

Are Ye Ready?



2017

Cub Scout

Resident Camp

Leader's Guide



Welcome to the 2017 Cub Scout Resident Camp! Please read over this leader's guide and feel free to copy and distribute the enclosed information as you plan your Resident Camp experience.

The following are some vital things to keep in mind:

- Resident Camp will take place from Wednesday, July 5 to Saturday, July 8.
- Visit campoldindian.com and/or blueridgecouncil.org for registration and other information not provided in this guide.
- Cub Scouts will have FUN while completing rank requirements and electives during Resident Camp.
- The Hold Harmless Agreement needs to be complete by the Webelos and Arrow of Light Scout's guardian prior to camp and brought to camp in order to participate in climbing activities. Scouts not participating in climbing will have an additional opportunity to earn advancement.
- The cost is \$135 for Cub Scouts and \$100 for adult leaders.
- Check in takes place at 3pm on Wednesday, July 5. Cub Scouts and leaders will receive a camp tour and have a swim test.
- Check out takes place after breakfast on Saturday, July 8.

May we express our sincere gratitude for your devotion to the Scouting program as you continue to enrich the lives of today's youth.

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2017 Resident Camp Schedule

Wednesday, July 5

3:00 Check in/Camp Tour
5:50 Assembly(Class A)
6:00 Dinner
7:00 Twilight
10:00 Sleepy Time

Friday, July 7

7:00 Rise and Shine
7:50 Assembly
8:00 Breakfast
9:00 Activity Session 7
10:00 Activity Session 8
11:00 Activity Session 9
12:20 Lunch
1:00 Take Ye Break
2:00 Activity Session 10
3:00 Activity Session 11
4:00 Activity Session 12
5:50 Assembly(Class A)
6:00 Dinner
7:00 Twilight
8:00 Campfire
10:00 Sleepy Time

Thursday, July 6

7:00 Rise and Shine
7:50 Assembly
8:00 Breakfast
9:00 Activity Session 1
10:00 Activity Session 2
11:00 Activity Session 3
12:20 Lunch
1:00 Take Ye Break
2:00 Activity Session 4
3:00 Activity Session 5
4:00 Activity Session 6
5:50 Assembly(Class A)
6:00 Dinner
7:00 Twilight
10:00 Sleepy Time

Saturday, July 8

7:00 Rise and Shine
7:50 Assembly
8:00 Breakfast
9:00 Check out

****This is a sample
schedule***



Emergency Procedures



Limitation of Activity

Campers and leaders will be notified as necessary if 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 not try to seek proof yourself.

Earthquake/Flood/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/Lost Swimmer

If you suspect a lost person or lost swimmer, 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.





Camp Old Indian Facilities



Housing

Camp Old Indian houses its campers and leaders in permanent housing. Campsites are comprised of either cabins or adirondacks. Adirondacks are three-sided units with an over-hanging roof. Most hold four campers and their gear. Some adirondacks hold eight campers and have a built-in porch with table. In the event of overflow housing in a campsite a tent will be provided to house additional campers.

Campsite Bathhouses

Each campsite has a bathhouse which includes: a large sink and mirror, separate hot water shower stalls, flush commodes, flush urinals and lighting.

Visitor's Bathhouse

Located in the parking lot is separate male and female shower rooms. Each features lavatories, toilets, and hot showers. Each unit will be asked to sign up for times to clean these bathhouses throughout the week. These bathhouses are available for Cub Scouts and leaders only between 8AM and 3:30PM except on Wednesdays when it is also open from 5PM on.

Field Sports Area

The range have been built and certified according to Boy Scouts of America standards. The camp furnishes BB guns and archery equipment. The Field Sports Director has absolute authority for all activities at the Field Sports Range. BB's will take place at the range and archery will take place at the archery range near the Oconee A's campsite.

Scoutcraft Area

The Scoutcraft area includes a program shelter and tarps with tables for instruction.

First Year Camper (Pathfinder) Area

The First Year Camper Area features a program shelter and a small teaching area.

Camp Office

The Camp Office is your first destination when you reach camp, as a leader. Here, you will check your den in, pay any remaining balances, and get further information, followed by a tour of camp. During the week, leaders will have times where they can access the internet from the Camp Office. Bandwidth and data usage are limited, so donations are accepted to upgrade the capabilities of our internet.

STEAM Area

The STEAM area is located beside the Director's Cabin at the bottom of the meadow.

Handicraft Lodge

The Handicraft Lodge houses tools for craft work and is located near the parking lot.

Nature Lodge

The Nature Lodge includes animals, displays, literature, and other items. It is located behind the camp office.

Trading Post

The Trading Post has Scout literature, t-shirts, souvenirs, and refreshments for sale. It also serves as the Camp Post Office. There is a \$10.00 minimum card purchases. NOTE: Council gift cards do not work at camp.

David Peden Health Lodge

The Peden Health Lodge serves as a 24-hour contact resource for a unit's first aid needs. The Health Lodge features an isolation room and bathroom for sick campers.

Waterfront Area

The Camp Old Indian Waterfront includes lakes for swimming, rowing, canoeing, kayaking, and fishing. Cub Scouts and leaders may swim at the first lake during the times listed on the program schedules. "Free swim" is open to everyone according to their swim classifications. Non-swimmer instruction will also be available during the week.

A swimmer must accompany a non-swimmer in a rowboat. Only swimmers are allowed in canoes unless the non-swimmer is with a 21-year old certified lifeguard. Everyone using row boats and canoes must wear a life jacket. Absolutely no camper or leader will use the waterfront without a medical form and swim test. The Aquatics Director has absolute authority for all activities held at the waterfront area.

A certified lifeguard must conduct any swim tests not conducted on camp property. Swim Classifications There are three classifications of swimmers a camp. Scout and leaders, who were unable to complete their swim test prior to camp, will take a swim check test Sunday afternoon to determine their swimming classification. The classification and swim test requirements are listed below.

1. **Non-swimmer**-Get in the water.
2. **Beginner**-Jump into water over one's head, level off, swim 25 feet, turn sharply, and return to the starting point.
3. **Swimmer**-Jump into water over head, level off, swim 75 yards in a strong manner using side, breast, crawl, or trudgen strokes. Swim 25 yards using an elementary back stroke. At the end of the 100 yards, rest by floating.

Dining Hall-Patterson Lodge

Completed in 1994, the Patterson Lodge is a state of the art dining facility and seats up to 450 campers. Rules: No wet bathing suits, chewing gum, hats, hiking staffs, or flag poles are allowed in the dining hall.

Table Waiter System

1. Units will be assigned tables on Wednesday afternoon and will sit at these tables for every meal.
2. Table waiters will be assigned for every table and will serve for three meals beginning Wednesday evening, then rotating with other Cub Scouts in the den. An adult leader needs to assist their Cub Scouts clean.
3. Table waiters will report to the Director at the dining hall at 7:45 a.m. for breakfast, 12:05 p.m. for lunch, and 5:45 p.m. for dinner.
4. Table waiters will set up their den seating area before meals, and will clear the area after meals. Clean-up includes wiping tables and sweeping around the tables and mopping.
5. After the meals, the waiter leaves the dining hall when they are dismissed by the Dining Hall Steward.

Totem System

Most tables will have a seat reserved for a Camp Old Indian staff member. The table waiter should pick up the totem for the staff member he wants and place it at his table. Totems allow for positive interaction between the Staff and Cub Scouts.

Menus

Dining Hall menus are well-balanced and designed to feed hungry Cub Scouts and leaders. In addition to the main entree offered at each meal, other options are available for those with special dietary needs. Bagels are breakfast options; peanut butter and jelly, and a salad bar is available at most noon and evening meals. Be sure to notify the director of any special needs before camp.

Family Style

Again this year, Camp Old Indian will run family style at all meals. The table waiters will not only set the table but they will also bring ALL food to their table. After grace outside, you will go into the dining hall (no more concern about who goes first) and immediately sit down at your table where the food will already be in serving trays placed there by your waiter. Adults/staff will oversee serving distributions (family style!) at each table. We expect this to eliminate food waste and time spent in line not only for the first serving but also seconds since only the waiter will go to the kitchen for seconds based on demand.

Activity Building

The activity building is located above the meadow and provide a central rain location for merit badges, campfires and chapel services.

Handicap Accommodations

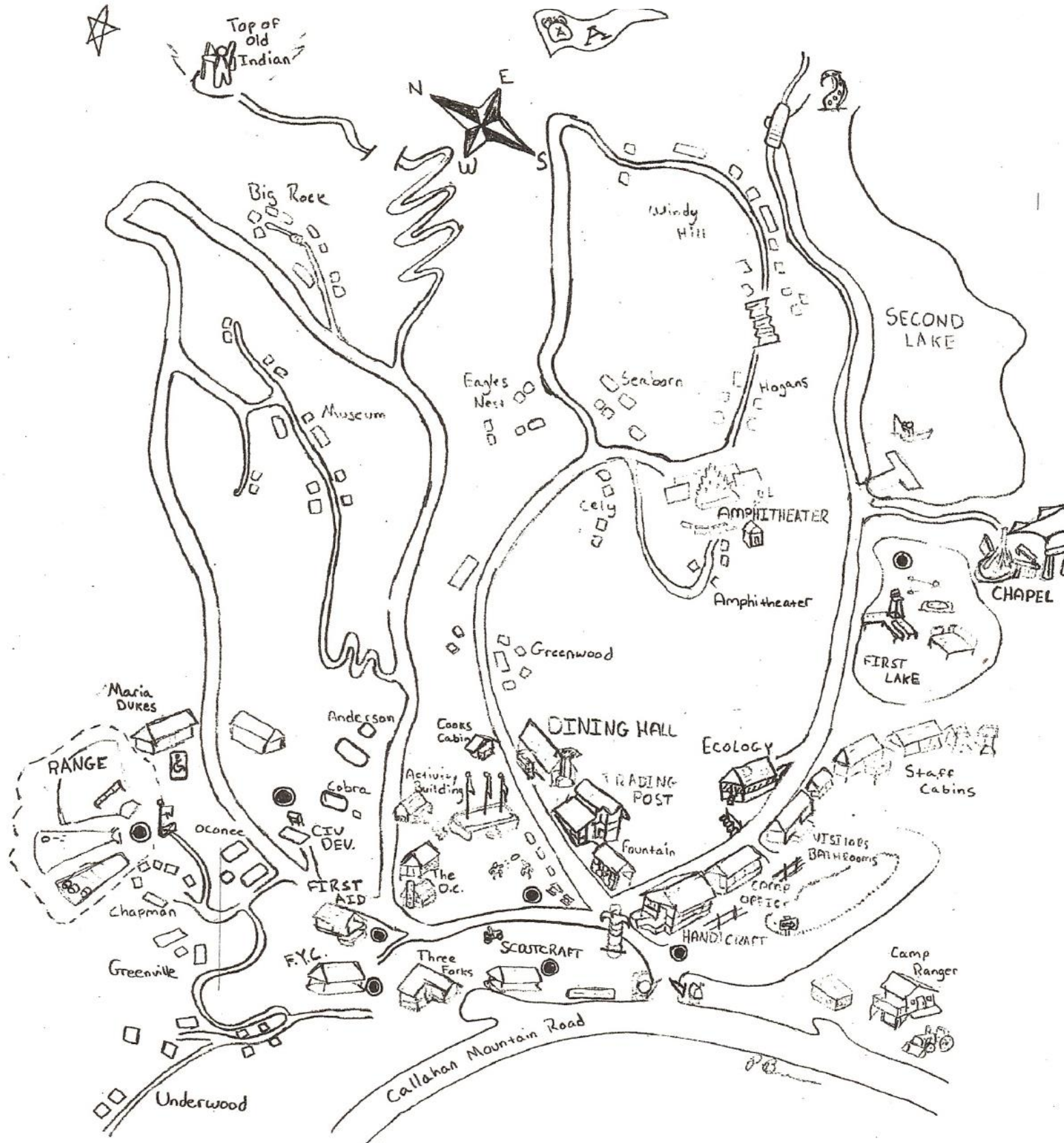
Camp Old Indian believes that all registered leaders and members deserve an experience at summer camp. Therefore, everyone is encouraged to attend. The Maria Dukes Lodge is the camp's handicap accessible facility. It features a wheelchair ramp and a built in shower and restroom. Preference will be given to units with participants requiring special accommodations.

Chapel

The chapel was recently remodeled to include more seating. It is located on the first lake in a beautiful waterfront setting.



Map of Camp Old Indian



● - Merit Badge Meeting Locations

CAMP OLD INDIAN

Blue ridge Council, BSA
2016 Revision



Program Specifics

During Resident Camp, Cub Scouts will complete requirements for their rank including electives. Leaders will receive a paper advancement report for their den prior to their departure from camp. The report will include what requirements Cub Scout completed and did not complete. Some requirements and electives cannot be completed at camp, but those requirements may be completed before or after camp. The next few pages present an outline of what rank and elective requirements are offered, what day they are offered on, and a short description. The following is a chart with the session number and the time the session takes place at:

Session Number	Time
Thursday	
Session 1	9:00-10:00
Session 2	10:00-11:00
Session 3	11:00-12:00
Session 4	2:00-3:00
Session 5	3:00-4:00
Session 6	4:00-5:00
Friday	
Session 7	9:00-10:00
Session 8	10:00-11:00
Session 9	11:00-12:00
Session 10	2:00-3:00
Session 11	3:00-4:00
Session 12	4:00-5:00

For the Tigers, Wolves and Bears, a staff guide will assist by helping take the Dens around to their different activities.



Tiger, Wolf and Bear Program Schedule

This schedule is subject to change. Locations for the session are in parentheses.

Tiger

Thursday

Session 1-*Games Tigers Play/Tiger Tag(Scoutcraft)*

Session 2-*Games Tigers Play/Tiger Tag(Scoutcraft)*

Session 3-*Archery/BBs(Range)*

Session 4-*MagicalTime(Activity Building)*

Session 5-*Magical Time(Activity Building)*

Session 6-*Sky is the Limit(Activity Building)*

Friday

Session 7-*Floats and Boats(Waterfront)*

Session 8-*Floats and Boats(Waterfront)*

Session 9-*Archery/BBs(Range)*

Session 10-*Good Knights(Scoutcraft)*

Session 11-*Good Knights(Scoutcraft)*

Session 12-*Stories in Shapes(Handicraft)*

Twilight-*Swimming, Fishing, Boating, Free Shooting and/or Den Time*

Wolf

Thursday

Session 1-*Archery/BBs(Range)*

Session 2-*Spirit of the Water(Waterfront)*

Session 3- *Spirit of the Water(Waterfront)*

Session 4-*Finding Your Way (Scoutcraft)*

Session 5- *Paws on the Path(Activity Building)*

Session 6-*Paws on the Path(Activity Building)*

Friday

Session 7-*Archery/BBs(Range)*

Session 8-*Running w/ the Pack(First Aid)*

Session 9-*Howling at the Moon(Pathfinder)*

Session 10-*Paws of the Skill(Activity Building)*

Session 11-*Air of the Wolf(Trading Post)*

Session 12-*Motor Away(Trading Post)*

Twilight-*Swimming, Fishing, Boating, Free Shooting and/or Den Time*

Bear

Thursday

Session 1-*Bear Claws(Scoutcraft)*

Session 2-*Marble Madness(Activity Building)*

Session 3- *Marble Madness(Activity Building)*

Session 4-*Archery/BBs (Range)*

Session 5- *Super Science(Nature Lodge)*

Session 6-*Super Science(Nature Lodge)*

Friday

Session 7-*Beat of the Drum(Handicraft)*

Session 8-*Beat of the Drum(Handicraft)*

Session 9-*Robotics(Activity Building)*

Session 10-*Archery/BBs(Range)*

Session 11-*Salmon Run(Waterfront)*

Session 12-*Salmon Run(Waterfront)*

Twilight-*Swimming, Fishing, Boating, Free Shooting and/or Den Time*



Tiger and Wolf Program Descriptions

Tiger Program Opportunities

Archery/BBs

Tiger Scouts will have the opportunity to shoot BB guns and participate in Archery at camp.

Sky is the Limit

Tiger Scouts will learn about constellations and have the opportunity to create their own.

Floats and Boats/Swimming

Tiger Scouts will enjoy a refreshing dip in the lake and have the opportunity to work on the Floats and Boats elective for the Tiger Rank.

Games Tigers Play/Tiger Tag

Tigers will learn about the rules of different games and have an opportunity to participate in different races.

Good Knights

Tiger Scouts will learn about the points of the Scout Law and create different items that knights use.

Curiosity, Intrigue and Magic

Tiger Scouts will learn to be magical during this session. Tigers will have the chance to learn a magic trick.

Stories in Shapes

At the Handicraft lodge, Tigers will learn how to look for patterns in art and be able to create a story using shapes.

Paws of the Skill

Wolf Scouts will work on this elective for the Wolf Rank. Scouts will learn about the importance of stretching when exercising.



Wolf Program Opportunities

Archery/BBs

Wolf Scouts will learn about how to properly shoot while having fun at the BB and Archery ranges.

Spirit of the Water/Swimming

Wolves will enjoy swimming while learning about safety around the water.

Finding Your Way

Wolf Scouts will learn about how a compass works and even go on a scavenger hunt to search for treasure.

Paws on the Path

Wolf Scouts will go on a hike and learn about the outdoors around them in this session.

Running with the Pack

Balancing, catching and sportsmanship are all things Wolves will learn in this fun session.

Howling at the Moon

Wolves will have fun communicating in different ways and have the opportunity to participate in a skit during this session.

Paws of the Skill

Wolf Scouts will discover the importance of being physically fit.

Air of the Wolf/Motor Away

Wolves will design and build paper airplanes and conduct a variety of tests.



Bear Program Descriptions

Bear Program Opportunities

Archery/BBs

Bear Scouts will learn about how to properly shoot while having fun at the BB and Archery ranges.

Robotics

Bear Scouts will learn about robots and have the chance to design their own.

Salmon Run/Swimming

Bear Scouts will enjoy a refreshing dip in the lake and have the opportunity to work on the Salmon Run elective for the Bear Rank.

Bear Claws

Bear Scouts will work on requirements for Bear Claws and earn their Whittling Chip.

Marble Madness

Bear Scouts will complete requirements for the Marble Madness elective for the Bear Rank and learn the rules of the game of marbles.

Beat of the Drum

Bear Scouts will complete requirements for the Beat of the Drum elective for the Bear Rank by learning about American Indians.

Super Science

Bears will conduct different science investigations during this session.



Webelos and Arrow of Light Program Schedule

Webelos and Arrow of Light Scouts will be allowed to choose their own electives just like Boy Scouts select which merit badges to take at camp. Some electives last one session while others last two or three sessions. For example, the Castaway elective last three sessions while the Into the Woods elective only last one session. On Friday, free swim and BBs/Archery is offered during sessions 11 and 12. Scouts can participate in both. The following are the electives offered at camp:

Thursday		
Elective	Session	Location
Art Explosion	1 and 2	Handicraft
Castaway	1, 2 and 3	Scoutcraft
Into the Woods	3	Nature Lodge
Sportsman	4	First Aid
Moviemaking	4	Pathfinder
Aquanaut	5 and 6	Waterfront
Game Design	5 and 6	Scoutcraft

Friday		
Elective	Session	Location
Earth Rocks	7 and 8	Nature Lodge
Castaway	7, 8 and 9	Scoutcraft
First Responder	9	First Aid
Sportsman	10	First Aid
Into the Woods	10	Nature Lodge
Free Swim	11 or 12	Waterfront
BBs/Archery	11 or 12	Range

Webelos and Arrow of Light Scouts will have the opportunity to rappel at the rock on Thursday and Friday depending on weather. The Hold-Harmless Agreement form must be signed prior to camp and brought to camp during check-in. The form is located at the end of this leader's guide. Rappelling is an all-day activity so Scouts will not be able take a class on the day they go. Only ten spots are available each day.

Webelos and Arrow of Light Program Descriptions

Archery/BBs

Webelos Scouts will have the opportunity to shoot at the archery range and/or the BB range.

1st Responder

Webelos Scouts will complete requirements for the 1st Responder pin. They will learn basic first aid skills.

Aquanaut

Arrow of Light and Webelos Scouts will work on requirements for the Aquanaut elective pin. Scouts will acquire knowledge about water safety.

Art Explosion

Webelos and Arrow of Light Scouts will enjoy this elective. Scouts will create a variety of art projects.

Sportsman

Webelos and Arrow of Light Scouts will work on sportsmanship and enjoy playing games while completing requirements for this pin.



Into the Woods

Webelos and Arrow of Light Scouts will learn about tree and other unique facts about the forest during this elective.

Game Design

Scouts will have the opportunity to play and create their own game in this session.

Moviemaking

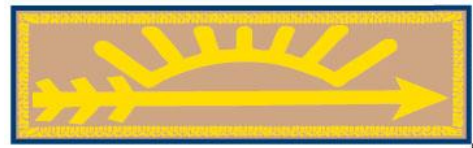
Arrow of Light and Webelos Scouts will work to create a storyboard which eventually can be made into a movie.

Earth Rocks!

Webelos and Arrow of Light Scouts learn about the earth around them by working on requirements for this elective.

Castaway

Webelos and Arrow of Light Scouts complete requirements for the Castaway pin including creating a game without using electricity.





INFORMED CONSENT AND HOLD-HARMLESS/RELEASE AGREEMENT CAMP OLD INDIAN CLIMBING/RAPPELLING PROGRAM BLUE RIDGE COUNCIL, BOY SCOUTS OF AMERICA

To be filled out by the adult participant or the custodial parent, legal guardian or adult otherwise responsible for the supervision, care and safety of the participant named below.

I understand that participation in the COI CLIMBING/RAPPELLING PROGRAM offered through the Blue Ridge Council, BSA, on _____ (dates) involves a certain degree of risk that could result in injury or death and that each participant is expected to use common sense, have proper clothing, be physically fit, be willing to follow instructions and work as a team with his unit and the program leaders, and take responsibility for his own health and safety.

In consideration of the benefits to be derived and after carefully considering the risk involved, and in view of the fact that the Boy Scouts of America is an organization in which membership is voluntary, and having full confidence that precautions will be taken to ensure the safety and well-being of my son/daughter (or myself), I have given _____ (name) my consent to participate in the COI CLIMBING/RAPPELLING PROGRAM.

I do hereby release and hold harmless the Boy Scouts of America, Blue Ridge Council, Camp Old Indian, and their agents, servants, employees, and all volunteers, activity coordinators, and sponsors from all claims, liability, demands, rights and causes of action, present or future, whether known, anticipated or unanticipated, resulting from, arising out of, or incident to the above mentioned climbing/rappelling program. I further release and hold-harmless James B. Anthony individually and the Cliffs at Glassy, its affiliates, agents, servants, employees, officers, or directors from all claims, liability, demands, rights and causes of action, present or future, whether known, anticipated or unanticipated, resulting from, arising out of, or incident to the above mentioned climbing/rappelling program.

I know of no health or fitness restriction(s) that preclude participation. In the event of illness or injury occurring to my child while involved in this activity, I consent to X-ray examination, anesthesia, medical, or surgical diagnostic procedures or treatment that is considered necessary in the best judgment of the attending physical and performed under the supervision of a member of the medical staff of the hospital furnishing medical services. (It is understood that in the event of a serious illness or injury, reasonable efforts to reach me will be attempted.)

Custodial parent/legal guardian Signature: _____
Date: _____

Participant Signature: _____
Date: _____

Phone numbers where relative can be reached during activity:
Name _____ Relation _____
Phone (____) _____

This Release is Required for all youth and adults taking the wall and rock climbing activities during the week.



A SCOUT IS
HELPFUL

CAMP OLD INDIAN

SUMMER FOOD DRIVE

DO A GOOD TURN DAILY AND BRING CANNED
FOOD ITEMS TO COI TO HELP
HARVEST HOPE FOOD BANK!

IT'S EASY...
ENCOURAGE EACH UNIT MEMBER
TO BRING TWO CANNED FOOD
ITEMS TO CHECK-IN

FOR MORE INFO, PLEASE VISIT:
CAMPOLDINDIAN.COM

CANNED MEAT AND JARS OF PEANUT BUTTER ARE ALSO APPRECIATED