday after dinner. 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 new chapel located at the first lake. If it is raining, the chapel services will be conducted in the activity building.

Daily Leaders Meetings

The Sunday leader meeting will take place after chapel service at the chapel. If it rains, the meeting will take place in the activity building. This is a quick opportunity for leaders to ask questions and get a quick briefing from the camp leadership. During the week, each morning there will be a meeting in the dining hall. These will be at 9:15 AM to allow time for scoutmasters to assist Scouts with the daily class schedules. Hot coffee will be served, and the camp leadership will be there to answer any questions and concerns each leader may have.

Wednesday Assembly Parade

For Wednesday Visitor's night the troops will assemble at 5:30 PM, they will parade onto the camp meadow beginning at 5:45 PM. This formal procession will be led by the Camp Commissioner and will encompass the entire meadow. Following the parade entrance, troops will give troop reports from their positions across the meadow and then the Camp Old Indian Staff Color Guard will end with a lowering of the Colors.

Camp Wide Games

On Wednesday from 2-4:00 pm, there will be Troop vs. Troop competitions. The Quest for the Golden Feather games will be held in the meadow (Aquatics and Shooting Sports competitions will be held in their department areas). More details on page 33.

Campfires

Camp Old Indian strives to offer a stellar campfire program revolving around three; opening, family and closing; campfires. Each one feels different but tries to do its part of capturing a little slice of the magic at COI!

Sunday Night "opening" campfire: On Sunday at 8:45 pm, our kickoff to everyone's week at camp will begin. We love to say hello and showcase the creativity of the staff at a friendly, opening campfire program.

Wednesday Night Order of the Arrow Campfire: On Wednesday at 7:30 pm, Atta Kulla Kulla Lodge #185 offers what has become a staple of family night at COI. The OA Dance Pageant is the center of this campfire and features several Native American dances. For more information on this Dance Pageant see page 32.

Friday Night "closing" campfire: On Friday at 8:45 pm, our closing campfire will provide recognition for competitions throughout the week, BSA Lifeguard participants, Merit and Honor Troops, Leaders who completed the Scoutmaster Merit Badge and the presentation of the Spirit Stick! This serves as our farewell to everyone who attended COI for the week!

All campfires will be held in the amphitheater and in the event of inclement weather will be held in the activity building.



Order of the Arrow Atta Kulla Kulla Lodge #185

Brotherhood Ceremony - Returning to COI for Summer 2024

On Tuesday evening those Scouts who have been ordeal members of the Atta Kulla Kulla Lodge of the Order of the Arrow for at least six months are invited to go through brotherhood questioning. Doing so will provide them the opportunity to seal their membership as a brotherhood member of our lodge. Those interested should bring with them a letter explaining their reasoning for wanting to attain brotherhood membership, \$25 and be prepared to answer a series of general questions about the order. Studying your *OA Handbook* is highly encouraged prior to arrival.

Dance Pageant and Callout

The highlight of visitors night at COI every week is our OA Dance Pageant and Callout ceremony in our amphitheater, or in the case of rain our activity building. This Native American Dance Pageant is held to honor the heritage of the Native American Tribes who are the original inhabitants of our region and features authentic Cherokee songs and dances. Following the Dance Pageant, the Lodge will host a Callout ceremony to recognize those scouts who have been elected as an ordeal candidate for any lodge of the Order of the Arrow. Troops who would like for their candidates to be called out should provide a roster of those scouts from their unit during check-in.





2024 Quest for The Golden Feather



(Troop Competitions)



Camp Wide Games will be held in a field games event where all of camp will compete to earn points for the Golden Feather.

- The Golden Feather will be given to the unit with the most overall points in all events.
- Units will be ranked 1st thru 10th in each event they participate in and assigned points accordingly. These points will be assigned as such:

Ranking	1	2	3	4	5	6	7	8	9	10
Points	10	9	8	7	6	5	4	3	2	1

- Troop Competitions will be held Wednesday Afternoon, beginning with the Waterfront events before the camp-wide games.
- Camp-wide games will kick off from the flagpoles at 3:15 pm. The games will be held in a field games style with there being “heats” for each event and all troops participating at the same time.
- Shooting sports competitions require **one** troop representative for each competition. There is an archery, rifle and shotgun competition.
 - These competitions will run from 3:00 - 4:30 pm.
- A unit that does not participate in an event will get a point value of zero (0).
- If there is a tie within any particular event, all units involved in the tie will average their assigned scores.
 - i.e. Two units come in first place, both of those units will receive 9.5 points (an average of 9 and 10).
- Entrance Gate judgment will be on Wednesday and points will be awarded
 - Troops sharing a campsite can be judged together.
- *Trash Bag Olympics* will be awarded points for the competition (practice will be on Tuesday and the competition will be held on Thursday.)

Separate Games/Awards:

- Scoutmaster golf tournament will be held on Friday during Siesta.
- Spirit Stick is a week-long award. The staff will choose the unit with the most scouting spirit during camp.



Emergency Procedures

Emergency Signal

Emergency situations are signaled with a train horn that is audible throughout camp, the playing of the bugle and the tolling of the bell. When these are done in unison camp must assemble as quickly as possible. Units will be asked to report briefly and be given further instructions.

Limitation of activities

Campers and leaders will be notified by staff if limitations on different activities must be observed such as shelter in place, no burn advisories and extreme heat.

Fire

Should an uncontrolled fire occur, vacate the location and notify the closest staff member immediately. Staff will then relay directions and handle the situation accordingly.

Medical Emergencies

Stay calm and immediately notify the Medical Officer or nearest staff member. Keep all roads and pathways clear for use by staff or EMS.

Youth Protection Violations

First, ensure that participants are safe. All violations of Youth Protection policies are to be reported immediately to the Scout Executive (Greg.Balog@scouting.org). At Camp, the Camp Director will serve as the Scout Executives Designee. If the Camp Director is unavailable, Report to the Business Manager who will call the Scout Executive.

Natural Disasters or Severe Weather

In instances of severe weather or natural disasters such as earthquakes or floods, seek shelter immediately. If instructed by staff, all participants will be expected to shelter in place, regardless of current conditions. Our mountainous location can have unpredictable weather and storms may divert at the last minute. The safest place in your campsite for high winds and trees/limbs falling is the campsite bath house due to the concrete block walls. Likewise, the dining hall is the safest place (especially the interior restrooms) for anyone caught in a bad storm in the middle of camp.

Lost Person or Swimmer & Unauthorized Persons

Immediately notify Camp Administration and wait for instruction.



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