

'25 SUMMER CAMP PROGRAM GUIDE



NATIONALLY
ACCREDITED
SCOUTING AMERICA CAMP



CAMP OLD INDIAN
BLUE RIDGE COUNCIL
SCOUTING AMERICA



Scouting America Mission Statement

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 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.





Table of Contents

Program Preview	5
Daily Schedule	6
Merit Badge Specifics	7
Program Schedule	8
Program Fees	11
Department Specifics	12
Additional Opportunities for Youth	28
Additional Opportunities for Adults	29
Special Programs	31
Order of the Arrow	32
Camp-Wide Games	34
COI Games	35
Emergency Procedures	38
Various Forms	39
Contact Information	40
Camp Map	41
Registration information.....	42



2025 Program Preview

New to 2025

Camp Old Indian is excited to offer a variety of new and improved programs this summer based on direct feedback from Scouts, Parents and Leaders. Several badges make their return or debut at COI including Animal Science, Horsemanship and Nuclear Science. We are also introducing several new merit badge bundles that allow participants to earn requirements towards multiple badges at the same time while also getting an overarching unique experience. These new bundles include Environmental Science and Conservation, Communication Skills, Outdoor Skills and Survival & lastly Digital Media Production.

We are also introducing a Merit Badge Midway to twilight which will allow you to see short demonstrations of some of the most exciting aspects of select Merit badges around camp each night and are currently updating our Archery Range.

High Adventure has seen major reimagination and fine-tuning for 2025! We are introducing a TREK program and constructing a zip line and a climbing tower in base camp to help participants of any age find their own adventure at COI! For more details on High Adventure see page 15.

We continue to find new ways to have fun at COI with the introduction of the COI Games! This will see all of camp sub-divided to compete with fellow attendees for a chance to reign victorious!

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.

99 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 99 years of great programs to better COI for its 100th anniversary and the next 100 years!

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Morning		7:50 Assembly 8:00 Breakfast 9:00-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:50 Assembly 8:00 Breakfast 9:00-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:50 Assembly 8:00 Breakfast 9:00-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:50 Assembly 8:00 Breakfast 9:00-12:00 Morning Programs 12:15-12:45 Drop in Lunch 12:45 SPL Meeting	7:50 Assembly 8:00 Breakfast 9:00-12:00 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 Sub Camp Games 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 2:00-4:00 Quest for the Golden Feather (camp-Wide Games) 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 Sub Camp Games 1:00 Camp Staff Interest meeting 2:00-4:30 Afternoon Programs 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 & Merit Badge Midway 9:00 Night shoot 11:00 Taps	6:30-8:30 Twilight, open programs & Merit Badge Midway 9:00 Night shoot 11:00 Taps	7:30 Campfire 11:00 Taps	6:30-8:30 Twilight, open programs & Merit Badge Midway 8:00 Brotherhood Questioning 11:00 Taps	6:30-7:30 Twilight, open programs & Merit Badge Midway 8:30 Campfire Pre-show 8:45 Opening Campfire 11:00 Taps	
Highlights	Chapel Opening Campfire	Sub Camp Games Night Shoot	SPL vs Staff Frisbee Night Shoot	Waterfront Carnival Quest for the Golden Feather (Camp Wide Games) Visitors Night	Staff vs Scoutmaster Kickball Cowboy Action Shoot Brotherhood Questioning	Sub Camp Games Camp Staff interest Meeting Closing Awards Campfire	



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-COI2025](https://scoutingevent.com/551-COI2025)

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-COI2025

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 is a new Bundle offering for 2025	Orange Boxes designate an offering that is for adult participants only

New for the 2025 Season! We will offer 4 Bundle programs that will allow scouts to work on Merit Badges with overlapping requirements simultaneously. This is in addition to our previously popular combination of badges like Art and Sculpture and Communications and Public Speaking

- **Environmental Science and Conservation Bundle** includes Environmental Science, Soil and Water Conservation and Sustainability Merit Badges
 - **Communication Skills Bundle** includes Communications, Public Speaking and Signs, Signals and Codes Merit Badges
 - **Outdoor Skills and Survival Bundle** includes Camping, Pioneering, and Wilderness Survival Merit Badges
 - **Digital Media Production Bundle** includes Digital Technology, Journalism, Moviemaking, and Photography Merit Badges
- ✓ Signifies a badge can be completed at camp

Aquatics ✓	Monday	Tuesday	Wednesday	Thursday	Friday
Canoeing ✓	All Day				
Learn to swim*			AM		
Lifesaving MB ✓		All Day			
Kayaking MB ✓			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 "*"

COI Adventure Programs	Monday	Tuesday	Wednesday	Thursday	Friday
Climbing Merit Badge MB ✓					All Day
Meadow Adventure		AM/PM	AM	AM/PM	
High Adventure TREK (ages 15-17) \$	All Day/ All Week				
Whitewater Adventure \$	All Day	All Day		All Day	All Day



Ecology	Monday	Tuesday	Wednesday	Thursday	Friday
Animal Science ✓					All Day
Bird Study MB		AM			
Energy MB			AM		
Environmental Science MB ✓	All Day				
Environmental Science & Conservation ✓		All Day and AM			
Fishing MB	All Day				
Forestry MB ✓					All Day
Horsemanship ✓				All Day	
Mammal Study MB ✓	Twilight			Twilight	
Soil & Water Conservation MB ✓				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
Basketry MB ✓			AM		
Fingerprinting MB ✓	Twilight	Twilight			
Leatherwork MB ✓		AM		AM	
Pottery	All day				
Woodcarving MB ✓		PM		PM	

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

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

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



Scoutcraft	Monday	Tuesday	Wednesday	Thursday	Friday
Archeology					All Day
Camping MB	All Day			All Day	
Citizenship in Society ✓					All Day
Citizenship in the Nation			AM		
Citizenship in the World		All Day		All Day	
Communication Skills ✓	All Day And AM			AM and All day	
Cooking MB	All Day & Twilight	All Day & Twilight		All Day & Twilight	
Emergency Preparedness MB		All Day			
First Aid MB ✓	All Day				All Day
Fire Safety MB			AM		
Geocaching MB					All Day
Outdoor Skills & Survival ✓			AM & All Day		
Paul Bunyan Woodsman* ✓	Twilight			Twilight	
Personal Fitness MB		All Day		All Day	
Salesmanship ✓			AM		
Scouting Heritage		Twilight		Twilight	
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	
Rifle MB \$ ✓	All Day	All Day			
Scoutmaster Shoot* \$			AM		
Muzzleloading Black powder*\$					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
Digital Technology MB		All Day			
Game Design MB ✓	All day				
Photography MB ✓				AM	
Nuclear Science ✓	All Day				
Robotics MB ✓					All Day
Space Exploration MB ✓		All Day			
Digital Media Production ✓			AM & 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			
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 "**"



2025 Program Fees

Program	Department	Fee
High Adventure TREK	<i>COI Adventure Programs</i>	\$150
Whitewater Adventure	<i>COI Adventure Programs</i>	\$50
Metal Working	<i>Trade Skills</i>	\$30
Rifle Shooting	<i>Shooting Sports</i>	\$35
Scoutmaster Shoot	<i>Shooting Sports</i>	\$25
Muzzleloading Black Powder	<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
Woodwork	<i>Trade Skills</i>	\$20



Aquatics



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.

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.

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

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.

Open Swim, Boating, Paddleboarding & Fishing

Our Waterfront areas have several free open opportunities that take place during twilight from 6:30-8:30 pm on Monday, Tuesday and Thursday and from 6:30-8:00 pm on Friday.

Our 14' Iceberg water obstacle will be available as long as weather permits!

Be sure to enjoy either lake at COI with an adventure that you see best suited for you!

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.

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.





Ecology



Animal Science



New to COI in '25, scouts that participate in the Animal Science merit badge will learn about all of the ins and outs of the livestock that help keep the world turning. This badge can 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.

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.

Fishing



In this merit badge offering scouts will learn how to fish! Scouts must bring their equipment in order to participate. Requirement 10 for 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 & Conservation



New to COI in '25, this bundle allows scouts to earn requirements towards the Environmental Science, Sustainability & Soil and Water Conservation merit badges. Scouts will learn more about their impact on nature and what they can do to help create a more sustainable future with demos of sustainable practices such as Hydroponics, Farm to table methods or composting. All badges can be completed at camp.



Ecology

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.

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.

Horsemanship



New to COI in '25, scouts that participate in the Horsemanship merit badge will learn about the proper care for horses, Learn basic Riding Skills and develop an appreciation for horsemanship. 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.





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.

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.

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.

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.



COI Adventure Programs

Adventure has been reimagined at Camp Old Indian to provide high-octane and action-packed offerings for participants of all ages. We are now proud to offer a multitude of different adventures for scouts to take on a new challenge and experience Camp Old Indian like never before. Below will be details on each of these new program offerings as well as a new challenger that has emerged in our meadow!

Meadow Adventure

A new climbing tower has been added to the lower meadow at COI! This tower will allow participants to experience climbing, rappelling and ziplining in base camp at COI! The meadow adventure is an offering designed to allow participants to soar above the picturesque upper meadow on their way to the top of the lower meadow climbing tower, where they will then practice climbing and rappelling skills on this new obstacle.

This program will be offered to scouts aged 12-17 in half-day blocks every Tuesday, Wednesday and Thursday.

The climbing tower will be open during twilight for Free Climb, Rappel and Zipline!

****An alternate program will be offered if the Meadow Adventure is not completed by summer.**



Whitewater Adventure

Whitewater adventure allows for scouts of all ages to go off-camp property for the day to take on a high-adrenaline whitewater adventure. This offering will require participants to act as a team to navigate intense waves and powerful currents.

This offering is for scouts and adult leaders of any age; lunch and transportation will be provided for participants. **Scouts must pass the BSA Swim Test with a Swimmer designation to participate.**



COI Adventure Programs

Pinnacle High Adventure TREK

Push Your Limits. Lead the Way. Conquer the Wild.

Are you ready for the most extreme, high-adrenaline adventure Camp Old Indian has ever offered? Pinnacle High Adventure is an advanced five-day program designed for Scouts ages 15+ who crave a challenge, thrive under pressure, and want to master the skills of a true outdoor leader.

From **climbing, rappelling and zip lining and navigating dense wilderness** to **surviving in the backcountry with minimal gear**, this program pushes Scouts beyond their comfort zones. You'll **backpack to remote locations, build survival shelters, tackle rugged rapids, and lead your team through intense problem-solving scenarios**—all while developing the leadership skills that set elite Scouts apart.

What Awaits You?

Monday – Adventure & Leadership Training

- Navigate rugged terrain using maps, compass, and natural landmarks
- Climb, rappel, and conquer the zip line
- Build trust and teamwork through elite-level problem-solving challenges

Tuesday – Backpacking Expedition (Overnight 1)

- Trek deep into the wilderness, carrying everything you need to survive
- Set up a backcountry base camp and master essential outdoor skills
- Prepare for the ultimate survival challenge

Wednesday – Wilderness Survival Challenge (Overnight 2)

- Abandon your tent and build your own shelter from natural materials
- Learn friction fire-starting, water purification, and emergency navigation
- Put your survival instincts to the test in a night under the open sky

Thursday – Advanced Bushcraft & Primitive Skills

- Carve stone tools, craft natural cordage, and start fire with a bow drill
- Master ancient survival techniques that few modern adventurers know
- Hike back to base camp and celebrate hard-earned victories

Friday – Whitewater Rafting Grand Finale

- Take on Class II-III rapids in a high-adrenaline whitewater adventure
- Work as a team to navigate intense waves, powerful currents, and rescue drills
- Close out the week with a ceremony honoring those who conquered the challenge

Who Should Sign Up?

This is **not** a beginner's program. Pinnacle High Adventure is for:

- Scouts **15+** years old who are physically prepared for intense challenges
- Those who have experience in backpacking, survival skills, and high adventure
- Scouts looking to push their limits, lead others, and prove their resilience
- Scouts must pass the BSA Swim Test with a **Swimmer** designation to participate



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



Archeology



New to COI in '25, Archeology merit badge will allow scouts to learn about how cultures evolve and the clues our ancestors left for us to discover. Scouts will be unable to complete requirement 10 at camp.

Camping



Camping is an Eagle required merit badge. 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 requirements 8d and 9a-c at camp.

Cit. in the Nation



Citizenship in the Nation is an Eagle required merit badge. 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.

Cit. 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.



Scoutcraft

Communication Skills



New to COI in '25, this bundle allows scouts to earn requirements towards the Communication, Public Speaking & Signs, Signals and Codes merit badges at the same time. This will help scouts learn about different ways to communicate and allow them to practice their 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 & Signs, Signals and Codes can be completed at camp. Communication is an Eagle required merit badge.

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



The outdoor code specifically mentions, “be careful with fire,” and scouts that take this badge will learn all of the ins and outs of Fire Safety to better understand that aspect. 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

Outdoor Skills & Survival



New to COI in '25, this bundle allows scouts to complete requirements towards the Camping, Pioneering and Wilderness Survival merit badges at the same time. This bundle will allow scouts to practice advanced outdoor skills and put elements of all badges together during their survival overnighter. Wilderness Survival 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. Scouts will be unable to complete Camping requirements 8d and 9a-c at camp. Pioneering & Wilderness Survival can be completed at camp. Camping is an Eagle required merit badge.

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.

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.

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.

Wilderness Survival



While taking this badge, scouts will construct a shelter 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.



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 is offered in partnership with the North-South Skirmish Association and introduces Scouts to Blackpowder shooting. This course will give Scouts and introduction to the safe use, care and ownership of Muzzleloading Blackpowder firearms.

Rifle Shooting



Rifle Shooting provides scouts with training on how to be safe at the range and how to shoot. This badge requires time to qualify and 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.



Digital Technology

Scouts will look at how electronic devices work, 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 and software like drones and AI might be available to them in the future.

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.

Robotics

Scouts in this class will learn about the world of Robotics and how new and emerging fields such as Drones impact it. Scouts need to bring a notebook to class. This badge can be completed at camp.

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.

Nuclear Science

New to COI in '25, scouts that participate in the nuclear science merit badge will learn about the cutting-edge science of today. Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. 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.



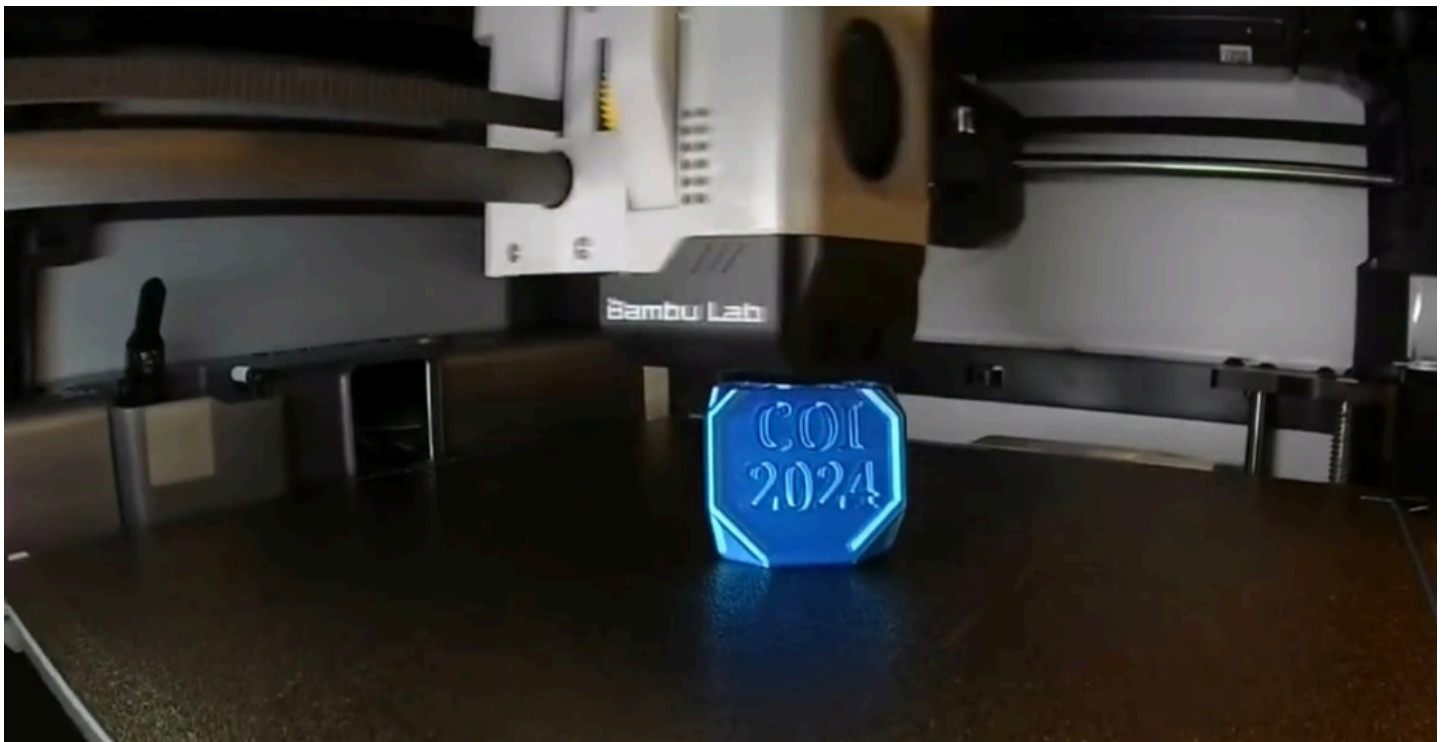
Digital Media Production



New to COI in '25, this bundle will allow scouts to complete requirements towards the Digital Technology, Journalism, Moviemaking & Photography merit badges at the same time. This bundle will allow scouts to learn and practice journalistic storytelling as a part of our reimagined camp news station WCOI. If your scout has any interest in entering the world of television or newscasting in the future then this offering is for them! Journalism requirements 2a(2) & 2b(2) cannot be completed at camp but all other badges can be completed at camp.

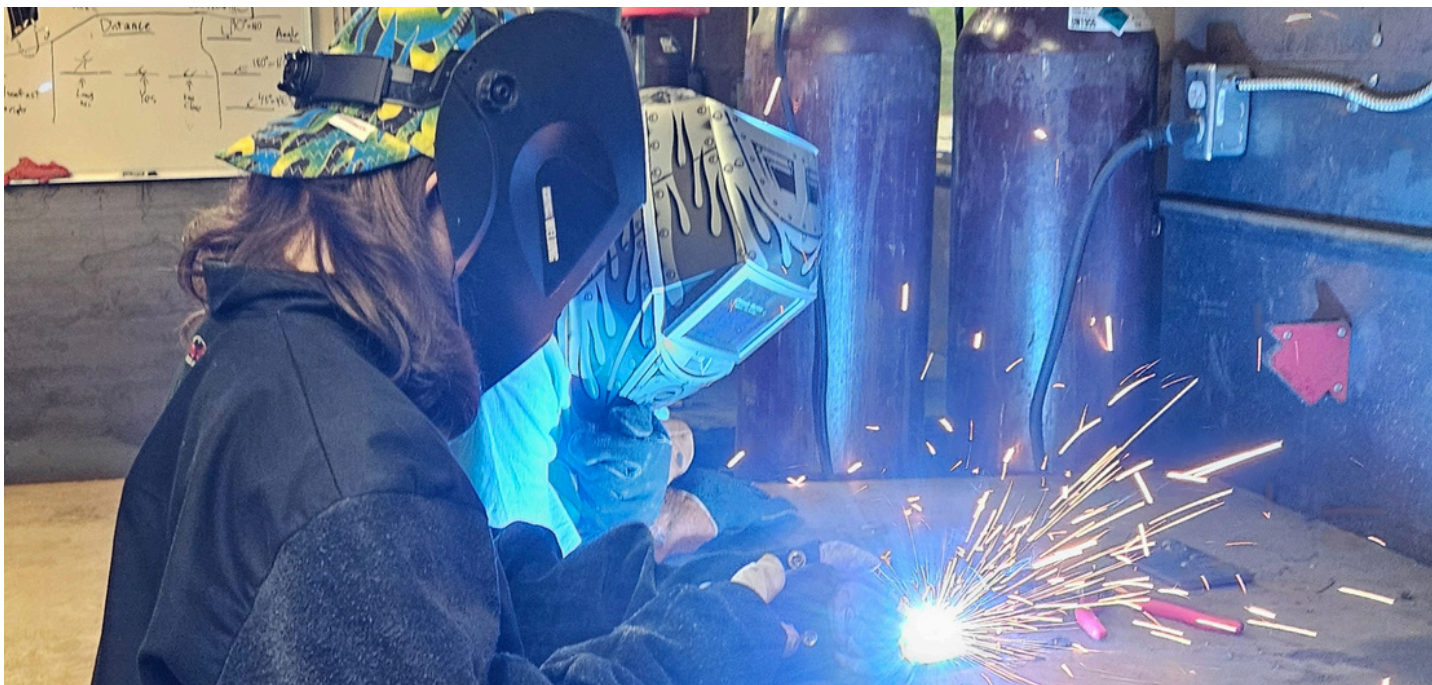
3-D Printing Workshop

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 thorough 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.

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.

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 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.

Eagle Workshop

The youth Eagle Workshop will act as a place of collaboration where youth can ask any questions they have about their Eagle journey.

SPL Meeting & Leadership Workshop

All Senior and Assistant Senior Patrol Leaders are invited to the Activity Building for a leadership development session with the Summer Program Director. This meeting will serve as a chance for youth to further develop their leadership skills through collaboration and discussion with other youth driving this experience.

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 Staff vs Scoutmasters and Free Wifi Kickball Game

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 in the Trading Post (for adult leaders only).

Trail to Eagle

Are you looking for resources to help life scouts, unit leaders and your unit navigate the journey to the rank of Eagle? If the answer is yes then this session is for you. Speak with other leaders from established troops in the Blue Ridge Council about tips to clarify and map the steps to the rank of Eagle.

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!

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.

Basic CPR Training

COI will offer Basic CPR and AED training for adult leaders. The time of this meeting will be announced during the week of camp at assembly.



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.

Iron Chef

Dessert Cook-Off

Back by popular demand, the staff will judge the Second Annual Scoutmaster Iron Chef competition!

Scoutmasters can prep and cook their desserts at any time on Friday. All desserts will be presented for judging at the kickoff of our closing campfire at 8:45 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!

Feel free to collaborate with your troop on what dessert you create to reflect a little bit of home!





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

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 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.





2025 Quest for The Golden Feather



(Troop Competitions)



Camp-Wide Games will be held as field game events 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 2:45 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.
- 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 Gateway 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:

- Spirit Stick is a week-long award. The staff will choose the unit with the most scouting spirit during camp.



2025 COI-Games

(Sub Camp Games)

New to COI in '25, as a part of the Quest for the Golden Feather, Sub Camp Games will be launching to give scouts a fun new challenge to take on and build leadership skills. All of Camp will be subdivided into groups to tackle challenges in our sub camp games. This will allow units to interact more with other units and offer youth the opportunity to spend more time with troops from other areas. There will be two large Sub Camp Games offerings one on Monday and one on Friday and they will be operated as such...

Monday Games

The launch of Sub Camp Games will take place from the flagpoles. The competitions for the day will include...

- Group vs Group Tug of War Tournament
 - Groups will need to organize to select the best participants and find the perfect strategy to be the last group standing in this Tug of War Tournament.
- Camp-Wide Scavenger Hunt
 - The Camp-Wide Scavenger Hunt will kick off during this Camp-Wide Games session and it will require the groups to strategize the best ways to complete all of the tasks.

Friday Games

The final day of Sub Camp Games will once again kick off from the flagpoles. The competitions for the day will include...

- Capture the Flag
 - The first group to capture the other groups' flags win in this large scale capture the flag game.
- Yacht Club Regatta (Beginning of Twilight)
 - Groups will have the week to build a boat out of recycled materials or materials that they find around camp. As the finale of the Sub Camp Games, the yachts will launch on our first lake and we will see if they sink or swim and how fast they can do "laps" in our Beginner Section. Two scouts must be able to pilot each yacht.

Groups and individuals will be recognized during the Closing Campfire for their success, creativity and leadership during the games! Will your group reign victorious in the first edition of the COI-Games?





Camp-Wide Games Run Down

1:00 pm - Waterfront Carnival Opens

- All units are welcome to participate in our waterfront carnival, the competitions include:
 - Can Dive
 - Greased Watermelon
 - Scoutmaster Bellyflop
 - War Canoes
- The Waterfront Carnival will run from 1:00 pm - 2:00 pm.

2:30 pm - Camp-Wide Games Field Events

- **ALL** units are asked to assemble in the meadow at this time for the group round of our camp-wide games.
- This round will consist of four timed races based on basic scout skills. The timing of each relay will be completed by an adult leader or SPL in each unit and reported to the scorekeepers after each heat.
- If you do not have enough Scouts for any event, you may use a Scout twice for that event.
- **PLEASE** make sure you bring any materials your unit needs for the events with you so that your unit can participate.





Field Events Information

- **General Information**

- Be Prepared! Please read over this information and bring any materials that your unit may need for the events.
- If your unit is smaller than three people, pair up with another unit from your campsite and compete for the Hall of Fame together!
- A youth leader from each unit will be called up before each event to ensure everyone knows what is going to take place. For all timed events, an adult leader is responsible for recording the unit's own time. All designated units will start together, and the leader will stop the watch when the task is completed. Timing is on the honor system ("A scout is Trustworthy"). After each event, the youth leader will bring the stopwatch showing the unit time and report their time to the scorekeepers.

Knot Relay

- This is a timed event. Teams will line up on their start line in relay formation. The team must be sitting down. The unit will send one Scout leader who knows the knots to the center line. The Scout leader will have a stave and the duty rope for the knots. The Scout must tie the designated knot and untie it before returning to the start line. The clock stops after the last Scout unties his knot and crosses back over the start line. The following eight knots will be used:
 - Clove hitch
 - Timber hitch
 - Square knot
 - Sheet bend
 - Two half hitch
 - Fisherman's knot
 - Bowline
 - Taunt-line

- **Memory Kim**

- On signal, two Scouts with paper and pencil will assemble at the flag poles. After they are briefed, they will be able to view a display of items for 30 seconds. The display will then be covered, and they will have 60 seconds to write down what they remembered. The team with the most correct items wins. Be specific – if you see a Scout handbook, don't just say "a book". In the event of a tie, the more detail the better.

- **Rescue Carry Relay**

- This is a timed event. An eight-scout team will line up in relay fashion. On signal:
- The first two Scouts from each unit will make a stretcher with poles and tarps, blankets or jackets and transport a victim completely across the center line and back.
- The next two Scouts then carry a different victim using a two-handed chair carry completely across the center line and back.
- The next two Scouts then carry a different victim in a two-handed basket carry completely across the center line and back.
- The last Scout carries the last victim using a fireman carry completely across the center line and back.

Field Events Information Cont.

- **Morse Code**

- This is a timed event - the objective is to turn in the correctly written message in the shortest time. Each unit sends two Scouts with a copy of Morse Code, pencil, paper and a signaling device to the center of the field. The remaining members of the unit must remain off the game field, also with a copy of Morse Code, pencil and paper. The two Scouts will be given a message, which they need to send to their unit, by Morse Code or semaphore. Sign language is not allowed. Message senders must remain on the center line until the event has concluded. Timing stops once the receivers complete writing the message. Stopwatch and written messages are then turned in to the scoreboard staff.

- **Hunt for the Golden Feather**

- The Golden Feather has been hidden somewhere on the camp property. Find it by the end of the week to get extra points toward your unit's chance of getting into the Golden Feather Hall of Fame.
- When found please bring it to an assembly and let a staff member know.





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.



Merit and Honor Troop Form

Unit Number _____

Week of Camp _____

Campsite _____

The Merit and Honor Troop awards recognize units that participate fully in the camp program, follow camp rules, and demonstrate the true spirit of Scouting. Complete the following form by initialing by the blank on the requirements completed.

Merit Troop

Complete the following mandatory requirement:

____ The unit participates in activities, follows all camp rules, and has a general attitude conducive to a Scout camp, continuing with the tradition of Scout spirit that is ever-present in the program.

Complete 7 of the 13 following requirements:

____ The unit completes all registration materials by the proper deadlines including completed forms and payments.

____ The unit maintains a minimum ratio of one leader for every ten Scouts.

____ The Senior Patrol Leader participates in the SPL vs. Staff Ultimate Frisbee Game

____ The Scouts and leaders in the unit attend evening meals and campfires in Class A uniform.

____ The unit scores no lower than an 80 on any day during campsite inspection

____ The unit participates in a morning or evening flag ceremony during the week at camp.

____ Two-deep leadership — provided completely by the unit is present in camp at all times.

____ Scouts attending camp participate in the scheduled activities (merit badges, free swims, and other activities during the day).

____ The Scoutmaster or another adult leader participates in the SM vs. Staff Kickball Game

____ The unit attends the Sunday evening chapel service

____ The SPL earns the SPL Award of Merit

____ The unit participates in the formal parade on Wednesday evening

____ At least one leader helps out in the dish room during the unit's week at camp.

Honor Troop

In order to qualify for Honor Troop, a unit must earn Merit Troop status and complete at least 10 of the 13 Merit Troop requirements plus one of the four Honor Troop requirements.

____ At least one adult leader earns the Scoutmaster Merit Badge.

____ The unit completes a camp improvement project approved by the Camp Ranger or the Assistant Camp Ranger.

____ The unit plans one unit or campsite activity. The activity could be a campfire, rock climbing, a raft trip, ranger approved project, etc.

____ At least one adult leader takes CPR Training.

Forms need to be turned into the Leader's Lounge by 5:00 pm on Friday.



Scoutmaster Merit Badge

Unit Number _____

Week of Camp _____

Campsite _____

This form needs to be turned into the Scoutmaster's Lounge by 5:00 pm on Friday. 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.

Scoutmaster Merit Badge Requirements

Must complete at least seven to qualify.

Please check all that apply

___ Hike the Old Indian Trail with the Pathfinder Program

___ Assist with the Pathfinder Program for a full day or two half-days

___ Have unit participate in color guard at breakfast or dinner assembly

___ Help with clean up in the Dining Hall for three meals

___ Sweep the Trading Post Porch

___ Help with two merit badge classes

___ Participate in a service project

___ Attend the Sunday evening leader's meeting

___ Attend at least three-morning coffee with the camp administration

___ Take an afternoon nap

___ Participate in the Staff vs. Scoutmaster Kickball Game

___ Assist the Camp Ranger for a full day or two half-days





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)
james.whitt@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





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.



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

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

* 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.



Notes

Page 42



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Camp Old Indian
Blue Ridge Council
Scouting America
www.BlueRidgeCouncil.org