



Camp Old Indian



To: Scouts, leaders and parents
From: Mike Prachar, Camp Director 2017-18
Re: Camp Old Indian

October 26, 2017

Background June 2017-early July 2017 at COI:



During the first few weeks of summer camp in June 2017 I was reading the leader camp evaluations where I read a comment made by a youth (senior patrol leader) on the back of a Scoutmaster Evaluation I read “our troop would like more time for troop swim and troop shooting”. I went to bed that night ashamed that I/we have not met the need or expectations of the scout and we have been challenged to make the camp experience better in 2018.

The next day I was walking with a camp staff member to lunch and I asked him, “how do I create more hours in a day or week with our current schedule for scouts to be able to have more free time to swim and shoot”? We both realized that the day and evenings are full of planned activities and merit badges that keep the scouts so busy that just having fun has been pushed aside.

Discussions with the Council Camping Chairman: Mid July - Early August 2017

In mid-July, 2017 I discussed the challenge of making camp fun and needed a group of people to help make changes to the daily schedule, and address all of the suggestions made in the Scoutmaster Evaluations. Our biggest needs for improvement and the most comments and suggestions were the following: Needs; Wi-Fi for leaders, more open program time, new merit badges, professional mentors to help camp staff improve lesson plans during staff week, an on camp high adventure program, and more communication prior to camp on what to bring or be prepared for both in and out of council troops.

The Summer Camp Advisory Committee first met and was born on August 9th 2017 and met in September and October to make positive changes to meet all of the needs mentioned in all of the leader evaluations. Our last meeting was last night, October 25th and we have met the following needs. A new Wi-fi network is working in camp, the daily schedule has about 2 more hours of open program time for scouts to enjoy program areas, 5 new merit badges were added; Programming, Salesmanship, Citizenship in the Community, Aviation, and Exploration. Professional mentors have been identified and recruited to meet with camp staff before and during staff week, a week long on camp high adventure program (Callahan Mt. Adventure) has been established, and we will begin the Camp Newsletter in November to unit leaders to improve communication to the leaders, parents and Scouts on programs planned for 2018.

A note from Gary Dean, Council Camping Chairman:

When I was asked to start this committee with Michael Prachar our goal was to make COI better than ever. I never expected the response of my fellow Scoutmasters and Leaders, this has been one of the most productive Committees I have served on. The passion everyone has for Camp Old Indian has come out strong, and we have taken every suggestion made and put it

into action. With Michael's leadership, the 2018 COI summer camp season will be one of the best-ever. I want to thank everyone that has had a part in this process, these changes will make Camp Old Indian the camp of choice in the southeast.

-Gary Dean, Scoutmaster Troop 227 and Council Camping Chairman

Our mission as the Camp Advisory Committee was to review 2017 Summer Camp Leader evaluations, recommend to the Camp Director any new or changes in the merit badge schedule, make recommendations of any changes to the daily camp schedule, brainstorm on ideas for the new High Adventure Program, review the leaders guide, and to identify resources for staff training to enhance merit badge instruction.

Mission accomplished.

Mike Prachar, Camp Director

Russell Cann, Vice President of Outdoor Adventures, Blue Ridge Council

Mikey Stokes, Vice President District Operations, Blue Ridge Council, OA Lodge Advisor

Glenn Davis, Assistant VP of District Operations, Blue Ridge Council, Troop 41

Gary Dean, Council Camping Chairman, Troop 227

Matt Watson, Lodge Chief

Vic Shelburne, Facilities Committee, SM Troop 235

Richard Koontz, SM troop 159

Dave Peot, Pickens District Committee, Troop 37

Bill Edge, Troop 210

John Harris, Troop 412

David Hollar, Associate Lodge Advisor, Troop 159

Doc Rabon, Committee chair, troop 37 lodge Advisory Committee, Camp Indian Lore Instructor

Michael Ingram, Troop and Crew 210

Rodney Stone, Troop 313

Jim Fitzgerald, Pickens District Committee

Jeremy Baker, Shooting Sports Director

Jakob Helderman, OA

JD Whit, Program Director

Michael Kirby, NCAP Chair & Venturing Advisor

Mathew Delk, Blue Ridge Council

Executive Board



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Introduction

Boy Scouts of America Mission Statement

The Mission of the Scouts of America 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.

Boy Scouts of America Vision Statement

The Scouts of America is the nation's foremost youth program of character development and values-based leadership training. In the future scouting will continue to: Offer young people responsible fun and adventure: instill in you people lifetime values and develop character as expressed in the Scout Oath and Law; train young People in citizenship, service and leadership: serve Americas communities and families with its quality, values based program.



Blue Ridge Council Policy Statement

The programs and facilities of the Blue Ridge Council, Boy Scouts of America, are available to everyone who meets Scouting membership requirements and qualifications. No person in the United States shall, on the grounds of race, color, handicap, or national origin, be excluded for participation in, be denied the benefits of, or be subject to discrimination in the use of the same. All youth must be 10¹ years of age and a registered Boy Scout or Venture Scouts.

Camp Old Indian Staff Vision

Our purpose as the Camp Old Indian Staff shall be to provide a fun, safe, and engaging program in a professional atmosphere that develops lifelong Scouting Skills and strong personal characters through individual growth of each camp and an appreciation of the outdoors. Thus, ensuring that at the end of their time with us, the Scouts and Scoutmasters attending Camp Old Indian will leave happy, fulfilled, and excited for future years.

Why Camp Old Indian?

The clear choice for your youth this summer is Camp Old Indian. Here are just a few of the reasons why:

- You can't take the "outing" out of Scouting. The outdoor program is one of the biggest features about Scouting that appeals to Scouts, and a week at summer camp is a mountain-top experience. No youth has ever forgotten the fond memories and experiences from summer camp.
- The program, activities, and facilities can't be beat. Camp Old Indian provides a variety of programs and facilities to match your units' needs and desires.
- Advancement opportunities are second to none. Scouts work on rank advancement, merit badges, and other awards while being presented unique opportunities that will not be found anywhere else. An enthusiastic, well-trained staff is always available.
- Strict health and safety standards are maintained at all times. Emergency facilities are available, and medical re-checks are made by a trained health supervisor.
- We are a Nationally Accredited Camp. Our Camp is inspected by a Boy Scouts of America visitation team annually. We pride ourselves in not only meeting but exceeding all standards and regulations. We have been awarded the highest inspection rating since 1983.
- Each Troop has a custom-made program. Not all Scout Troops are alike, we know that. That is why each Troop can develop a program for its youth at our summer camp that suits each individual's needs.

- Every scout deserves a week or two at Camp Old Indian, there are so many opportunities that some scouts may want to attend camp twice in one summer. We have developed a program to meet that need, **The Lone Ranger** is designed for scouts who want to attend COI but their troop attends another camp or goes when the family has a vacation planned. Parents can sign their scout up to attend week 3 and or 4 as a lone ranger scout where the camp provides quality adult leadership and special programs just for those Scouts those two weeks. Also, if your scout attends week 1, 2, they will receive a discount to "bounce back" and come to camp for addition programs during week 3 or 4. Scouts that want to attend a week of camp without their own troop on week 1, 2 or 5 will need to find a troop that has room and get permission from the troop leader in order for them to be added to an existing troop registration. We do not add individual scouts to a troop campsite without that troop's permission.



2018 COI Schedule	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday					
7:00 AM		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille					
7:45 AM		Waiter's Call	Waiter's Call	Waiter's Call	Waiter's Call	Waiter's Call	Breakfast Checkout					
7:50 AM		Assembly	Assembly	Assembly	Assembly	Assembly						
8:00 AM		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast						
9:00 AM		Check In and Camp Tour Starting at 12:30 PM	Morning Program Time	Morning Program Time	Morning Program Time	Morning Program Time	Morning Program Time					
10:00 AM					Hunters ED Course							
11:00 AM												
12:00 PM												
12:10 PM												
12:15 PM			Lunch	Lunch	Lunch	Lunch	Lunch					
12:30 PM	Rest Period		Rest Period SPL Ultimate Game	Rest Period	Rest Period SM Kickball Game	Rest Period						
2:00 PM												
3:00 PM							Afternoon Program Time		Afternoon Program Time	Troop Competitions in Department Areas	Afternoon Program Time	Afternoon Program Time
4:00 PM												
5:00 PM												
5:30 PM	Prepare for Dinner	Prepare for Dinner	Prepare for Dinner	Formal Retreat in the Meadow	Prepare for Dinner	Prepare for Dinner						
5:45 PM	Waiter's Call	Waiter's Call	Waiter's Call	Dinner or Picnic with Visitors	Waiter's Call	Waiter's Call						
5:50 PM	Assembly	Assembly	Assembly		Assembly	Assembly						
6:00 PM	Dinner	Dinner	Dinner		Dinner	Dinner						
7:00 PM	Chapel and Leader's Meeting Held at the Scoutcraft Pavilion	Twilight Program	Twilight Program	Family Campfire Atta Kulla Kulla Lodge Dance Pageant and OA Callout Ceremony Chapel	Twilight Program	Twilight Program						
8:00 PM												
8:30 PM												
8:45 PM										Closing Campfire		
9:30 PM	Campfire Amp. Call to Quarters	Call to Quarters	Call to Qua									
11:00 PM	Taps	Taps	Taps	Taps	Taps	Taps						



Camp Old Indian Facilities Housing

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



Campsite Bathhouses

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

Visitor's Bathhouse

Located in the parking lot is separate male and female shower rooms. Each features lavatory,



toilets, and hot showers. Each unit will be asked to sign up for times to clean these bathhouses throughout the week. These bathhouses are available for scouts and leaders only between 8AM and 3:30PM except on Wednesdays when it is also open from 5PM on.



Field Sports Area

The Rifle, Shotgun, and Archery Ranges have been built and certified according to Boy Scouts of America standards. The camp furnishes .22 caliber rifles, archery equipment, and 12 and 20 gauge shotguns for use on the ranges. The Field Sports Director has absolute authority for all activities at the Field Sports Range.



Scoutcraft Area

The Scoutcraft area includes a program shelter and tarps with tables for merit badge instruction. It also features displays of Scoutcraft skills.



First Year Camper (Pathfinder) Area

The First Year Camper Area features a program shelter and a small teaching area for different skill instruction. It showcases demonstrations and examples of basic scouting skills. Also located in this area is a permanent axe yard that will be used to offer courses on wood tool instruction and may be used by units upon request.



Callahan Mt. Village

Is located at White Pines High adventure Base.

STEAM Area

The department is housed in the screened in porch beside the Director's Cabin.

Handicraft Lodge

The Handicraft Lodge houses tools for merit badge and craft work. Items that can be made at the Handicraft Lodge are available for purchase at the Trading Post.



Nature Lodge

The Nature Lodge houses resources for ecology-conservation related merit badge classes. It includes animals, displays, literature, and other items.



Camp Office

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



Trading Post

The Trading Post has Scout literature, t-shirts, souvenirs, and refreshments for sale. It also serves as the Camp Post Office. There is a \$10.00 minimum card purchases. Debit & Credit Cards are accepted **AMEX is not**. Scouts are encouraged to bring \$50 with them to camp to buy merit badge material, snacks, drinks, or extra program fees.



David Peden Health Lodge

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



Waterfront Area

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

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

Troops are highly encouraged to complete swim tests prior to camp. They may use the form found in the back portion of this leader's guide. A certified lifeguard must conduct any swim tests not conducted on camp property. Swim Classifications There are three classifications of swimmers a camp. Scout and leaders, who were unable to complete their swim test prior to camp, will take a swim check test Sunday afternoon to determine their swimming classification. The classification and swim test requirements are listed below.

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



Activity Building

The activity building is located above the meadow and provide a central rain location for merit badges, campfires and chapel services. Campers should not be in the Activity Building without a camp staff member.



Chapel

The chapel is located on the first lake in a beautiful waterfront setting.



Dining Hall-Patterson Lodge

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



Table Waiter System

1. Units will be assigned tables on Sunday afternoon and will sit at these tables for every meal.
2. Table waiters will be assigned for every table and will serve for two meals beginning Sunday evening, then rotating with other Scouts in the Troop.
3. Table waiters will report to the dining hall at 7:45 a.m. for breakfast, and 5:45 p.m. for dinner.
4. Table waiters will set up their Troop seating area before meals, and will clear the area after meals. Clean-up includes wiping tables and sweeping around the tables and mopping.
5. After the meals, the waiter leaves the dining hall when they are dismissed by the Dining Hall Steward.
6. Lunch- Troops are to sit at their assigned tables and are responsible for cleaning up where the troop eats.

Menus

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

Family Style

Camp Old Indian will run family style at breakfast and Dinner. The table waiters will not only set the table but they will also bring ALL food to their table. After grace outside, you will go into the dining hall (no more concern about who goes first) and immediately sit down at your table where



the food will already be in serving trays placed there by your waiter. Troop Leaders and staff will oversee serving distributions (family style!) at each table. This to eliminate food waste and time spent in line not only for the first serving but also seconds since only the waiter will go to the kitchen for seconds based on demand. A Scout is courteous. SPL & Scoutmasters should do waiter duty on Sunday dinner to set the standard.



Pathfinder Program

The Pathfinder Program is a two and a half day program which is designed for Scouts who have just joined a troop and/or have just crossed over from Cub Scouts. The program is designed for participants to complete many requirements for Scout, Tenderfoot and Second Class Ranks. Scouts will also complete several requirements for the First Class Rank. This is a transitional program to help your Scouts understand the patrol method, learn basic Scouting skills, have new experiences and have fun. **Program Goals**



1. To provide a well-organized program based lead by qualified instructors.
2. To maintain an adequate ratio of instructors to Scouts.
3. To instill in the Scouts a respect for the Scouting Methods and Ideals found in the Scout Oath, Law and the Outdoor Code.
4. To provide an exciting and memorable summer camp experience.

Before Sending Scouts to the Pathfinder Program:

1. Ask an older Scout in your troop to show the new Scouts how to read and use the Scout Handbook.
2. If your troop has more than four boys participating in Pathfinder, please provide an adult leader to assist the Patrol Guide (Staff Member) throughout the week. This is an excellent opportunity for the new leader in your troop to learn about Scouting. Troops may rotate their leader through the week as needed, and qualifies the leader for Scout Merit Badge.
3. Host a shakedown prior to summer camp to make sure that the Scouts have all the equipment they need for the week. Below is a list of the items the Scouts need specifically for the Pathfinder program:

<i>Required Items</i>	<i>Items Needed Daily</i>	<i>Optional Items</i>
-Rain Gear -Water Bottle -Day Bag -Pens -Good Hiking Shoes/Boots	-Water Bottle -Pen -Pathfinder Passport <i>(Given out on Monday)</i>	-Compass -Pocket Knife -Camera

A Day in Pathfinder

The Pathfinder Program begins at 9:00am on Monday morning with an opening ceremony. During this ceremony, Scouts will be grouped into patrols and meet their Patrol Guide who is an experienced Scout that will work with your Scouts as their instructor and mentor for the week. Scouts maybe instructed by different Patrol Guides throughout the day. We will attempt to place Scouts of the same troop in the same patrol. The Scouts will be finally present their Pathfinder Passport which they need to have with them at all times.

Below is a sample day for Scouts in the Pathfinder Program:

9:00-9:15-Opening Ceremony-The ceremony will take place in the Pathfinder Shelter behind the First Aid Lodge.

9:15-12:00-Patrol Time-Specific time at a site to work with the Patrol Guide on rank requirements.

12:00-2:00-Lunch and Free Time

2:00-5:00-Patrol Time-More time to work with Patrol Guide to work on rank requirements.

In addition, a day will be scheduled for the troop to take a five mile hike. The hike will probably take place on Wednesday morning. Scouts will have the option to go on the hike. If they do not go, they will stay at camp and work on additional requirements. Scouts going on the hike will leave at around 9:30. Please send at least one leader from your troop on the hike with the Scouts. Refer to the sample schedule on the next page for an idea of the general layout of the week.

Additional Information

Pathfinder Graduation

Scouts who participate in the Pathfinder program will be recognized during the Wednesday evening campfire. Pathfinder participants will receive a certificate and a special Pathfinder patch.



Advancement

Along with the Patrol Guide signing off in the Scout's Pathfinder Passport, each Scoutmaster will receive an advancement sheet with the requirements their Scout completed during the program.

Schedule Flexibility

Each Patrol Guide is given the flexibility to structure the week to maximize their patrol's learning and enjoyment of camp. Therefore the times listed in the sample schedule section, provide a good outline, but not a definitive schedule. Other activities guides may include to their schedule may include:

- Touring the camp and explaining the activities at the different program areas. This builds enthusiasm in new Scouts by showing them activities they can look forward to when they return to camp the next year.
- Participate in various evening activities as a patrol to sample program areas such as rifle shooting, archery, free swim, etc.
- Inter-Patrol Competitions provide opportunities for the Scouts to get to know one another and have fun doing it. Some games the Scouts may play includes: Night Watchman, Steal the Bacon, Kickball, etc.

Getting the Most from Pathfinder

In order for your Scouts to truly take advantage of the Pathfinder Program, there must be a leader committed to working with the Scouts throughout the program. For example, leaders should ask to see the Scout's passports each night and test them on what they have learned. If you, as a leader, are satisfied with the Scout's knowledge, then sign off the requirement in their Scout Handbook. Though there will be informational meetings and announcements, we encourage you to seek out the Pathfinder Director if you have any questions or concerns.



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 <https://www.scoutingevent.com/551-2018COI>.

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 Director, Camp Commissioner and/or Program Director for an official signature. Scoutmasters will be able to print off their units advancement activities through <https://www.scoutingevent.com/551-2018COI>. 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, what day they are offered on, a short description and any additional fees. **For the 2018 season, Camp Old Indian will teach merit badges using a block schedule format.** This is a description of how the block schedule will work: Scouts will take one merit badge 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 requirements on the day they take it. Some merit badges, as noted on the table on the next page, are half-day badges. If the badge has an "AM" beside it, then the badge is taught from 9am-12pm. If the badge has a "PM" beside it, the badge is taught from 2pm-5pm. A Scout may take two half-day badges in one day and complete them if the badge is able to be completed at camp. Benefits of the block schedule include, but are not limited to: no wasted time transitioning between classes, more instruction time, more flexibility for troops to take a day trip on the Nantahala, etc. The table below is a sample of what a Scout could complete during a week at Camp Old Indian:

2018 Merit Badge Schedule

New Aviation,, Programing

Department	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics	Swimming Paddleboarding(AM) Canoeing BSA Lifeguard -15 years or older Monday-Friday	Lifesaving Rowing(AM) Kayaking(PM) BSA Lifeguard – 15 years or older Monday-Friday	Snorkel BSA(AM) Paddleboarding BSA(AM) Learn to Swim(AM) BSA Lifeguard – 15 years or older Monday-Friday	Swimming Rowing(AM) Kayaking(PM) Snorkel BSA(PM) BSA Lifeguard- 15 years or older Monday-Friday	Lifesaving Swimming Canoeing BSA Lifeguard- 15 years or older Monday-Friday
Civil Development	Salesmanship Citz in the World Entrepreneurship/American Business	Personal Management Citz in the Nation/American Heritage Disability Awareness	Traffic Safety(AM) Mining in Society(AM) Law(AM) Fire Safety(AM)	Citz in the World Personal Management	Citz in the Nation/American Heritage Archeology
Ecology and Conservation	Environmental Sci. Astronomy Bird Study(AM) Weather(PM)	Fishing/Fly Fishing Geology(AM) Soil &Water(PM) Pulp and Paper	Insect Study(AM) Geology(AM) Nature(AM) Weather(AM)	Environmental Sci. Soil and Water(AM) Reptile Study(PM)	Forestry Reptile Study(AM) Pulp and Paper(PM) Weather(PM)
Field Sports	Rifle MB Shotgun Merit badge	Archery Rifle Merit badge (black Powder) Shotgun Merit badge	Open Shooting(AM) SM Shout ½ day 9AM-12pm	Archery Sharp Shooter all day	Open Shoot Extra Qualification Time 8 Max prerequisites Rifle
Handicraft	Leatherwork(AM) Woodcarving(PM) Metalworking	Art/Sculpture Welding	Leatherwork(AM) Woodcarving(AM) Basketry(AM)	Indian Lore Art/Sculpture Metalworking	Leatherwork(AM) Woodcarving(PM) Pottery Welding
Scoutcraft	Orienteering Wilderness Survival First Aid Personal Fitness Adventure Trek -1day	Cooking(Day 1) Pioneering(Day 1) Emergency Preparedness Wilderness Survival Search and Rescue Adventure Trek- 2 day	Cooking(Day 2 AM) Pioneering(Day 2 AM) Medicine (9AM– 12PM)	First Aid Camping Backpacking/Hiking Personal Fitness Cooking(Day 1) Geocaching Athletics	Cooking(Day 2 AM) Camping/Backpacking/ Hiking Emergency Preparedness Search and Rescue Advance Fire Building Signs, Signals and Codes
STEAM	Programming Communication/Public Speaking Inventing NOVA Award-Whoosh!(Engineering)	Photography/Moviemaking Engineering Chemistry Automotive Maintenance	Animation(AM) Energy (AM) 1½ day	Communication/Public Speaking Space Exploration Robotics NOVA Award-Designed to Crunch(Math) Fingerprinting	Theater ½ day Space Exploration Aviation
Callahan Mountain Adventure (High Adventure)	Callahan Mountain Adventure	Callahan Mountain Adventure	Callahan Mountain Adventure	Callahan Mountain Adventure	Callahan Mountain Adventure
Pathfinder	Pathfinder	Pathfinder	Pathfinder AM ½ Day		
ATV – 14 years or older			ATV - 9:30 – 1 PM	ATV – 9:30 – 1PM	

2018 Twilight Schedule

Department	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics	Open Swimming Open Boating Open Fishing	Open Swimming Open Boating Open Fishing	NO TWILIGHT PERIOD	Open Swimming Open Boating Open Fishing	Open Swimming Open Boating Open Fishing
Astronomy	Star Gazing 9 PM-10:30 PM Taps Weather Permitting	Star Gazing 9 PM-10:30 PM Taps Weather Permitting		Star Gazing 9 PM-10:30 PM Taps Weather Permitting	
Civil Development		Chess (Day 1) Citiz in the Community	NO TWILIGHT PERIOD 2-5 Class Tournament	American Cultures Citiz in the Community Chess (Day 2)	
Ecology and Conservation	Mammal Study	Fish and Wildlife Management Fishing/Fly Fishing	NO TWILIGHT PERIOD		
Field Sports	Open Shooting	Open Shooting	NO TWILIGHT PERIOD	Open Shooting	Open Shooting (Qualifying)
Scout Craft	Hiking, Land Navigation, First Aid	Tomahawks Paul Bunyan			
Handicraft	Open for Crafts Fingerprinting	Open for Crafts	NO TWILIGHT PERIOD	Open for Crafts Fingerprinting	Open for Crafts
Pathfinder	Totin Chip	Firem'n Chit	NO TWILIGHT PERIOD		
STEAM	Cyber-chip	Game Design (day 1) American Culture/Scouting Heritage	NO TWILIGHT PERIOD	Game Design (day 2) American Culture/Scouting Heritage	

Twilight Actives – Scouts – Scavenger Hunt or List

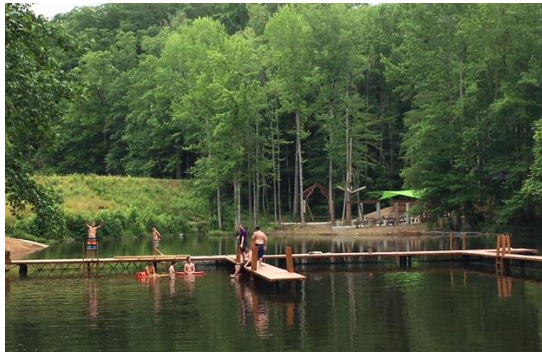
2018 Merit Badge Program Cost

Merit Badge	Department	Cost
Animation	STEAM	\$15
Art and Sculpture	Handicraft	\$15
Aviation	STEAM	\$10
Basketry	Handicraft	\$15
BSA Lifeguard	Aquatics	\$25
Chemistry	STEAM	\$15
Indian Lore	Handicraft	\$10
Leatherwork	Handicraft	\$15
Metalworking	Handicraft	\$20
Paddle Boarding	Aquatics	\$10
Programming	Trading Post	\$15
Pottery	Handicraft	\$15
Rifle Shooting	Field Sports	\$35
Robotics	STEAM	\$35
Shotgun Shooting	Field Sports	\$40
Space Exploration	STEAM	\$20
Welding	Handicraft	\$25
Woodcarving	Handicraft	\$10

Other Program Cost

Program	Department	Cost
ATV Riding	High Adventure	\$75
Sharpshooters	Fields Sports	\$40
Adventure Trek	High Adventure	\$20

Aquatics



BSA Lifeguard

BSA Lifeguard is a week-long, rigorous program that certifies a Scout or adult leader to be a lifeguard. Scouts must be at least 15 years old in order to participate. Physical strength, stamina, strong swimming skills and a great deal of written work is required. In order for one to be certified, they must be CPR certified. CPR certification will be offered at camp for a fee. If a candidate has current CPR certification, they need to bring their CPR card to camp with them. Recertification is available for those with current certification or whose certification has expired within the past six months. Candidates for recertification must provide current BSA Lifeguard and CPR certificates. BSA Lifeguard certification lasts for two years from the date on the card. \$25.00 Fee



Swimming

This Eagle merit badge is a great introduction into 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.

Lifesaving



This Eagle 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.



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.



Kayaking BSA

Want to learn a few techniques in a kayak? Then try this class. Scouts must pass the BSA swim test in order to participate. This activity can be completed at camp.



Snorkel BSA

Time to go underwater and explore. Snorkeling provides an opportunity to look for things under the waves. Scouts must pass the BSA swim test in order to participate. Scouts may bring their own equipment for this activity. This activity can be completed at camp.



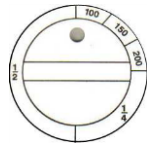
Canoeing

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.



Paddleboarding BSA

In this session, Scouts will have the opportunity to learn about paddleboarding. Scouts must pass the BSA swim test in order to participate. This activity can be completed at camp. \$10.00 Fee



Free Swim Free swim opportunities take place from 4-5pm on Monday, Tuesday, Thursday and Friday and also during Twilight.

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.



Scoutcraft



Pioneering

This badge requires Scouts to learn new knots to complete pioneering projects. Familiarity with knots, lashings and splices is very helpful. This is great training for older Scouts wanting to build their outdoor skills. This badge can be completed at camp. **This badge takes place over two-days. Scouts will take the class on Tuesday and finish the badge on Wednesday morning.**



Cooking

This Eagle required badge requires Scouts to prepare menus and cook meals in the Scoutcraft area. This badge is recommended for older Scout. Cooking experience is highly recommended. Requirements 5d, 5e, 5f, 5g, 5h, 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.

This badge takes place over two-days. Scouts can either take the first session which is started on Tuesday and finishes on Wednesday morning or they can take the second session which begins on Thursday and concludes on Friday morning.



Orienteering

Scouts who take this badge will set up and complete an orienteering course. Experience with map and compass is vital. Scouts need to bring a compass with them. This badge can be completed at 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.



Camping, Backpacking and Hiking Camping and Hiking are Eagle merit badges. Scouts who enrol 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 Camping requirements 8d, 9a, 9b and 9c at camp. Scouts will be unable to complete Backpacking requirements 6b, 8c, 8d, 10 and 11 at camp. Scouts will be unable to complete Hiking requirements 5, 6 and 7 at camp.



Advanced Fire Building

Scouts taking this class will take what they have previous learned about fire building and take it to a whole new level. The "upside-down" fire method, tips on how to build a fire in poor circumstances, as well creative competitions are only a fraction of what Scouts can expect from this dynamic course. This class is taught on Wednesday morning. There are two available times for this class. The first class is taught from 9:00-10:30 and the second class is taught from 10:30-12:00.



Wilderness Survival

While taking this badge, Scouts will construct a shelter in 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, 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.





First Aid

This Eagle 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.



Emergency Preparedness

Scouts taking this Eagle merit badge will learn a great deal of information in 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.



Search and Rescue

Learn the basics of Search and Rescue and gain an understanding of different types of rescue operations. This badge can be completed at camp.



Personal Fitness

Scouts participating in this Eagle 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.



Medicine

Scouts wanting to enter the medical field are encouraged to take this badge. Scouts will learn about important historical figures that impacted medicine. This badge can be completed at camp.



Field Sports



Rifle Shooting



Rifle Shooting provides Scouts with training on how to be safe at the range and how to shoot. This badge requires a lot of time to qualify so Scouts 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.



Sharpshooters

Sharpshooters is a class for Scouts who have previously earned both Rifle and Shotgun Shooting merit badges. Sharpshooters is NOT a merit badge, but rather a class where participants will learn advanced ways of shooting. A program fee of \$40 is also required.



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.

New 2018

Cowboy Shoot

This Program offers a fun and safe introduction to cowboy action shooting with pistols, rifles, and shotguns. While attending camp, Scouts and Ventures 14 years of age or older can take part in a special shooting experience.

New 2018

Chalk Ball

The Program is intended to provide a special and unique experience for Scouts and Ventures who are attending summer camp. Scouts will have an opportunity to shoot chalk ball markers at various targets. The goal of the program is to teach safe handling, responsibility, and marksmanship.

New 2018

Action Archery



New 2018

Hunter Education

Anyone born after June 20, 1979 needs education in South Carolina to buy hunters licenses.



Ecology and Conservation



Environmental Science

This Eagle 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.



Astronomy

This badge allows for the study of our universe including galaxies, solar systems and black holes. Scouts will go star gazing on Monday night. Requirement 8 cannot be completed at camp.



Weather

Scouts will build a weather instrument and learn to track weather. Scouts will also learn about fronts and the water cycle. Requirement 9a can be started at camp.



Geology

By taking badge, Scouts will learn the history of rock formations, volcanoes and earthquakes. This badge can be completed at camp.



Fishing and Fly Fishing

What could be better than one? Well, two is the answer. Scouts will learn different fishing knots. Scouts must bring their equipment in order to participate. These badges can be completed at camp.



Soil and 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.



Nature

This is an excellent introductory merit badge to familiarize Scouts in the sciences that connect wildlife and our ecosystems. Requirement 4 will be started at camp.





Insect Study

A fantastic badge for Scouts wanting to learn more about the types of insects. Requirements 5 and 6 will be started at camp. Requirement 9 cannot be completed at camp.



Forestry

For this class, Scouts will need a notebook in order to put their leaf collection in. Scouts will learn how to care for trees. Requirement 7 cannot be completed at camp.



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.



Fish and Wildlife Manage

Scouts will learn about management practices and also observe many different species of wildlife. This badge can be completed at camp.



Bird



Scouts will investigate different species of birds and the songs they use to communicate. Binoculars, a notebook and good walking shoes and are recommended for Scouts taking this class. Requirements 5 and 6 will be started at camp. Requirement 8 cannot be completed at camp.

Reptile and Amphibian Study

A great badge for Scouts of any age. In this badge, Scouts will learn about the differences between reptiles and amphibians and many other unique facts. Requirement 8 cannot be completed at camp.



Civil Development



Citizenship in the Nation and American Heritage

This session focuses on the organization, operation of the United States government and a brief history of our country. Requirement 2 for Citz in the Nation cannot be completed at camp. Requirement 8 for Citz in the Nation can be started at camp, but not finished. Requirement 3c for American Heritage can possibly be completed at camp. Citizenship in the Nation is an Eagle merit badge.

New 2018

Citizenship in the Community



Twilight Tuesday and Thursday

The **Citizenship in Community Merit Badge** is reserved for those who have shown an active interest in their local **community**.



Citizenship in the World

Scouts taking this Eagle merit badge will learn about the meaning of citizenship and the relationship between nations and world organizations. Requirement 7 cannot be completed at camp.



Communication and Public Speaking



These two merit badges require several written and oral activities which help to strengthen a Scouts' 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 can be completed at camp. Communication is an Eagle merit badge.



Law

Scouts wanting to learn more about the judicial process are encouraged to take this merit badge. Requirement 7 cannot be completed at camp.

American Cultures



This badge is great for all ages. Scouts will learn about different cultures around the world. This badge can be completed at camp.



Personal Management

This is an intensive Eagle merit badge. This badge will cover a majority of the requirements; however, some requirements can be completed at home after attending camp. This badge is not recommended to younger Scouts. Requirements 1 and 2 can be started at camp. Requirements 8c and 8d cannot be completed at camp.

Traffic Safety



Learning about how to stay safe on the road is the primary objective of this class. Scouts will learn a variety of skills including how to see when a tire needs to be replaced. This badge can be completed at camp.



Chess

This session will teach Scouts the basics of chess including the history of chess and how the different pieces move. Scouts can bring their own chess set. This badge can be completed at camp.



Archeology

Scouts taking this badge will learn about the role of archeology and the archeological process. This badge can be completed at camp.



Entrepreneurship and American Business

Have you ever wanted to design your own business? Well, Scouts will have the opportunity to do just that. These badges can be completed at camp except for requirements 2a and 5 on American Business.



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.



Mining in Society

Scouts who enroll in this badge will learn about the role and history of mining. This badge can be completed at camp.

New 2018 Salesmanship



Handicraft



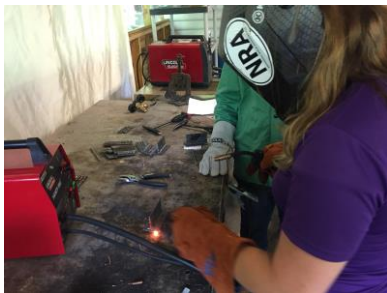
Leatherwork

This merit badge is great for all ages. Scouts will have the chance to create a few items out of leather. This badge can be completed at camp. A program fee of \$15 is also required.



Art and 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 chance to create different sculptures. Requirement 6 for Art cannot be completed at camp. A program fee of \$15 is also required.



Woodcarving

Before coming to class. Scout must have earned their Totin Chip which is Requirement 2a. Scouts will demonstrate various cutting techniques in



order to complete the badge. This badge can be completed at camp. A program fee of \$10 is also required.



Basketry

Scouts who enroll in this badge have the opportunity to weave different types of baskets. This badge can be completed at camp. A program fee of \$15 is also required.



Fingerprinting

A fantastic badge for all Scouts. Scouts will learn about different fingerprints and have a chance to get their prints taken. This badge can be completed at camp.

Welding



Scouts who enroll in this badge will learn about what welding is and have a chance to weld some material. Scouts need to bring long pants, boots and a long sleeve shirt to camp for this badge. This badge can be completed at camp. A program fee of \$25 is also required. A maximum of fifteen Scouts each class can take this badge.

Indian Lore



Any Scout wanting to learn more about Native American culture is encouraged to take this class. This badge can be completed at camp. A program fee of \$10 is also required.

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. A program fee of \$15 is also required.

Metalworking



Learn about the properties of metal and basic metal working techniques. This badge can be completed at camp. Scouts need to bring long pants and a long sleeve shirt to camp for this badge. A program fee of \$20 is also required.



STEAM



Whoosh!

While taking this class, Scouts will complete requirements for the Engineering NOVA Award. Scouts must have earned one of the following merit badges in order to complete this award: Archery, Aviation, Composite Materials, Drafting, Electronics, Engineering, Inventing, Model Design and Building, Railroad, Rifle Shooting, Robotics or Shotgun Shooting. Scouts may have the opportunity to earn a merit badge during this class.



Photography and Moviemaking



While taking this session, Scouts will learn the basics of photography and moviemaking. Scouts are encouraged to bring their own camera. Both these badges can be completed at camp.



Engineering

This session will allow Scouts to investigate engineering by completing various projects. Requirement 4 cannot be completed at camp.



Energy

Scouts taking this badge will discuss energy use and how to conserve energy. Requirement 4a and 4b cannot be Completed at camp.



Crunch

While taking this class, Scouts will complete requirements for the Math NOVA Award. Scouts must have earned one of the following merit badges in order to complete this award: American Business, Chess, Computers, Drafting, Entrepreneurship, Orienteering, Personal Management, Surveying and Weather. Scouts may have an opportunity to earn a merit badge during this class.



Chemistry

Scouts will learn about reactions, how chemistry affects the environment and even perform experiments. This badge can be completed at camp. Scouts need to bring an empty two-liter soda bottle to camp. A program fee of \$15 is also required.



Game Design

A fantastic 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.



Theater

This badge will teach Scouts basic theater terminology. Scouts will perform different plays and get to perform pantomimes. Scouts need to have an idea for Requirement 2(write a one-act play) before coming to camp. This badge can be completed at camp.



Automotive Maintenance

This class is recommended for older Scouts. This class will allow Scouts to explore different aspects of automobiles include learning about the drive train and the cooling system. This badge can be completed at camp.

New 2018 Programming



New 2018 Aviation

\$10.00 fee



Space Exploration



Scouts have the opportunity to construct, launch and recover a model rocket. A great badge for all ages. A fee of \$20 is required for the rocket. This badge can be completed at camp.



Animation

A fantastic 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. \$15.00 Fee



Inventing

A great badge for any age Scout. Scouts will design their prototype. Scouts need to bring a notebook to class. Requirement 8 cannot be completed at camp.



Robotics

A great badge Scouts wanting to learn more about robotics. Scouts will design, build, program and test a robot. Scouts need to bring a notebook to class. This badge can be completed at camp. A program fee of \$35 is required.

Daily High Adventure Activities



ATV Riding

Do you love the outdoors? How about enjoy the outdoors by riding an ATV through the beautiful trails at Old Indian. Scouts or leaders have the opportunity this summer to ride ATVs, but they must be at least 14 years of age to participate. The cost is \$75. Scouts need to preregister with their class schedule.



Callahan Mountain Adventure High Adventure Program

Have you ever wanted to take a step back in time? Scouts will have the chance to experience numerous opportunities in the Callahan Mountain Adventure

Black Powder Shooting

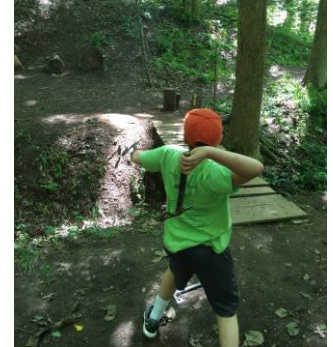
Tomahawk and Knife marksmanship

Survival Training

Hiking

2 days of Climbing and rappelling at

White Pines High Adventure Base



While on the trail hiking to new out posts the patrols will come upon tasks and adventures that will challenge their survival and scouting knowledge. Team building and development will bring the patrol together to find ways to accomplish the task and get rewards to make their adventure more fun every day.

Requirements:

1. 14 years old, by June 1st 2018
2. Medical Form filled out by family physician and approved by Camp Health Officer.
3. High Adventure Waiver form filled out by Parent or Guardian
4. Recommendation from current Scoutmaster or Crew Advisor
5. Scouts and Venture youth will meet requirements for First Aid, Climbing, Wilderness Survival and a partial in Exploration Merit Badge.



The patrols will meet on Monday morning at 8:30am at the Trading Post. Monday morning-Friday afternoon Scouts will be at Carroll Brown and White Pines, Scouts participating in the Callahan Mt. Adventure will not participate in family night or any camp wide programs.

Scouts will earn and or meet the requirements for Climbing, First Aid, Wilderness Survival.

And receive a partial in Exploration Merit-badge.

Cost: \$250 per Scout, Limited to the first 18 each week that pay a \$50 deposit by February 16th 2018, and pay in full by May 18th 2018. We will keep a waiting list in case of any openings.

For Dates and more information go to <https://www.scoutingevent.com/551-2018COI>

Contact Traci.Bridwell@Scouting.org or 864-372-3823 - for more information.

Additional Opportunities

Camp Old Indian offers a variety of special programs during the week for youth and adults. Included are opportunities such as activity time, during Twilight activities, camp wide events, and campfires, Order of the Arrow, outing, camping, leader training sessions, and more. This section of the Leaders' Guide will discuss the following special opportunities available.

Youth Opportunities

There is plenty opportunities for youth at Camp Old Indian.



ATV

Do you love the outdoors? How about enjoy the outdoors by riding an ATV through the beautiful trails at Old Indian. Scouts or leaders have the opportunity this summer to ride ATVs, but they must be at least 14 years of age to participate. The cost is \$75. Scouts and adults need to preregister in their class schedule. Participants need to bring long pants and will receive a free long sleeve shirt.

Staff vs. SPL Frisbee



After lunch on Tuesday, bring your A-game. This exciting game involves the COI staff taking on the Senior Patrol Leaders in a fun-filled game of ultimate Frisbee.



SPL Meeting

All Senior and Assistant Senior Patrol Leaders are invited to the activity building on Monday evening beginning at 7:15pm for a time of discussion with the Program Director and the Camp Commissioner.



Adult Opportunities

There is plenty to do at Camp Old Indian. We promise you will not be just sitting in your campsite, unless of course that is what you want to do. Sign up for training will take place at camp.



Climb-on Safely Training

A Climb-on Safely course will be given to any adult who wants to attend. The class is designed for adults who want to gain some knowledge about the BSA rules and regulations regarding climbing.



Wilderness First Aid and CPR Certification

Wilderness First Aid (WFA) is the assessment of and treatment given to an ill or injured person in a remote environment where definitive care by a physician and/or rapid transport is not readily available. A BSA-led task force has developed WFA doctrine and curriculum. Participants will learn how to assess, treat, and (when possible) contain emergencies within the scope of their training. Youth and adult Scout leaders over age 14 are invited to participate and earn their certification. The cost of the course is \$50. This course will take three and half days to complete. Participants must have CPR certification prior to taking the course. CPR certification is offered Tuesday evening at camp for a cost of \$25.



Safe Swim Defense and Safety Afloat

These two trainings are designed for leaders who are interested in gaining a better understanding of BSA Aquatics policy as it applies to swimming and boating activities. The sessions are entirely classroom based and will be held at the Aquatics area.



Callahan Mountain Open

Scoutmasters are encouraged to participate in this Friday afternoon activity. Scoutmasters need to make their club out of primitive materials. A Ball will be provided by camp.





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. For information about the requirements, please refer to the back section of the Leader's Guide.



Hunters Education

Anyone in born after June 20, 1979 needs education in South Carolina to buy hunters licenses.



Scoutmasters Kickball Game

After lunch on Thursday, the Scoutmasters take on the staff in a classic game of kickball.



BSA Safety Moments

https://www.scouting.org/filestore/HealthSafety/pdf/680-055_SafetyHammocks_WEB.pdf

https://www.scouting.org/Home/HealthandSafety/Safety_Moments.aspx

Opportunities for All Ages

BSA Lifeguard

This rigorous program certifies a youth as a BSA Lifeguard. Participants will spend most of their time in the Aquatics area. See BSA Lifeguard description in the Aquatics section for more information. Youth must be at least 15 years of age in order to participate.

Free Swim

Youth and adult leaders may swim row, canoe, fish or swim during twilight.

Kayaking ,BSA

This award is offered on Wednesday morning. Please meet at the waterfront at 9am.

Paddleboarding

This award is offered on Wednesday morning. Please meet at the waterfront at 9am.

Snorkel, BSA

This award is offered on Tuesday during Twilight, Wednesday morning and Thursday afternoon. Please meet at the waterfront at 7:00pm, 9:00am on and 2:00pm respectively.

Open Shoot at Field Sports

Field Sports will offer shooting on Wednesday morning and during twilight. There is no charge for archery. Rifle is \$1.00 for ten shots. Shotgun is \$3.00 for five shots. Tickets can be purchased in the Trading Post.

Ecology and Conservation

The Nature Lodge will be filled with various animals and interesting displays that teach Scouts to enjoy science. Staff will provide an in-depth look at the camp's environment and instill an appreciation for nature.

Wednesday Visitors Activities

Parents and family members are invited to camp each Wednesday after 5:00 pm to watch the Formal Retreat Ceremony and Campfire program. Visitors are encouraged to bring a picnic supper, or camp will serve meals at a cost of \$6.00 per person with prior arrangement. The campfire program begins at 8:00 pm at the Chapel and features the Order of the Arrow Callout Ceremony and an exciting American Indian Dance Pageant.





The Order of the Arrow is Scouting's National Honor Society.

The Atta Kulla Kulla Lodge,
Order of the Arrow, was founded at Camp Old Indian in 1940.

Order of the Arrow Brotherhood question review- This will take place Monday after Twilight at Scoutcraft Pavilion.

Brotherhood Induction

Atta Kulla Kulla members who have been an Ordeal member for at least 10 months are encouraged to seal their membership in the OA by becoming a Brotherhood member. The Brotherhood will take place on Tuesday evening.

Wednesday

Dance Pageant and Callout Later in the evening on Wednesday the Atta Kulla Kulla Lodge #185 of the Order of the Arrow will host a Native American Dance Pageant. This will feature dances, songs, and stories pulled from various American tribes. The Ordeal Callout Ceremony will also take place at the Chapel (waterfront)

Thursday – Friday Callout Ceremony & Ordeal

The beautiful ceremony takes place at the waterfront on Thursday evening beginning around 9:00pm. at nightfall.

Units attending the ceremony need to gather in the lower meadow at 8:30pm. More details will be presented at the Leader's Meeting on Sunday evening after the Chapel Service.

National Policy Regarding

Ceremonies

Youth and adults elected into the Order have earned the exclusive privilege of learning concepts aimed at developing leadership abilities through a safeguarded ceremonial induction. The Order's ceremonies are not public nor are they in any way meant to be a social affair. Although the content of the ceremonies are private, they were written to avoid offending any religious belief and have received the approval of religious leaders. The ceremonies are true to Scout tradition and within the spirit of the Scout Oath and Law (From Order of the Arrow Handbook).

Notice to Leaders

Please advise non-OA members including parents, adults, and other leaders regarding OA ceremony-policy: Ordeal and Brotherhood Ceremonies are not open to non-members!
The National Policy prohibits members from viewing OA ceremonies. Please discuss with the OA Lodge Officers and Advisers any questions about ceremonial policy procedure. Camp will adhere to National policy regarding OA ceremony.

Order of the Arrow ends after the Ceremony. Candidates for the OA Must Pre-Register if they Plan to eat dinner in the Dining hall.



8. Camp Specific Policies

Tobacco and Vaping Products

Smoking and vaping is not permitted in camp nor is the use of tobacco products by anyone under the age of 18. All Scouting functions, meetings, and activities should be conducted on a smoke-free basis, with smoking area locate away from participants.



Controlled Substances

Alcohol and illegal drugs are not permitted on camp property. Medication may either be kept by the Scoutmaster in the campsite or at our Health Lodge. You are not allowed to use a firearm if you are taking medications that cause drowsiness or include a warning to not operate machinery while taking this drug.

Firearms

Person Firearms are strictly banned from camp property. Firearms and ammunition are available for merit badge courses and free-shooting through the Field Sports Department. Under no circumstance should ammunition be stored at camp anywhere except the Field Sports House under the jurisdiction of the Field Sports Director.

Troop Leadership

Each Troop must have two registered adult leaders in camp at all times, one of whom must be 21 years of age or older. The other unit leady may be 18. All leaders must be registered with the Boy Scouts of America.

If there is a substitution of unit leaders during camp, then there needs to be an overlapping period in order to maintain program continuity and adult supervision over the Scouts at all times. This overlap will allow time for the leaders to relay information needed to guide the unit properly. Leaders should sign in and out at the Camp Office.

Individual Scouts (Lone Ranger Scout Program) pg. 60

Scouts can sign-up on their own without a troop leader during July 1- 7th and July 8-14th Weeks 3 and 4. Registration information can be found on page 60.

Proper Preparation for High- Endurance Activities

Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.

o Dress Code

- Scouts and Leaders are to be in appropriate dress at all times.
 - For day to day activities, morning, and midday assembly this will be the Activity Uniform (Class B) that the Unit recognizes.
 - •At the evening assembly, Chapel, and for select campfires the Field Uniform (Class A) is recommended.
 - While swim wear is appropriate at the waterfront, all persons are reminded to wear appropriate covering to and from the waterfront. All persons should wear a shirt over their swim wear
 - while walking to and from the waterfront. All are to be mindful of their dress when going to and from showers as well. Leaders and Advisors are responsible for insuring that youth and adults in their Troops/Crews are dressed appropriately.
- Closed-toed shoes OR strapped shoes (such as Chacos but NOT flip-flops) are required when traveling around camp. Socks are required to be worn with all shoe types.

Check-In/Out Policy

Anyone leaving or arriving at times other than Sunday check-in or Saturday check-out must sign in and out at the Camp Office.

Release of Campers

No camper who is a minor will be released to the custody of an adult other than the legal parent or guardian unless written permission is provided to the camper's unit leader. No camper who is a minor will be allowed to leave camp with anyone for any reason except as part of official camp programs or with special written parental permission. Any special arrangement should be made before camp.

Pets

No dogs or other pets may be brought into camp at any time, except for certified service animals.

This including family night. Please make sure that family members do not bring pets.



Telephone

The Camp's phone number is 864-895-8995. This phone will only be answered during regular business hours during the summer camp season. The Camp's telephone number for administration and emergencies is 864-895-8989. This phone is not available for use by campers. A phone will be provided for use by adult leaders; please bring your calling card or call collect.

Mail

The camp has daily mail service. No mail should be sent to the Scout after Wednesday because it will not arrive in time. Mail should be addressed as follows or view pictures on our Facebook.:

https://www.facebook.com/BlueRidgeBSA/?ref=page_internal

ScoutsName

Scouts Troop#

Camp Old Indian

601 Callahan Mountain Road,

Travelers Rest, SC 29690

Vehicles in Camp

Absolutely no vehicles will be allowed beyond the Parking Lot. At check-in and check-out, Troop or Crew equipment will be moved by the staff using a camp vehicles. All vehicles must be parked in the large parking area. The small lot by the Three Forks Lodge must remain clear for emergency access and is limited to staff parking only.

Guests/Visitors

Parents and family members are encouraged to visit camp on Wednesday after 5:00 pm. Guests during the rest of the week will disrupt the campers program and are not permitted.

Golf Cart Rules

1. All private golf carts must be licensed by the state.
2. Users must provide a letter from a doctor stating the need for the use of a golf cart.
3. No unauthorized motorized vehicles will be used as handicapped vehicles on the camp property.
4. Golf carts are not to be used to haul gear.
5. Drivers must be 18 or older.
6. Golf carts are not to exceed 5 mph at any time.
7. Campers have the right of way at all times.
8. Proof of Insurance must be brought to camp and verified with proper liability insurance coverage.

Health and Insurance

Blue Ridge Council units use the council insurance policy (information and forms were provided to each unit). Other units must provide their own accident insurance. Unit leaders must bring to camp check-in: (1) Policy number, (2) Claim forms, (3) Name of insurance carrier. Camp medical forms must be complete.

Medical expenses incurred by youth and adults while in camp (doctor, hospital fees) will be paid by the parents own insurance. The Council or unit insurance policy is a secondary insurance policy. Leaders should be ready to provide the Scouting insurance number in an emergency. It will be the responsibility of the Scouts parents and unit leader to make any claims for insurance. The parent or guardian's insurance will be used to make claims for insurance. However, Blue Ridge Council units may file up to \$300 on the Council Policy, regardless of other coverage. Parents will be called if a Scout has to be taken to the doctor or hospital.

Boy Scouts of America Guidelines on Youth Protection

Two-Deep Leadership

Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities. All leaders or parents staying on camp for more than 72 hours must complete an adult leader application, background check and youth protection training prior to arrival.

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 safety in similar situations.

Separate Accommodations

Separate shower and latrine facilities have been made available for youth and adults use during camp. Should the need arise separate shower and latrine accommodations can be made for males and females in a unit.

Cabins

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

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

Medical Forms and Physicals

Each participant (youth or adult) must complete the BSA Standard Medical Form every year. Anyone arriving without the form completed, including a physical if necessary, must leave camp until an exam can be completed at the participants own expense. Please see the Camp Old Indian Parent Information and BSA Standard Medical Form for instructions on sections that must be completed based on age and choice of program. The medical form can be found at: <http://www.scouting.org/scoutsources/HealthandSafety/ahmr.aspx>.

Special Health Requirement/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 listed on the medical form prior to camp.



Sunday:

Check in begins as early as 12:30 until 3:00pm. Troops can bring a pre-check swim test form found in the leaders guide.

Monday:

Merit Badge, Programs

Tuesday:

Merit Badge, Programs, and OA Brotherhood Ceremony.

Wednesday:

Merit Badge classes, open program areas in the afternoon, Dinner with Families or Dining Hall. Wednesday night is traditional family nights. Troops can choose to have families bring food from home or town or troops can choose to eat in the dining hall. Families and visitors that wish to eat in the dining hall need to make a reservation with their scoutmaster prior to Sunday. Scoutmasters will be asked to make their dining hall reservation at the leader meeting on Sunday night at and no later than Monday morning at the leader meeting (\$5 per guest), please bring a troop check or be able to pay by credit card by Monday noon. The campfire Wednesday night will be held at the Chapel. Transportation to the chapel will not be provided. Troops that wish to reserve pavilions need to sign up at the first leaders meeting with the Camp Commissioner at 9:15am on Monday.

Thursday:

Merit badges and program. Thursday evening there is an Ordeal Call Out ceremony at the waterfront weather permitting starting at 9pm.

Friday:

Scouts or adults that chose to do the Ordeal will participate in camp service projects as their Friday camp program. Please make sure scouts that plan to participate in the Ordeal do not sign up for Friday merit badge classes. Scouts that want to attend camp for a day to take merit badge classes can pre-register on line and pay the \$65 fee to attend camp for one day as a day pass scout.



Saturday:

Breakfast in dining hall starting at 7am fruit, Danishes, juice, cereal and milk. Check -out is with your troop guide and troops can sign up for a time to have their trailer moved out of their campsite at the leaders meeting on Monday morning. (9:15am) I the dining Hall.



9. Emergency Procedures

Limitation of Activities

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

Emergency Call

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

Fire

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

Medical

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

Child Abuse

Suspected child abuse-whether physical, mental, emotional, or sexual-should be reported to the Camp Director or, if he is not present, the Program Director or Ranger. You should try not to seek proof yourself.

Earthquake/Flood/Severe Weather

Take cover. The Program or Camp Director will assemble units if required. Commissioners may be sent to each campsite to give appropriate instructions.

Lost Person/Lost Swimmer

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

Unauthorized Persons

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



10. Special Events

Many nights at Camp Old Indian special programs or campfires will be held. 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 between 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.

Leaders Meeting

The Sunday leader meeting will take place after Chapel at the Scout Craft Pavilion.

Wednesday Assembly Parade

In honor of Wednesday Night being Visitors Night at Camp Old Indian, the troops will assemble at 5:30 ahead of the normal schedule and will parade onto the camp meadow. 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.



Wednesday Dinner Options:

Some troops have families bring food up for their scouts and choose to not eat in the Dining Hall. All Troops are welcome to eat their prepaid camp meals like normal in the dining hall. Troops need to make this decision by Sunday evening leaders meeting so the cooks can be prepared to serve any troops or guest on Wednesday night. Guest of the troop can pay \$5.00 each.

Wednesday night menu is a choice of **low country boil** or **hotdogs and hamburgers**.



Special Note:

Scoutmaster's Troops wanting to use the pavilion such as pathfinder shelter, and or Scoutcraft program for Wednesday night dinners needs to come prepared to discuss this with the other scoutmasters during the Monday morning leaders meeting. Pavilions are not on a reservation system. They are program areas open to all of camp and use of pavilions needs to be arranged on Monday morning. All trash must be removed by the unit's Wednesday evening. (Please bring your own trash bags).
NO PETS ALLOWED



Wednesday Atta Kulla Kulla Lodge Dance Pageant

Later in the evening on Wednesday, the Atta Kulla Kulla Lodge #185 of the Order of the Arrow will host a callout ceremony for those Scouts and Scouters who were selected to become Ordeal members.

The lodge also hosts a Native American Tribute Dance Pageant. This will feature dances, songs, and stories pulled from Native American tribes.



Wednesday Afternoon

Wednesday afternoon from 2-5 PM program areas are open. Troops can pre-register for areas on Monday's leader meeting or choose to go on an excursion off camp. The Wild Water & The Gorge. "zip-line"

Friday Night Campfire

The Friday night campfire will provide recognition to all those troops that did well during the Wednesday afternoon events. In addition, Merit and Honor Troops, Leaders who met requirements during the week will be recognized with the first ever COI Scoutmaster Merit Badge. Participants High Adventure program will be recognized.



What to Bring:

What to Bring as a Troop:

- Paper Products (paper towels & your Favorite toilet paper “don’t squeeze the Charmin”)
- Extension cord if needed for CPAP machine
- soap/ sanitizer
- Cloths-line (drying cloths)
- Extra towels
- Troop checkbook or Credit-Card
- Troop Flag/ American Flag with pole and stand
- Medication must be checked in with unit leader or Health Lodge
- Troop First Aid Kit
- Sharpe markers
- Proper Permits and Paperwork for Medical Forms



What to Bring as a Camper

- Sleeping bag or sheets and blanket for twin mattress, pillow
- Toiletries (shampoo, soap, toothbrush, etc)
- Swim Suit, 2 or more towels
- Sandal, 2 pair of close toe shoes, 7 pairs of socks, 2 or more pairs of pants, 5 or more class B t-shirts, Scout hat
- Class A Uniform “ must be worn during some meals” Hanger for Shirt
- Cup and 2 sturdy water bottles “ *will come in handy*”
- Merit Badge Books/ and Scout Handbook, paper and pen
- Day Pack
- Trading Post spending money “\$50”
- Rain Gear, 2 Flashlights, Extra batteries, Sunscreen, Sunglasses, bug spray (NO AEROSOL)
- Camp Chair
- Pocket Knife “if Totin Chip is with you” Totin Chip and Fireman Chit



Registration and Other Forms

How to Register

To register, complete the Unit Registration Form in the guide and email to Traci.Bridwell@Scouting.org

Complete the online registration:

<https://scoutingevent.com/551-CampOldIndianSummerCamp2018>

Camp Assignments

Campsite assignments will be based on:

- Meeting the required deposits
- Adequately filling the site %80
- The date payment is received

The Camp Director reserves the right to make changes in campsite to maximize camp participation and for other reasons deemed reasonable and necessary.

Refunds will be made only in the event of extenuating circumstances: these will be made by case basis.

Campsite Deposits

The Campsite Deposits are Due November 10, 2017. It is non-refundable \$100.00 per Troop/Crew. All sites not reserved by November 17, 2017 may be requested by another unit.

Per-Person deposits are due February 16, 2018 - \$50.00 per person attending camp.

If a campsite total capacity is not utilized adequately, a larger unit may be assigned to the campsite and the unit may be moved to a site that would better suit its attendance.

Online Registration:

<https://scoutingevent.com/551-CampOldIndianSummerCamp2018>

WWW.Blueridgecouncil.org

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

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

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

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

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

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

Custodial parent/legal guardian Signature: _____
Date: _____

Participant Signature: _____
Date: _____

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

This Release is Required for all youth and adults taking the High Adventure (Ranger Program) and rock climbing activities during the week.

Unit Number _____
Council _____
Week of Camp _____
Campsite _____

Merit and Honor Troop

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 10 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

___ 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).

___ Bring 1 can of food per Scout to donate to the local food bank.

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

___ The unit attends the Sunday evening chapel service

Honor Troop

In order to qualify for Honor Troop, a unit must earn Merit Troop status and complete at least 10 of the 11 Merit Troop requirements plus two of the four Honor Troop requirements.

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

___ The unit plans one unit or campsite activity. The activity could be a campfire, rock climbing, a raft trip, etc.

___ At least one youth or adult leader completes BSA Lifeguard training during the week.

Forms need to be turned into the Camp Office by 5pm on Friday.

SCOUTMASTER MERIT BADGE FORM

Adult leaders must complete eight out of fourteen requirements. Form needs to be turned into the Camp Office by 5pm on Friday. Those leaders who qualify will receive a certificate and the Scoutmaster Merit Badge. Leaders will be recognized at the closing campfire on Friday evening.

___ 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.

___ Initial here if you taught in a program area all week. Teaching in a program area all week meets the requirements for Scoutmaster Merit Badge and camp staff hat

Scoutmaster Merit Badge Requirements-*Please check all that apply*

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

I acknowledge I have completed the necessary requirements for the Scoutmaster Merit Badge-*Please Sign.* _____

Unit Roster • Camp Old Indian, Blue Ridge Council BSA

This form due at check-in on Sunday.

Troop or Crew (circle) Unit Number _____ District/Council _____

Camp Leader _____ Unit Insurance Number _____

Week of Camp _____

Directions: For Program below specify special program code only. **R** for COI Rangers and **P** for Pathfinder.

#	Name	Program	Fees
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#	Name	Program	Fees
---	------	---------	------

List Adults Here ↓

1			
2			
3			
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8			

List Youth Here ↓

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_____ Regular program + _____ Lone Rangers + _____ Pathfinder + _____ Total YOUTH

_____ Regular program + _____ = _____ Total ADULTS

Note: The minimum adult leadership consists of two adults per unit, one of whom must be 21 years or older; the other may be 18 or older.

At least one leader must be registered in the BSA.

Unit Number _____
Week of Camp _____
Campsite _____

Campsite Inspection Form

This form will be used for the daily campsite inspection

United States Flag-5 pts

Is it displayed? Is it displayed properly?

Troop Identification-5 pts

Is the troop flag or other appropriate insignia bearing troop numbers easily seen?

Clean Adirondacks-20 pts

Are the Adirondacks neat and clean? Are the Adirondacks swept out and the bunk areas clean?

Clean Campsite Area-20 pts

Is the campsite area clean? Is there trash in the campsite?

Fireguard Chart-10 pts

The troops fireguard chart must be filled out and displayed on the campsite’s bulletin board.

Safety Hazards-10 pts

No hazardous objects in the area: tools are stored properly when not in use.

First Aid Kit-10 pts

Is the troop first aid kit readily accessible for the Scouts?

Bath House-20 pts

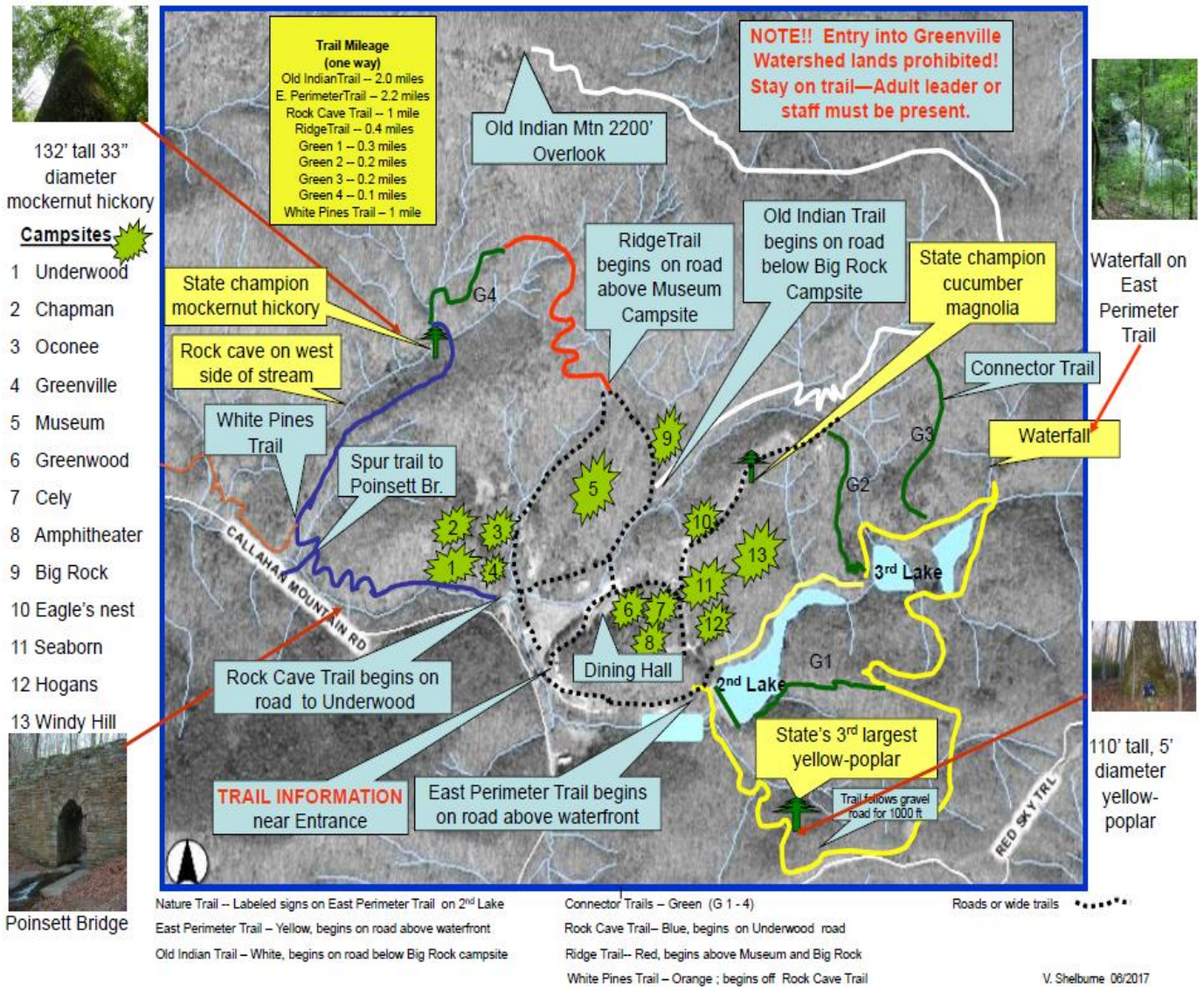
Has the troop cleaned the shower facility for their assigned day? A rotation schedule is posted on each campsite bulletin board.

Total- 100 pts

Scores

Monday	Tuesday	Wednesday	Thursday	Friday
_____100pts	_____100pts	_____100pts	_____100pts	_____100pts
Comments:	Comments:	Comments:	Comments:	Comments:

TRAILS OF CAMP OLD INDIAN



Hikes at Camp Old Indian

You must have a buddy! All scouts must have an adult leader or staff member with them to hike the Old Indian Mountain trail.

See TRAIL MAP on back

- **Old Indian Mtn Trail** - 4.0 miles RT; strenuous- begin below Big Rock Campsite and follow white blazes; return by same route or by road above Windy Hill. Highlights: State record cucumber magnolia, views from Old Indian Mtn. Entry into the Greenville Watershed lands on the north side of the Old Indian Mountain Trail is prohibited.
- **East Perimeter Trail/Nature Trail Loops** - 2.2 mile loop; moderate-start above waterfront and follow yellow blazes to Chapel, up to Glassy Mtn road; follow road UP 1000 ft and back into property; follow around to 3rd lake to Nature trail; return by Nature trail or by Green connector trail to point above Windy Hill and then back by road to camp. Highlights: large yellow-poplar, waterfall, winter views of Old Indian Mtn, three lakes. Note that the trail follows old Glassy Mtn gravel road (Red Sky Tr on map) for about 1000 feet; watch for double yellow blazes where it re-enters camp property. **ONE mile loop:** 2nd lake dam through boating area to East Perimeter Trail to waterfall and back by Nature Trail.

If you would like to help build or maintain trails on Fridays of summer camp during OA Ordeals OR during the winter months, please contact: Vic Shelburne, BRC Trails Coordinator at 864-313-8163 or vshlbrn@clemson.edu.

- **Ridge (red) and Rock Cave (blue) Trail Loop** - 1.5 miles loop; strenuous - start above Museum and Big Rock campsites, follow red trail blazes to green connector trail and then to Rock cave trail to Underwood Campsite entrance on road; Highlights: State record mockernut hickory, rock cave; side trip to Poinsett Bridge; stay off Highway; use Rock Cave trail back to camp.
- **Grand Loop with side hike to Old Indian Mountain** - 6 miles; moderate to strenuous - East Perimeter trail to Green connector trail to Old Indian Mtn Trail and return back to point below Big Rock; hike to Ridge trail via camp roads and do Ridge/Rock cave loop returning to camp at entrance to Underwood site. Highlights: see above
- **Mountain biking** is allowed on the East Perimeter trail beginning at the waterfront. Dismount at all bridges. Scouts must have staff or adult accompany. Take the Green Connector Trail nearest the waterfall to the Old Indian Trail and proceed back to camp along the trail and then on the camp road by Windy Hill.

Be Prepared!

- Bring water, first aid kit, appropriate outer clothing
- Wear socks and sturdy shoes or boots
- Must have a Buddy
- Scouts need adult permission

Camp Old Indian

Hiking Trails



- **White Pines (orange) Trail** - 2 miles RT; moderate; starts off Rock Cave Trail

Lone Ranger Camper Program

Camp Old Indian

Cost Per Scout - \$285.00 - Bounce Back Scouts cost \$190.00

Held July 1-7, 2018 or July 8-14, 2018

Camp Old Indian, our Boy Scout Camp set in the gorgeous foothills of the Blue Ridge Mountains; located off Hwy 25 outside of Travelers Rest, SC at 601 Callahan Mountain Rd.

If you choose to send your Scouts to Camp Old Indian, they can enjoy countless fun activities and there are several Merit Badges available for them to earn.

If your Scouts Troop is attending another camp this summer, we have a couple choices available for you so your son doesn't miss out on the local Scouting experience.

Option A: Week 3 or 4 Lone Ranger Camper; this means even if your son's Troop is going to another camp or not attending camp at all this summer. They will be part of the Lone Ranger Patrol. July 1st – 7 or July 8th – 14th.

Option B: Day Pass; this is an opportunity for your Scout to spend the day at camp and earn a Merit Badge or participate in some of the fun activities Camp Old Indian has to offer.

These are the options available for the 2018 Camp Old Indian Summer Program:

Aquatics Merit Badges: Kayaking, Swimming, Lifesaving, Canoeing, Rowing, BSA Lifeguard

Scoutcraft Merit Badges: Pioneering, Orienteering, Geocaching, Cooking, 2 Day Merit Badge-Camping, Backpacking and Hiking, First Aid, Search and Rescue, Medicine, Emergency Preparedness, Person Fitness

Field Sports Merit Badges: Rifle Shooting, Shotgun Shooting, Archery

Ecology and Conservation Merit Badges: Environmental Science, Weather, Fishing and Fly Fishing, Insect Study, Astronomy, Geology, Fish and Wildlife
Soil and Water Conservation, Mammal Study, Bird Study,

Civil Development Merit Badges: Citizenship in the Nation, American Heritage, Personal Management, Citizenship in the World, Law, American Cultures, Traffic Safety, Chess, Entrepreneurship, American Business, Mining in Society, Scouting Heritage, Archeology, Citizenship in the Community, Salesmanship

Handicraft Merit Badge: Leatherwork, Art and Sculpture, Welding, Woodcarving, Basketry, Pottery, Indian Lore, Metalworking, Fingerprinting

STEAM Merit Badges: Photography, Moviemaking, Engineering, Inventing, Chemistry, Public Speaking, Theater, Automotive Maintenance, Game Design Space Exploration Animation, Robotics, Communication, Aviation, Programming



Callahan Mountain Adventure: (High Adventure)

Scouts will earn and or meet the requirements for Climbing, First Aid, Wilderness Survival and receive a partial in Exploration Merit-badge

Limited to 18 Participants must be 14 by June 1, 2018

For more information visit our website: blueridgecouncil.org

Online registration - <https://www.scoutingevent.com/551-2018COI>

For Questions Contact: Traci Bridwell- traci.bridwell@scouting.org or Call 864-372-3823

Golf Cart Permission Form

Golf Carts are discouraged at camp, however, there may be a need for an adult leader or a Scout with disabilities to use a golf cart. **Camp Old Indian does not provide golf carts to campers or adult leaders and it is the responsibility of the leader to contact the Camp Director prior to the your arrival at camp to get permission to bring a golf cart onto camp property.**



Requirements:

1. Golf Cart must be in working order and inspected by the Camp Ranger for proper breaks, steering, tires, forward and reverse mechanism, and general safety requirements.
2. Operator must have proof of current Liability Insurance from the operator's home owner's insurance policy.
3. Operator must be at least 21 years of age, a registered member of the Boy Scouts of America, and hold a current Driver's License.
4. Operator or Parent of Scout must provide a letter from the Family Doctor to approve the need for the golf cart on Camp Property for 2017.

No other ATV, Side by Side vehicles, or other motorized or battery powered vehicles are permitted to be used on camp property. Any refueling of the golf cart must take place near the Rangers house or parking lot and no fuel for the Golf Cart can be stored in the troop camp site. Only the Scout in need of transportation and or adult leader can ride on the golf cart at any time. Golf Carts are not to be used to haul troop equipment, they are to only be used to transport a person and their personal property needed for the day's activity.

Name of Operator _____ Troop # _____

Signature of Operator _____ Date _____

Phone Number _____

E-mail address _____

Dates needed for use _____

Return this form with copy of liability insurance
to Mike Prachar, Michael.prachar@scouting.org



Notes: