



EST. 1926

Camp Old Indian

Summer 2025
Leader's Guide
Blue Ridge Council



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Letter from the Camp Director



Scouts and Scouters,

I invite you to join us this year at Camp Old Indian as we build upon the many successes of the past 98 years. Whether this is your first visit to COI or you have been coming for many years, we look forward to sharing our beautiful corner of the Blue Ridge Mountains with you. We are fortunate to build our 2025 programs with the input of many: our Camping, Facilities and Advancement Committees, direct feedback from previous years' campers, leaders, staff and Scouts who have attended a variety of other camps in our area. I am excited for us all to spend our summer at our "home away from home" regardless of whether it is your first visit to Camp Old Indian or another of many countless experiences. I look forward to serving our youth with you in summer 2025.

Yours in Scouting

JD Whitt

Camp Director

Blue Ridge Council Program Director



Scouting America Mission Statement

The Mission of the 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 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.





Registration

To register, complete your units online registration at the following link or QR code:
<https://scoutingevent.com/551-COI25>

For every eight Scouts that sign up the troop will receive one half priced leader.

Each adult leader will be provided Wi-Fi access as part of their registration, additional codes may be bought in the Trading Post.

Registration	Early Bird (ends 4/15/25)	Standard Fee
In council*	\$400	\$450
Out of council	\$420	\$470
Bounce-back		\$290
Day Pass		\$90
Adult		\$190



Week 1: June 8-14, 2025

Week 2: June 15-21, 2025

Week 3: June 22-28, 2025

Week 4: June 29-July 5, 2025

Week 5: July 6-12, 2025

* Includes councils who allow us to camp shows Palmetto, South Florida and South West Florida council

Fee schedule

November 15th, 2024 \$190 Campsite deposit fee due (paid by paying for an adult leader)
 March 15th, 2025 \$100 per scout fee due (required to register scouts for programs)
 April 15th, 2025 Remainder of fees due to maintain early bird discount

Campsite Assignments

Camp Old Indian bases campsite assignments on several factors:

- Youth Protection.
- Special needs and accommodations of scouts and leaders.
- Registration date.
- Site size and percentage of utilization.
- Other circumstances that may arise.

The Camp Director reserves the right to make changes in campsite assignments to ensure that all scouts and scouters are adequately served.



Camp Sites

Camp Old Indian is fortunate to have all campsites featuring Adirondacks, three walled cabins built in either four or eight person configurations, firepits, and flagpoles. Most also have porches or shelters to gather in. This layout allows for a camper to enjoy the cool night air of the Blue Ridge mountains. Each campsite also has its own dedicated bathhouse and restroom facility. The only exception is the Maria Dukes cabin, built as a four walled building to serve as an accessible cabin so that any Scout may enjoy Camp Old Indian. You may see a full listing of sites here as well as locations on the map.

Campsite	Beds available	Campsite	Beds Available
Amphitheater	20	Big Rock	48
Cely	20	Chapman	24
Eagles Nest	20	Greenville	16
Greenwood	28	Hogan	16
Maria Dukes	20	Museum	48
Oconee	19	Seaborn	24
Underwood	32	Windy Hill	44





Troop Trailers

Troops are highly encouraged to bring their troop trailers, this is a great way to bring gateway materials and condense everyone's gear. During check-in your troop trailer will be delivered to your campsite by the Camp Ranger or another staff member. We encourage troops to leave unneeded items at home, like stoves and cooking gear, you may find a suggested packing list for both troops and campers later in this guide. It should be noted that certain trailers such as large tandem axel trailers i.e. car haulers, particularly heavy trailers or goosenecks may not be able to reach all sites.

Privacy Project

Camp Old Indian has worked to install simple privacy curtains in all Adirondacks. These are intended to allow scouts the privacy and comfort to change without crowding a bathhouse. These should be left open at all other times so as to help ensure youth protection guidelines are followed. If a unit prefers, these amenities may be taken down and stored or secured to the walls of the structure.





Check-in Procedures

Arrival

Check-in will begin at 1PM in order to give the staff time to complete final preparations. You may arrive earlier but may be asked to move your vehicle(s) to allow the necessary space for all campers and troop trailers. On your arrival you will be directed to parking and trailer drop off locations in our parking lot. **No personal vehicles are allowed in camp without the permission of the Camp Ranger and or Camp Director.**

Camp Office

Once your entire troop has arrived, a Scoutmaster, or designated adult leader, may check-in starting at 1pm. Here you will need to confirm your troop's attendance count for the week, Turn in names for OA Callout, and will be assigned a staff guide to show you around camp.

Camp Wide Tour

Once you have checked in your staff guide will give you a tour of camp with several key stops. Meanwhile the Camp Ranger and other staff will be transporting either your trailer or loose gear to your site.

Your guide will take you to the health lodge to drop off your troops medical forms, receive a quick health and safety talk for camp and prepare your buddy tags for aquatics.

You will visit your campsite. Please do not set up camp yet as we need our staff to be available to guide other troops as they arrive throughout the afternoon. Should you encounter any issues with the site please let your guide know at this time so that they may note it on the check-in form for either the Camp Ranger or your commissioner to remedy.

You will walk by several program areas of note on your tour.

You will visit the dining hall to be assigned your troop's table(s) and be briefed on our dining and clean up procedures.

We encourage you to wear or pack a bathing suit in your day pack so that you may change at your site to prepare for the final stop at the lake for your swim test. Troops who wish to complete the swim test prior to arrival may do so but must bring a copy of the BSA Swim Classification Record. This document may be found online or later in this guide.

Once you complete your swim test your guide will dismiss you to your site where you may change, set up camp, relax, and prepare for dinner assembly at 5:20PM.



	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Morning		7:20 Assembly 7:30 Breakfast 8:30-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:20 Assembly 7:30 Breakfast 8:30-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:20 Assembly 7:30 Breakfast 8:30-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:20 Assembly 7:30 Breakfast 8:30-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:20 Assembly 7:30 Breakfast 8:30-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:00-9:00 Drop-in Breakfast and Checkout
Afternoon	1:00-3:00 Check-In Camp Wide Tours 5:20 Assembly 5:30 : Dinner	1:00 Siesta 1:00 Cornhole Tournament 2:00-4:30 Afternoon Programs 5:20 Assembly 5:30 Dinner	1:00 Siesta 1:00 SPL Ultimate Frisbee 2:00-4:30 Afternoon Programs 5:20 Assembly 5:30 Dinner	1:00 Waterfront Carnival 2:00 Tournaments and Community Showcase 5:20 Assembly 5:30 Formal Retreat 5:40 Dinner	1:00 Siesta 1:00 Scoutmaster Kickball 2:00-4:30 Afternoon Programs 5:20 Assembly 5:30 Dinner	1:00 Siesta 1:00 Camp Staff Interest meeting 2:00-4:30 Camp Field Games 5:20 Assembly 5:30 Dinner	
Twilight	6:30 : Chapel 7:00 Leaders Meeting 8:30 Campfire Pre-show 8:45 Opening Campfire 11:00 Taps	6:30-8:30 Twilight/open programs 9:00 Night shoot 11:00 Taps	6:30-8:30 Twilight/open programs 9:00 Night shoot 11:00 Taps	7:30 Campfire 11:00 Taps	6:30-8:30 Twilight/open programs Cowboy Action Shoot 8:00 Brotherhood Questioning 11:00 Taps	6:30-8:30 Twilight/open programs 8:30 Campfire Pre-show 8:45 Opening Campfire 11:00 Taps	
Highlights	Chapel Opening Campfire	Leader Cornhole tournament Night Shoot	SPL vs Staff Frisbee Night Shoot	Waterfront Carnival Camp Wide Games Tournaments Visitors Night	Staff vs Scoutmaster Kickball Cowboy Action Shoot Brootherhood Questioning	Camp Staff interest Camp Field Games Closing Awards Campfire	







Programs at COI

Programs are the core of any summer camp experience, and at Camp Old Indian we strive to offer engaging and fun programs that help all campers grow as scouts and individuals. **We look forward to providing in depth details in our program guide launched in the spring!**

Program Instruction

Like any Scout camp, the merit badge program is the foundation of our camp but we also are making deliberate efforts to introduce more unique non merit badge programming. We offer high quality instruction thanks to a dedicated staff, mentored before the summer by subject matter experts, educators, professionals, and staff alumni. All class offerings at COI are taught on a block schedule, either full or half day offerings, which serves to limit distractions and allow top tier instruction.

Twilight and Siesta

We also strive to offer times where scouts are free to explore our beautiful corner of the Blue Ridge mountains and free play across camp. Lunch is a drop in followed by an hour break called siesta. Siesta serves to offer that rest and free time or Chance to find a great game to get involved with. Twilight offers many supplemental and shorter instructional periods as well as open access across camp in the cool evening hours to enjoy a wide variety of scouting activities.

Specialty Programs

Our unique program offerings allow everyone, from the brand new Scout to the 17 year old Eagle Scout, an opportunity for a unique training or adventure. Pathfinder and Trailblazer serve as multi day programs designed to teach the fundamental scouting skills and help new scouts progress through the early ranks. High Adventure offers everything from whitewater adventures, advanced shooting sports, climbing and challenge courses. Finally with the adjustments made to program times we look forward to introducing unique experiential offerings across camp. **We look forward to sharing full details in the spring.**





Notable locations

The following locations are some areas that you may want to note the location of during your time with us.

Camp Office

Our camp office is behind the small fence overlooking our parking lot. This location is where your troop, visitors and anyone who needs to check-in or check-out will do so.

Quartermaster Shed

Located on the small hill overlooking the back of the dining hall, the quartermaster shed is where a troop may check-out tools, pick up supplies such as toilet paper and cleaning materials or otherwise find useful items.

Visitors Bathroom

Located next to the camp office, the visitors bathroom is available for use by all.

Rangers Residence

Located across the creek the rangers house is a private residence and strictly off limits to all without permission. This includes leaders, Scouts, staff and visitors.

Staff Village

Located at the end of the parking lot this area is strictly limited to staff. The area immediately around the fence and small access road is to be considered staff parking.





Trading Post

Located in the heart of camp, the trading post building provides several uses as well as a porch equipped with Adirondak chairs and game boards.

Trading Post Store

Located on the side of the building closest to the dining hall, the trading post store serves as a great chance for a scout to step out of the summer heat, grab a cold drink and snack, or look for useful items and COI & BRC merchandise. Cornhole bags and disk golf disks may be checked out from the store for use. The trading post store will post hours and may adjust them as needed. No backpacks are allowed in the trading post store and other restrictions may apply.

Conference Room

Located on the side of the building farthest from the dining hall, the conference room is a multipurpose space that houses several desktop computers and a variety of amenities such as a TV, electrical outlets, air-conditioning, and coffee. This space may be used by Scoutmasters who need a space to work or relax. It should be noted this space may be used for instructional needs such as research for Civil Development badges or meetings and will close at 9pm.

Upstairs

The upstairs of the Trading Post is strictly limited to staff usage and should not be entered except in cases of emergency.





Activity Building

Located overseeing the center of camp from a small hill the Activity Building is a multipurpose space that houses a large room for classes, campfires and Atta Kulla Kulla memorabilia. This space serves as our weather contingency for our campfire programs and may be used for other camp events and programs. It also has a set of centrally located restrooms on one end and the Leaders porch on the face of the building.

Leaders Porch

Located on the front of the building, the Activity Building porch has seen significant upgrades serving as an outdoor work and lounge space for adult leaders. This space has rocking chairs, fans for a bit of mid day relief from the heat, and upgraded Wi-Fi and electrical access to allow for those who need or want to work from camp during their time with us.





Patterson Dining Hall

Camp Old Indian will be maintaining cafeteria style dining this summer in order to best serve our participants, leaders and staff in regards to food quality and quantity. Our dining hall director will prepare a series of menus to rotate through the summer that serve to satisfy scouts appetites, tastes and well being. Camp is a highly physically active experience and seconds are offered as often as possible in order to help fuel the excitement. In addition we offer a self service salad bar and a peanut butter and jelly bar for scouts who may have a preference or feel the need to supplement a meal. Lunch will be, “drop-in drop-out” experience to allow scouts maximum free time during the middle of the day to play and relax.

Food Allergies and Dietary Needs

We strive to serve all scouts regardless of dietary need or restrictions for health, religious, or other personal reasons. In order to do so we must be notified of any dietary needs no less than 2 weeks prior to arrival via email to the Camp Director at James.whitt@scouting.org

Table Waiter System

Troops should assign a table waiter for each of their tables for both breakfast and dinner who will arrive prior to the meal in order to prepare and stay after the meal to clean for the next meal. If a troop leaves a mess at their table this will be left for them when they return. A member of the dining hall staff or camp administration will assist in running the meal clean up to help get everyone out and back to enjoying camp quickly, detailed during camp wide tours.

Wednesday Dinner

Family night at COI is always a great time and an opportunity for troops to enjoy a meal with their families either in their campsite or in the Patterson Dining Hall. Troops will need to decide if their troop and any guests will join us for the Wednesday evening meal in the dining hall and report at the Monday morning leaders meeting so we can order accordingly. Guests are encouraged to join us for a \$5 fee.





David Peden Health Lodge

The health lodge is located directly past the upper and lower meadows and immediately prior to Oconee campsite. Anyone needing medical attention should report to the health lodge for treatment. It is important to keep the path to the front door and the road immediately outside the lodge clear for Emergency use.

Medical forms

Participants must complete the BSA medical form, Parts A-C for those staying over 72 hours. If you will be staying for under 72 hours you will need parts A-B. Anyone arriving without a medical form will not be allowed to stay until they have submitted a completed medical form.

Prescription Medications

All prescription medications must be locked up, either by the Adult leader approved to administer the medication or in the health lodge. Medications requiring refrigeration may be locked in the medical cooler located in the examination room of the health lodge. Exceptions may be made by the Medical Officer during check-in for emergency treatments such as inhalers, heart medication, insulin, epinephrin etc.

Emergency Medical Transportation

In the case of emergency medical need participants will be transported by responding Emergency Medical Services. In cases requiring advanced but not emergency care, unit leaders are expected to provide transportation. If necessary, camp staff will assist in fulfilling two deep leadership.





Program Areas

Camp Old Indian has program areas located across our property and we encourage you to use the map in this guide to help you find your way to many of them.

Ecology Lodge

Home to our ecology department, this building overlooks the road to the waterfront and is a great place both for instruction and scouts seeking an up-close encounter with some of our local wildlife.

Handicraft

One of the first buildings you will see in camp, handicraft stands at the corner of the roadways across from the meadow. This popular location is home to many different forms of arts and craft works.

STEM

STEM has found its home in the Anderson cabin. Look for this site to be home to continued innovations this summer!

Trade Skills Workshop

Home to our newest department the Trade Skills Workshop is located in the former Cobra cabin. Those visiting this location should take care to note that it is an active workspace with exciting trades such as welding and metalworking occurring.



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Pathfinder

The Pathfinder and Trailblazer programs, which serve to help teach fundamental scouting skills, are located across the creek beside the health lodge.

Shooting Ranges

Two sets of ranges serve scouts who take shooting sports merit badges. The firearms ranges are located at the end of the road past Chapman campsite and the archery range is located next to Oconee and Maria Dukes.

Scoutcraft

Located in the lower meadow, the Scoutcraft area features instructional spaces, a fire ring and plenty of open space to teach nearly all Scout skills.

Waterfront

The waterfront at COI features 3 lakes. Our first lake, Lake Vandiver is home to the Swimming dock, Paddle boarding and the mile swim. Our second lake, Lake Caldwell, hosts our boating and fishing areas as well as the start of the nature trail. The nature trail leads past our second and third lakes to a beautiful natural waterfall.





Activity Building

The Activity Building, located up the stone steps in the meadow, serves as our OA lodge as well as a great fallback location for campfires, chapel services and instruction in the case of severe weather.

Amphitheater

Home to all of our campfire programs, the Amphitheater is located on top of the hill directly across from Hogan campsite. The Amphitheater campsite is located immediately next to the amphitheater as well.

Chapel

Our open air chapel is located across from the swimmers dock in the waterfront area. This location is a great area for those who want to step off to a quiet corner of Camp Old Indian. Our initial leaders meeting for Scoutmasters and Senior Patrol Leaders will also take place here.

Meadow

The heart of Camp Old Indian is the upper meadow where you may find the flag poles, shaded tables and a frisbee flying almost any time of day. The Meadow is the location of many merit badges and games played during siesta such as kickball, frisbee and assemblies.





Atta Kulla Kulla Lodge 185-Order of the Arrow

Brotherhood Ceremony

On Thursday 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 country 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.





What to bring

What should the troop bring?

- Extension cord if needed for CPAP or other medical devices
- Troop Roster (useful for check-in but you will keep your copy)
- Troop flag, American flag, flag stands
- Troop first aid kit
- Gateway materials
- Current BSA medical forms (parts A-C)
- Medication (to be checked in with medical officer or kept locked by scoutmaster)
- Clothesline
- Troop credit card or checkbook

What should a camper bring?

- Sleeping bag or bedding/mattress cover for twin mattress & pillow
- Toiletries (soap, shampoo, toothbrush, etc.)
- Swimming suit & two or more towels
- Shower shoes
- Hiking boots and/or athletic shoes
- Clothing for 7 days of summer camping
- Sleepwear
- Hat
- Uniform(s) on hanger
- Day pack or other backpack (suggested to carry pens, notepad, flashlight, sunscreen, etc.)
- Pocket knife (and totin' chip)
- Rain gear
- Camp chair
- Spending money
- Other comfort items approved by your troop



Camp Old Indian Policies

Tobacco & Vaping Products

All Scouting functions are considered to be alcohol, drug, and tobacco free. Smoking, vaping and other tobacco products are not permitted in Camp. Those over the age of 21 who legally use tobacco may only do so in the parking lot away from youth.

Controlled Substances

Alcohol, illicit and non-prescribed controlled substances are not permitted on Blue Ridge Council property. Prescription medication may either be kept by a scoutmaster with parental permission or in the Health Lodge. No use of firearms, vehicles or powered equipment and tools is allowed when using medication that causes drowsiness or otherwise indicates prohibitions on operating machinery.

Personal Firearms & Concealed Weapons

Personal firearms and concealed weapons are not permitted at Camp Old Indian. Firearms must stay in a locked vehicle or be turned over to the Range Director upon arrival.

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

No vehicles will be allowed beyond the parking lot outside of the Ranger, service vehicles, or vehicles approved by the Ranger and or Camp Director. Troop and personal gear will be moved by the Ranger or staff members chosen by the Ranger using camp vehicles. All vehicles must be parked as directed by the Ranger or other staff members during check in. No vehicles are to be parked in staff areas such as the staff village or Three Forks lot. All roadways must remain clear for Ranger, service and emergency vehicle usage.



Golf Cart Rules

- All Golf cart usage must be approved and have form turned in to Camp Director.
- All privately owned golf carts must be licensed by the state.
- All users must demonstrate a need for the use of a golf cart.
- Golf carts are not to be used to haul troop gear.
- Drivers must be 18 or older.
- Golf carts may not exceed 5 MPH at any time.
- Campers have the right of way at all times.
- Scouts should not be transported in Golf Carts unless medically required.
- Proof of insurance must be turned in during check in.
- The golf cart permission form found in the forms section of this document must be completed and returned.

Health Insurance

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

Visitors

All visitors must check-in at the Camp Office. Families and other guests are invited to join us for family night on Wednesday after 4:30PM. Guests at other times must be approved by the camp administration and follow the same check-in process





Refunds

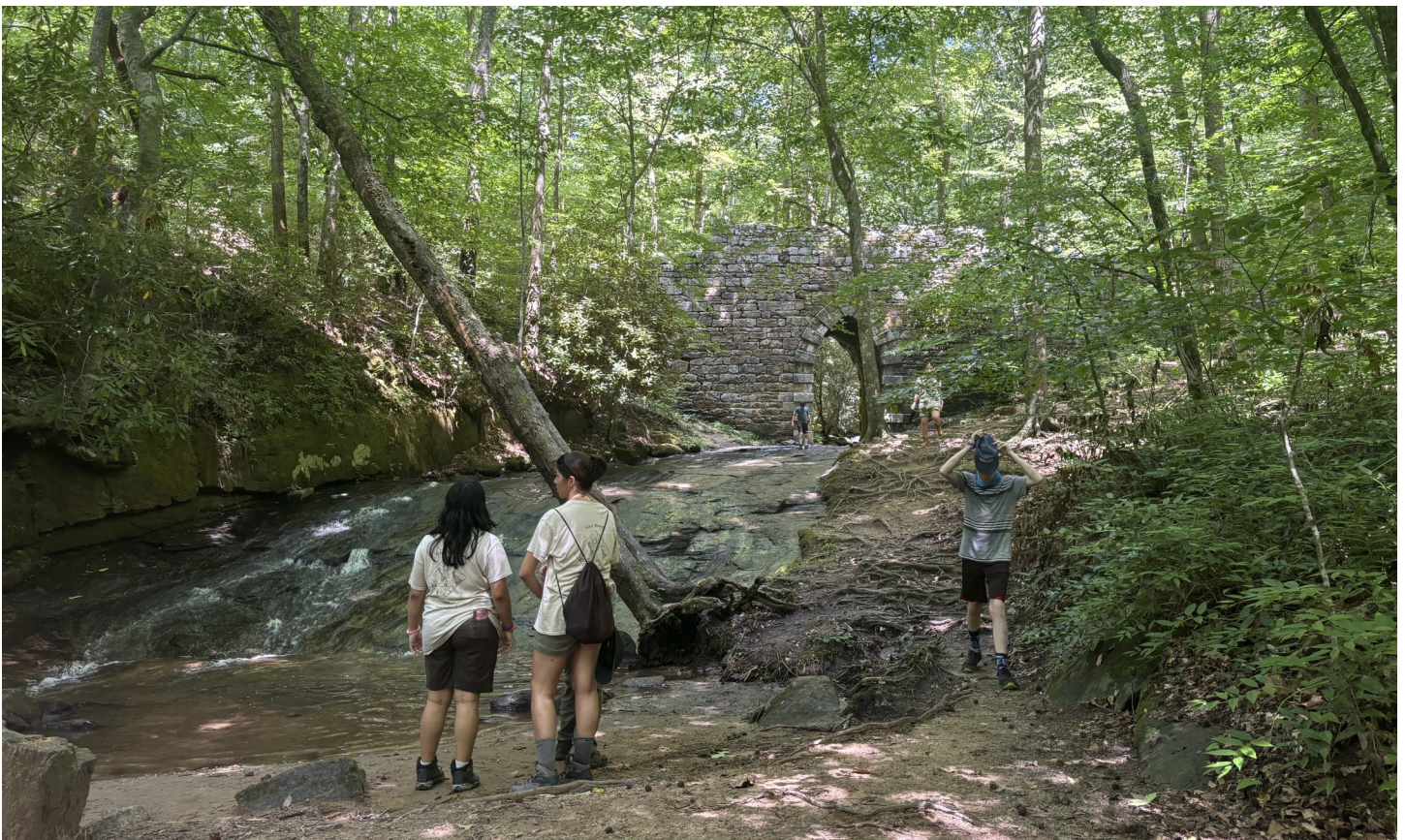
The Blue Ridge Council (BRC) has a NO REFUND policy. The BRC makes every effort to have enough patches, program supplies, food and other necessary supplies required for each event. In order for that to happen the BRC must have accurate attendance numbers. Once you have registered for an event the BRC is counting on your attendance and will be purchasing items needed for the event. Due to this, with few exceptions, the BRC cannot refund event and activity fees.

Exceptions

Refund requests may be made before, during, or after an event for the following circumstances by contacting the Blue Ridge Council Program Director, who will seek approval.

- Emergency medical needs with proper verifying documentation
- Death of immediate family member
- Summer School (which will qualify for a maximum of a 50% refund)

Requests outside of these circumstances will not be considered. If a refund request is approved it will be refunded to the payment method used originally. When this is not possible, a refund check will be issued in the next check run.





Guidelines on Youth Protection

Two Deep Leadership

Each troop must have at least two registered Adult leaders over the age of 21 and of the appropriate gender for their unit at camp at all times. All leaders attending must be registered adult leaders.

No One on One Contact

No adult is to have one on one contact or private communication with a youth. In situations requiring a personal conference, leaders should follow two deep leadership or do so in a public and visible location where others are present.

Privacy

Leaders must respect the privacy of youth members, especially in regards to changing, showering and other private personal acts. Leaders should make efforts to protect their own privacy in the same situations. Exceptions should only be made as a last resort in situations of direct threats to the health and safety of youth.

Separate Accommodations

Units must make separate accommodations for use of cabins, showers and restrooms based on gender and registration status. This may be accomplished by setting designated times for a group to use a facility, by setting rules on using a facility such as the use of the installed signage in each bathhouse to signify occupancy or other appropriate means determined by the unit. Accommodations should be made in a way that do not adversely impact or single out any one group such as a short time window or total exclusion from a campsite's restroom.

Maria Dukes Cabin

The Maria Dukes cabin was dedicated in service to Scouts with physical limitations. While it is built with that intention, other units may use it if there is not a need at the time. Units using Maria Dukes must follow YPT and create accommodations as is appropriate. Maria Dukes is a one room cabin and measures for separating youth and adults must be made. Typically this is done either by having leaders tent outside or by hanging a partition. Any partition must be temporary and not damage the cabin. If materials are required your commissioner or the Camp Ranger can assist you.



Emergency Procedures

Emergency Signal

Emergency situations are signaled with a train horn that is audible for several miles, 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 instruction.

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 flood, 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.

Lost Person or Swimmer & Unauthorized Persons

Immediately notify Camp Administration and wait for instruction.



Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number _____

Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the [BSA Aquatics Supervision Guide](#).

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

Print Name

Signature

Type of Authorization/Training
(Attach a copy of certification if required by council procedure)

Expiration Date if applicable



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 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 18 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 demonstrate the need for the golf cart on Camp Property .

No other ATV, Side by Side vehicles, or other motorized or battery powered vehicles are permitted to be used on camp property without prior approval of Camp Director or Ranger. 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



Campsite Inspection Sheet

Unit Number: _____

Week at Camp: _____

Campsite: _____

Campsite

		Mon.	Tue.	Wed.	Thu.	Fri.
United States Flag	5 pts					
Troop Identification	5 pts					
Duty Roster Posted	5 pts					
Section Total	15 pts					

Adirondacks & Bunks

		Mon.	Tue.	Wed.	Thu.	Fri.
Clear Walkway	10 pts					
Neatly Organized	10 pts					
Bunks Made	5 pts					
Floors Swept	5 pts					
Section Total	30 pts					

Cleanliness

		Mon.	Tue.	Wed.	Thu.	Fri.
Toilets / Showers Clean	10 pts					
Bath House Swept	5 pts					
Trash Cans Less Than ½ Full	5 pts					
No Trash Around Camp	10 pts					
Section Total	30 pts					

Safety

		Mon.	Tue.	Wed.	Thu.	Fri.
Fire Guard Chart	5 pts					
Visible First Aid Kit	10 pts					
No Safety Hazards	10 pts					
Section Total	25 pts					

Bonus & Total

		Mon.	Tue.	Wed.	Thu.	Fri.
Campsite Improvement	N/A					
Daily Total	100 pts					



Scoutmaster Merit Badge Camp Old Indian

Form needs to be turned into the **Scoutmaster's Lounge by 5:00pm on Friday**. Those leaders who qualify will be recognized at the closing campfire on Friday evening. Any adult leader 18 or older can complete the Scoutmaster's merit badge.

___ Initial here if you completed the BSA Lifeguard Program this week. Those leaders who complete the BSA Lifeguard Program will only have to complete two additional requirements to qualify for the Scoutmaster Merit Badge.

Scoutmaster Merit Badge Requirements
Must complete at least **seven** to qualify.
Please check all that apply

<input type="checkbox"/> Hike the Old Indian Trail with the Pathfinder Program	<input type="checkbox"/> Participate in a service project
<input type="checkbox"/> Assist with the Pathfinder Program for a full day or two half-days	<input type="checkbox"/> Attend the Sunday evening leader's meeting
<input type="checkbox"/> Have unit participate in color guard at breakfast or dinner assembly	<input type="checkbox"/> Attend at least three morning coffee with the camp administration
<input type="checkbox"/> Help with clean up in the Dining Hall for three meals	<input type="checkbox"/> Take an afternoon nap
<input type="checkbox"/> Sweep the Trading Post Porch	<input type="checkbox"/> Participate in the Staff vs. Scoutmaster Kickball Game
<input type="checkbox"/> Participate in the Primitive Golf Tournament	<input type="checkbox"/> Assist the Camp Ranger for a full day or two half-days
	<input type="checkbox"/> Help with two merit badge classes



Subject to change



Senior Patrol Leader Award of Merit Camp Old Indian

Form needs to be turned into the **Scoutmaster's Lounge by 5:00pm on Friday**. Those senior patrol leaders who qualify will be recognized at the closing campfire on Friday evening. **ONLY one youth per troop can earn this recognition.**

___ Initial here if you completed the BSA Lifeguard Program this week. Those leaders who complete the BSA Lifeguard Program will only have to complete two additional requirements to qualify for the SPL Award of Merit.

Senior Patrol Leader Award of Merit Requirements

Must complete at least **seven** to qualify.

Please check all that apply

___ Hike the Old Indian Trail with the Pathfinder Program	___ Participate in a service project
___ Assist a younger Scout in the troop with a Scouting skill	___ Earn a merit badge. Name of the badge earned _____
___ Earn a merit badge. Name of the badge earned _____	___ Attend the Wednesday night SPL meeting
___ Serve as a table waiter	___ Participate in the Staff vs. SPL frisbee game
___ Visit the Trading Post and buy something	___ Attend the Wednesday night Dance Pageant
___ Do a troop report at least once during the week	___ Earn a merit badge. Name of the badge earned _____



Subject to change



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

Johnny Camper, Troop 109

Camp Old Indian

Camp Old Indian

601 Callahan Mountain Road

601 Callahan Mountain Road

Travelers Rest, SC 29690

Travelers Rest, SC 29690

For Questions Contact

JD Whitt

James.whitt@scouting.org

864-684-7000

Blue Ridge Council service center

www.blueridgescouncil.org

864-233-8363

Your BRC District Executive

see BRC website for contact information.





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