

CAMP OLD INDIAN

WINTER CAMP 2025

Chill, Challenge, Conquer: Winter Adventures Await!



DECEMBER 19-22, 2025

Why Attend Winter Camp?

Winter Camp isn't just another weekend—it's a chance to challenge yourself, bond with fellow Scouts, and experience the outdoors in a whole new way. From frosty hikes to fireside stories, every moment builds resilience, leadership, and lifelong memories.

Scouts should attend because:

- **Adventure doesn't hibernate-** Winter brings unique challenges that sharpen survival and outdoor skills.
- **Camaraderie grows stronger in the cold-** Shared experiences in brisk weather forge deeper friendships.
- **Leadership is tested and strengthened-** Cold-weather camping teaches planning, teamwork, and grit.
- **It's a break from the ordinary-** Chilly nights offer a fresh perspective on Scouting.

Whether you're earning merit badges, mastering cold-weather camping, or just enjoying the magic of winter in the woods, Camp Old Indian is where Scouts grow stronger—together.



Merit Badge Schedule

Saturday	Sunday	Monday (1/2)
Archery	Cit in Society & American Cultures	Art
Astronomy	Cit. in World	Energy
Cit in Nation	Communication & Public Speaking	Fire Safety
Cit in Society & American Cultures	Cooking	Journalism
Environmental Science	Electricity	Law
Farm Mechanics	Emergency Prep & Safety	Leatherwork
Moviemaking	First Aid	Plumbing
Orienteering	Geocaching	Safety
Pioneering	Metalwork	Signs, Signals, & Codes
Search & Rescue	Mining in Society & Geology	Weather
Shotgun Shooting	Photography	
Soil & Water Conservation	Plumbing	
Space Exploration	Rifle Shooting	
Welding	Space Exploration	
Test Lab-Physics*	Test Lab-Wildland Fire Management*	Open Qualification as needed for Target & Range Activities

*Test Lab Program is a new national program that was designed to help in the development of fun and interesting new topics unique to the Scouts BSA program. **Currently, the test lab badges are not official merit badges, but if enough surveys show Scouts enjoyed these potential new badges, Scouting America hopes to introduce them as official merit badges in the future.** If you complete a Test Lab badge and it becomes an official merit badge in the future, you will be credited with having earned that badge!

Evening Programs

Saturday	Sunday
STEM after dark	STEM after dark
Night Shoot	Night Shoot
Branding	Branding
Fingerprinting	Advanced Fire Building (1/2)
Star Viewing Party	Star Viewing Party
Eagle Workshop	
Architecture (part 1)	Architecture (part 2)
Basketry (part 1)	Basketry (part 2)
Indian Lore (part 1)	Indian Lore (part 2)



Frozen Feather Games

Games will be scored in reverse order, based on the number of total units competing in the games. (In the event of 10 units competing in the games: 10 points awarded for 1st, 9 points awarded for 2nd, etc). The Frozen Feather will be awarded to the Unit with the highest score amongst all games.

Scout Competitions	
Saturday	Sunday
Chariot Race:	Knot Relay:
Up to 4 scouts may compete to build and race a chariot; both time and lashing will be judged.	Up to 5 scouts may compete to tie the following knots quickly and accurately: square, taught line, clove hitch, two half hitches, and Bowline.
Fire Building:	Tomahawk throwing:
Up to 3 scouts will compete to build a fire and burn a series of strings.	1 scout from each troop will have 3 throws to score as high as possible.

Units with Adult leaders that place in the top 3 of any of the Adult Leader Games will be awarded additional points as follows: 3 points for 1st place, 2 points for 2nd place, 1 point for 3rd place. If multiple adult leaders from the same unit place in the top 3 in the same event, only up to three points will be allocated to the unit for that competition. These points will be added to the total score for each unit for the chance to win the Frozen Feather.

Adult Leader Competitions	
Saturday	Sunday
The Knot Off	Fire Building
The leaders will be timed on how fast they can tie 5 basic knots all scouts should know by their First Class Rank: Square knot, Clove hitch, taught line hitch, bowline, sheet bend. Incorrectly tied knots will result in a 1-minute penalty per incorrect knot tied or knot skipped.	A timed event with the goal of building a fire that can burn through two strings, one at the 1 ft high mark, the other at the 2 ft high mark. Leaders must provide any burn material and must be natural. Additional rules to be presented at the event
The Rope Throw	Tent Pitching:
The leader will be tasked with hoisting & securing a designated log up approximately 4 ft using a timber hitch, and securing it using a clove hitch on the provided stake	In pairs, leaders will be timed on who can properly pitch the provided tent. Timing will start on "GO" and end once contestants issue "STOP", the tent must be properly pitched as shown



	FRIDAY	SATURDAY	SUNDAY	MONDAY
AM		7:50: Assembly (Flag Poles) 8:00: Breakfast (Dining Hall, no assigned seating) 9-11:50: Morning Program Session 10:30: Leader Meeting (Dining Hall)	7:50: Assembly (Flag Poles) 8:00: Breakfast (Dining Hall, no assigned seating) Interfaith Service following Breakfast 9-11:50: Morning Program Session 10:30: Leader Meeting (Dining Hall)	7:50: Assembly (Flag Poles) 8:00: Breakfast (Dining Hall, no assigned seating) 9-11:50: Morning Program Session 10:30-1:30: Check-out (Camp Office)
PM	4:30-7: Check-In (Camp Office)	12:00: Lunch (Dining Hall, no assigned seating) 1:00: Siesta 1:30: Frozen Feather Games 2:30-5: Afternoon Program Session 5:20: Assembly (Flag Poles) 5:30: Dinner (Dining Hall)	12:00: Lunch (Dining Hall, no assigned seating) 1:00: Siesta 1:30: Frozen Feather Games 2:30-5: Afternoon Program Session 5:20: Assembly (Flag Poles) 5:30: Dinner (Dining Hall)	12:00: Lunch (Dining Hall, no assigned seating) 1:30: Camp Closes
EVENING	7:30: Opening Campfire (Activity Building) 8:15: Cracker Barrel (Dining Hall) 9:30: Dining Hall Closes 11:00: Lights Out	7-8:30: Twilight Programs 9:30: Dining Hall Closes 11:00: Lights Out	7-7:50: Twilight Programs 8:00: Closing Campfire (Activity Building) 8:30: Cracker Barrel (Dining Hall) 9:30: Dining Hall Closes 11:00: Lights Out	

Medical Forms and Health Lodge

Medical Forms and Physicals

Each participant (youth or adult) must complete the Scouting America Standard Medical Form (Parts A, & B) every year. Please see the Camp Old Indian Parent Information and Scouting America Standard Medical Form for instructions on sections that must be completed based on age and choice of program.

The medical form can be found at: www.scouting.org/scoutsourc/HealthandSafety/ahmr.aspx

Special Health Requirements and Prescription Medications

All prescription drugs must be locked up either in a lock box that the Scoutmaster has or at the Health Lodge. Refrigeration is provided as needed. Exceptions must be approved by the Medical Officer and include those carried for life-threatening conditions, such as inhalers, heart medication, and bee-sting kits. Campers requiring special treatment, such as insulin, etc., should provide necessary medications and make written arrangements with the Health Officer.

Transportation to the Hospital

Unit leaders will be asked to provide transportation if one of their Scouts needs to be taken to the local doctor or emergency room. In the case of serious medical emergencies, transportation will be provided by EMS.

Immunizations

The State of South Carolina requires all immunizations to be listed on the medical form before the start of the event & Scouting America requires all participants to have a current tetanus immunization.

Guidelines on Youth Protection

Two Deep Leadership

Two registered adult leaders are required on all trips and outings, and all adults staying on property overnight must be registered leaders with current **S.A.F.E. Guarding Youth Training (formerly Youth Protection Training)**. Adults are never permitted to have one-on-one contact with youth, including digital means of contact. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

No One-on-One Contact

One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting should be conducted in view of other adults and youth.

Respect of Privacy

Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp, and intrude only to the extent that health and safety requires. They must also protect their own privacy in similar situations.

Cabins

If a troop is staying in cabins, the troop can handle separating the adults in one of two ways:

1. The leader(s) may stay in tents (which can be provided by the camp).
2. A tarp/partition may be erected to separate the youth from the adults within the cabin.

Proof of up-to-date S.A.F.E. Guarding Youth Training (formerly Youth Protection Training) will be required for all adult leaders at check-in. This can be in the form of a printed certificate found on the adult leader's my.scouting account.

Emergency procedures

Limitations of Activities

Campers and leaders will be notified as necessary if any activity must be limited because of temperature, humidity, or severe weather.

Emergency Call

The general emergency call will be the ringing of the bell near the Dining Hall and the playing of the bugle. Units should line up in the meadow in formation when they hear this call.

Fire

In the case of fire, evacuate the tent, building, or area immediately. Notify the Event Leadership, Ranger, or the nearest staff member, who will direct you from there.

Medical

Stay Calm! Immediately notify the Camp Medical Officer or nearest staff member. All injuries must be logged in at the Health Lodge.

Child Abuse

Suspected child abuse-whether physical, mental, emotional, or sexual-should be reported to the Event Leadership, if they are not present, the Camp Ranger. You should try not to seek proof yourself.

Earthquake, Flood, or Severe Weather

Take cover. The Event Leadership will assemble units if required. Staff may be sent to each campsite to give appropriate instructions.

Lost Person

If you suspect a lost person, immediately notify the Program or Camp Director.

Unauthorized Persons

If you suspect unauthorized persons have intruded into Camp, immediately notify the Event Leadership or Camp Ranger. Authorized visitors must sign in at the Camp Office

Fees

	By 10/31	10/31-11/26	11/27-12/4
Scouts	\$100	\$120	\$140
Scouts Day Pass	\$50	\$70	\$80
Adults	\$80	\$80	\$80

Registration

<https://scoutingevent.com/551-WinterCamp25>



Refund Policy

The Blue Ridge Council makes every effort to have enough patches, program supplies, t-shirts, food, and other supplies that each event requires. In order for that to happen, we need to have accurate attendance numbers. Once you have registered or made a deposit for an event, we are counting on your attendance, and we will be purchasing the needed items for the event. Due to this fact, we cannot refund event and activities fees for any reason.

Contact Information

Winter Camp Director: David Buchanan, 864-933-3409

Staff Advisor: Jake Gotimer, jacob.gotimer@scouting.org, 518-763-9599

Camp Old Indian

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