



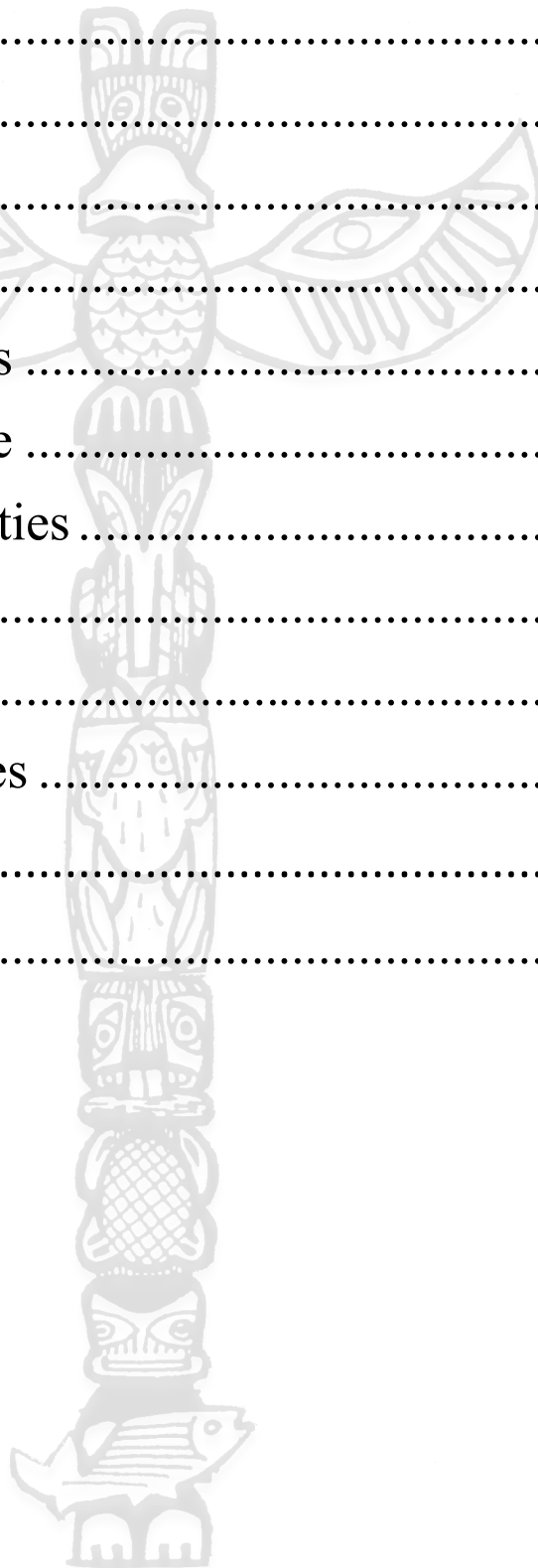
Camp Old Indian Winter Camp 2024 Leaders Guide

December 27-30, 2024



Table of Contents

Introduction	4
How to Register	5
Camp Map	8
Camp Schedule	9
Merit Badge Specifics	10
Merit Badge Schedule	11
Additional Opportunities	12
Special Programs	13
Camp Policies	14
Emergency Procedures	18
Forms	19
Contact Information	20





Scouting America's Mission

The Mission of Scouting 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 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

Early checkout registration was created for those who would prefer to leave camp on Sunday evening rather than Monday afternoon. For those leaving early Advancement can be expect by the end of the week. Day passes are offered for scouts wishing to come up for a day or two. Adult leaders will be provided free WiFi.



Registration	Early Bird (ends 12/1/24)	Standard Fee
Youth	\$120	\$140
Youth Early Checkout	\$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-WinterCamp2024>

www.BlueRidgeCouncil.org





Camp Assignments

Campsite assignments will be based on:

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

We reserve the right to make changes in campsite assignments to accommodate special needs, 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 serve all Scouts attending.

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

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



Summary of Check In Procedures

Check in

Medical forms will need to be filled out prior to camp.

Check in begins officially at 5PM and runs until 7:00 PM in the Camp Office. Troops wishing to arrive earlier or 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

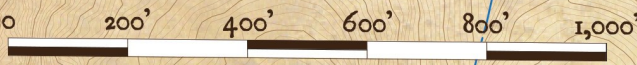
Please notify the Camp Director via E-mail of any food allergies or other dietary restrictions no less than 2 weeks prior to the start of winter camp. We will do our best to accommodate your needs but may not be able to in more severe cases such as multiple allergens.



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 2024
 Map by Paul E. Galbreath
 Edited by Vic Shelburne
www.upstatewaterandmapping.com
 Contours at 4' Intervals
 Base Data From Grvl Co. GIS

To Camp White Pines

To Old Indian Mountain

Waterfall

Connector Trail

Connector Trail

3rd Lake

East Perimeter Trail

SC Champion Cucumber Magnolia

Nature Trail

Big Rock A's
Big Rock

Upper Windy Hill A's

Lower Windy Hill A's

Keale's Nest A's

Seaborn A's

Hogan A's

Lake Caldwell (2nd Lake)

Boating Area

Boating Shelter

National Champion American Plum

OA Bldg

S.T.E.M

Activity Building

Patterson Dining Hall

Waterfront

Lake Vandiver (1st Lake)

Chapel

East Perimeter Trail
To Large Yellow Poplar

Rifle Range

Maria Dukes Lodge

Archery Range

Tradeskills

Civil Dev. Area

The D.C.

Flag Poles

Trading Post

Leader Break Area

Nature Lodge

Chalet

Staff Area

Shotgun Area

Chapman A's

Oponce A's

Anderson

Screened Shelter

Upper Meadow

Handcraft

Fountain House

Camp Office

Parking Area

Maintenance Yard

Ranger's House (Private Residence)

Underwood A's

Greenfield A's

Pathfinder

Scout Craft Area

Three Forks

Callahan Mountain Rd (County Rd 42)

Rock Creek Trail



2024 Winter Camp Schedule

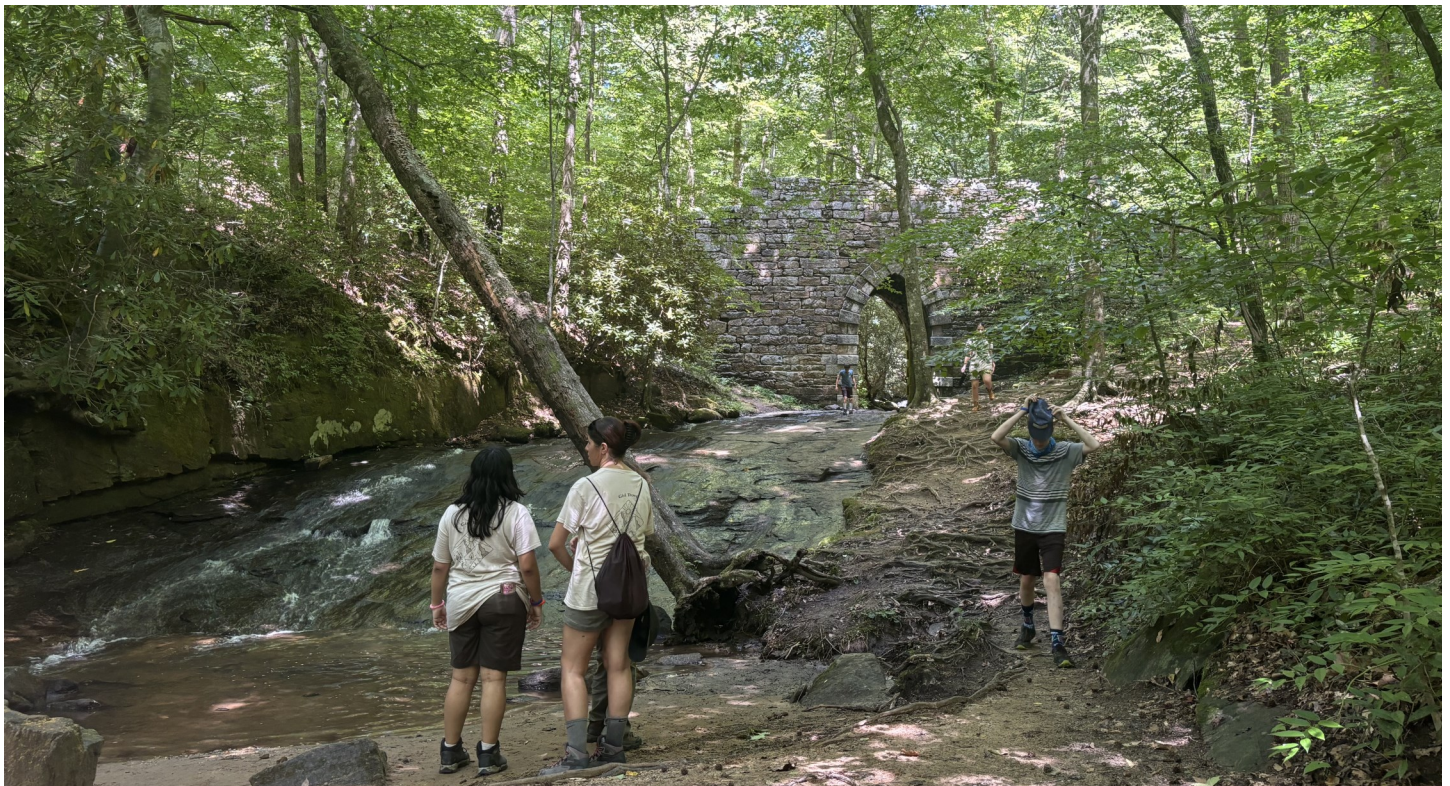
	Friday	Saturday	Sunday	Monday
Morning		7:20 Assembly 7:30 Breakfast 8:30-12:00 Morning Programs 12:15-12:45 Drop in Lunch	7:20 Assembly 7:30 Breakfast 8:30-12:00 Morning Programs 12:15-12:45 Drop in Lunch	7:20 Assembly 7:30 Breakfast 8:30-12:00 Morning Programs 12:15-12:45 Drop in Lunch
Afternoon		1:00 Frozen Feather Games 2:00-4:30 Afternoon Programs 5:00-7:00 Checkin	1:00 Frozen Feather Games 1:00 Camp Staff Interest meeting 2:00-4:30 Afternoon Programs 5:20 Assembly 5:30 Dinner	1:00-3:00 Afternoon programs 3:00-5:00 Checkout
Twilight	7:30 Opening Campfire 8:30 Cracker-barrel 11:00 Taps	6:30-8:30 Twilight/open programs 11:00 Taps	6:30-8:00 Twilight/open programs 6:30: Early Checkout Begins 8:30 Closing Campfire 9:30 Cracker-Barrel 11:00 Taps	
Highlights	Opening Campfire	Quest for the Frozen Feather	Quest for the Frozen Feather Camp Staff Interest Meeting Closing Awards Campfire	



Program Specifics

The merit badge program is the cornerstone of the winter camp program and will be supplemented with unique experiences, 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 programs require prerequisites or practice to develop proficiency in specific skills. Registration for classes can be made at <https://scoutingevent.com/551-wintercamp2024>

Scoutmasters will be able to print off their units advancement activities through <https://scoutingevent.com/551-wintercamp2024>. 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.





2024 Preliminary Merit badges

Tentative Winter Camp Merit badges

American Cultures		Law	
American Heritage		Moviemaking	
Archery		Photography	
Citizenship in the Nation		Rifle Shooting	
Citizenship in the World		Safety	
Citizenship in Society		Shotgun Shooting	
Communications		Signs Signals and Codes	
Emergency Preparedness		Space Exploration	
Environmental Science		Weather	
First Aid		Welding	



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!

Look for the Full Games list with the Program Addendum!

COI Leader Games

COI Leaders' Games will be a competition of 5 events over Saturday and Sunday that will put our Adult campers in competitions that will require a variety of Scout Skills. The competitions will be spread out throughout Saturday and Sunday, 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, blow line, 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 own events to foster good friendship and fellowship among other youth and adults.

Interfaith Chapel

Camp Old Indian conducts a non denominational chapel service every Sunday after Breakfast. Attendance is recommended. If you would like to hold your own service for your specific faith or would like to contribute to the service in some way, please see the Camp Director. 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 over the age of 21 and of the appropriate gender for their unit at camp at all times. In addition, youth protection training must be current, if this expires during camp then leaders should complete the training prior to arriving so as to ensure no lapse in training. If a unit is having leaders swap in and out during camp these timeframes must overlap to ensure proper coverage. All visitors, Scouts and leaders must check-in and check-out at the Camp Office.

YPT Certifications for each leader will be required at Check-in.

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/scoutsource/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



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



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

Due to the short nature and holiday season we do not recommend sending mail as it is unlikely to make it in time.

JD Whitt

Camp Director

864-684-7000

James.whitt@Scouting.org

Social Media

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

facebook.com/BlueRidgeBSA

facebook.com/campoldindian

instagram.com/campoldindian/?hl=en

tiktok.com/@campoldindian



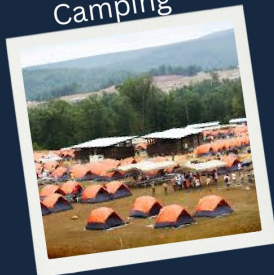


JULY 22-31
2026

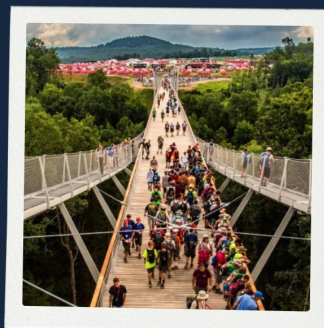
SCOUTING'S ULTIMATE EVENT

Join the Council Conigent going to the 2026 National Jamboree as we look to celebrate all that Scouting has to offer.

Camping



Fellowship



Trills



INTERESTED?
Scan The Code



www.scoutingevent.com/551-Jambo26