



Camp Old Indian

BLUE RIDGE COUNCIL - BSA

LEADERS GUIDE 2019



BSA MISSION STATEMENT

The Mission of the BSA is to prepare young people to make ethical and moral choices over their lifetime by instilling in them the values of the Scout Oath and Law.

CAMP OLD INDIAN STAFF VISION

Our purpose shall be to provide a fun, safe, and engaging program in a professional atmosphere that develops lifelong Scouting Skills and strong personal character through individual growth of each camper 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.



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LETTER FROM THE COUNCIL CAMPING CHAIRMAN



As we head into a new camp season I want to thank everyone that has been involved in the Scoutmaster Summit meetings. The love for Camp Old Indian is stronger than ever. I couldn't be more excited to have Josh Hipps take over as Program Director for the Council and as our Summer Camp Director. I truly look forward to working with him for years to come. As Josh and I build on a very successful 2018 season we are super excited going into 2019. We took suggestions from Troops seriously in order to continually improve our program. Camp Old Indian holds a special place in our hearts from the adults that remember coming as a youth to a new scout coming for the first time. Thank you for being a part of the Camp Old Indian Family!

Yours in Scouting,

Gary Dean
Camping Committee Chairman, Blue Ridge Council
Scoutmaster Troop 227



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!!!

NATIONALLY ACCREDITED CAMP

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.

OUTDOOR PROGRAM AND FACILITIES

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 unit's needs and desires. 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.

ADVANCEMENT AND STAFF

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!!!



HOW DO I REGISTER?

REGISTRATION

To register, complete the Unit Registration Form (Page 43) and email to Traci Bridwell at:

Traci.Bridwell@Scouting.org

Complete the your unit's online registration at:

www.scoutingevent.com/551-CampOldIndian2019

CAMP ASSIGNMENTS

Campsite assignments will be based on:

- Meeting the required deposits
- Adequately filling the site, 80% of capacity
- 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.

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.

CAMPSITE DEPOSITS

March 15, 2019	\$100.00 per Scout Deposit Due
April 15, 2019	\$200 Final Payment Due per Scout
May 15, 2019	Additional fee of \$30.00 per non-paid scout will apply

REFUNDS

Refunds will be made only In the event of extenuating circumstances: these will be made on a case by case basis by the Camp Director, Josh Hipps.

www.scoutingevent.com/551-CampOldIndian2019

www.BlueRidgeCouncil.org



LONE RANGER PROGRAM

Sign up your Scout for June 30th-July 6th or July 7th-13th

Every scout deserves a week at camp and there are so many opportunities some scouts may want to attend camp twice in one summer. We have developed a program to meet that need. The Lone Ranger is also designed for scouts who want to attend COI, but their troop attends another camp or goes when the family has a vacation planned. If your scout attends week 1 or week 2, they will receive a discount to “bounce back” and come to camp for addition programs during week 3 or 4. We also offer Day Pass registrations for Scout that want to come to camp and work a specific Merit Badge.

If you choose to send your Scouts to Camp for the Lone Ranger Program, they can enjoy countless fun activities. There are several Merit Badges available for them to earn, and they can sign up for any of the many other programs in this guide!!!

We have a couple choices available for you so your Scout doesn’t miss out on the local Scouting experience:

Option A: Week 3 (June 30th-July 6th) or Week 4 (July 7th-13th) They will be part of the Lone Ranger Patrol.

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.

ONLINE REGISTRATION

www.scoutingevent.com/551-CampOldIndian2019

FOR MORE INFORMATION VISIT

www.BlueRidgeCouncil.org

FOR QUESTIONS CONTACT

Traci Bridwell
traci.bridwell@scouting.org
864-372-3823

Cost Per Scout—\$300.00

Bounce Back Scouts—\$205.00

Day Pass Campers—\$65.00



WHAT TO BRING

WHAT TO BRING AS A TROOP

- Extension cord (if needed for CPAP machine)
- Soap/Hand sanitizer
- Clothesline
- Extra towels
- Troop checkbook or credit-card
- Troop Flag/American Flag with pole and stand
- Medication must be checked in with either the unit leader or at 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, Two or more towels
- Sandals, Two pair of close toe shoes, 7 pairs of socks, Two or more pairs of pants
- Five or more Scout t-shirts
- Underwear for 7 days and sleepwear
- Scout hat
- Field Uniform Shirt (Class A) must be worn during some meals. Hanger for Shirt
- Day pack
- Two Nalgene bottles or other sturdy water bottles
- Merit Badge pamphlets (or online merit badge workbooks) and BSA Handbook
- Pens and paper
- Rain gear
- 2 Flashlights and extra batteries
- Bug spray (Please no aerosols)
- Sunscreen and sunglasses
- Camp chair
- Pocket Knife (with your Totin' Chip!!!)
- Spending money for other programs (rifle tickets, shotgun tickets, etc.) and souvenirs



CONTACT INFORMATION

CAMP TELEPHONE

The Camp's main 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 may be provided for use by adult leaders.

MAIL

The camp has daily mail service. No mail should be sent to the Scout after Wednesday because it will not arrive prior to the departure on Saturday morning.

Mail should be addressed as follows

Scout's Name
Scout's Troop #
Camp Old Indian
601 Callahan Mountain Road,
Travelers Rest, SC 29690

COUNCIL OFFICE CONTACTS

JOSH HIPPS

Camp Director
864.420.5342 (c)
Joshua.Hipps@Scouting.org

TRACI BRIDWELL

Council Registrar
864.372.3823 (o)
Traci.Bridwell@Scouting.org



Check us out on Facebook. Photos are regularly posted, especially during summer!!!

www.facebook.com/BlueRidgeBSA



SUMMARY OF CHECK IN PROCEDURES

CHECK IN

Check in begins as early as 12:30 until 3 PM in the Camp Office. Units will park in the main parking lot. Troop or Crew equipment and trailers will be moved by the staff using camp vehicles.

CAMP OFFICE

Scoutmasters will check in at the camp office. After the scoutmaster is finished in the office, the troop will be provided a camp staff member to guide them during the rest of the check in.

THE FIRST AID LODGE

Your troop will visit the First Aid Lodge. You will need to turn in the following:

- A copy of your filled out unit roster (Page 44)
- Your unit's completed medical forms

DINING HALL

Next your staff guide will take you to our dining hall. You will be greeted by our Dining Hall Steward, who will give you table assignments and explain our table waiter system. More information about our Dining Hall and food service can be found on page 12.

WATERFRONT

Last you will be taken to the waterfront to take your swim test if needed. Though not required, it is highly recommended that units have their swimming attire easily assessable prior to their arrival to camp. This will help your troop to get through the camp tour quickly and enjoy some down time prior to Sunday dinner! Units that have elected to have swim test conducted prior to camp, will turn in the Pre-Swim Check form (Page 49) and fill out their buddy tags while at the Waterfront.

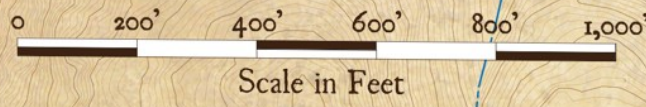
OTHER AREAS YOUR TROOP WILL VISIT DURING TOUR

- Shooting Ranges
- Trading Post

Camp Old Indian



Legend	
+	Callahan Cem.
U	Horse Shoe Pit
◆	Restrooms
◆	Shelter
○	Water Tower
---	Foot Path
---	Hiking Trail
---	Gravel Road
---	Stairs



© Copyright 2019
 Map by Paul E. Galbreath
www.upstaterwaterandmappingservices.com
 Contours at 4' Intervals
 Base Data From Gvrl Co. GIS



PATTERSON DINING HALL

FAMILY STYLE

Camp Old Indian will run family style meals at breakfast and Dinner. The table waiters will not only set the table but 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. The SPL and other experienced older scouts should do waiter duty on Sunday dinner to set the standard.

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 dining hall director of any special needs before camp.

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 is a Drop-In system. Troops are to sit at their assigned tables and are responsible for cleaning up where the troop eats.

WEDNESDAY DINNER OPTIONS

Some troops have families bring food up for their scouts and choose to not eat in the Dining Hall for visitors night. However all Troops are welcome to eat in the dining hall for Wednesday meal. Troops will need to decide by Monday morning's leaders meeting so the dining hall staff can be prepared to serve any troops or guest on Wednesday night. Guests are welcome, but will need to pay \$5.00 for the meal. **Wednesday night menu** is a choice of **low country boil** or **hotdogs and hamburgers!!!**



2019 CAMP OLD INDIAN SCHEDULE

2019 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		Morning Program Time	Morning Program Time	Morning Program Time	Morning Program Time	Morning Program Time	
10:00 AM							
11:00 AM							
12:00 PM							
12:30 PM	Check In and Camp Tour Starting at 12: 30 PM at the Camp Office	Lunch 12:00-1:00 PM	Lunch 12:00-1:00 PM	Lunch 12:00-1:00 PM	Lunch 12:00-1:00 PM	Lunch 12:00-1:00 PM	
1:00 PM		Rest Period "Siesta"	Rest Period "Siesta" SPL Ultimate Game	Rest Period "Siesta"	Rest Period "Siesta" Scoutmaster Kickball Game	Rest Period "Siesta"	
2:00 PM		Afternoon Program Time	Afternoon Program Time	Troop Competitions in Department Areas	Afternoon Program Time	Afternoon Program Time	
3:00 PM							
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		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 Chapel in the event of rain it will be held in the Activity Building	Twilight Program	Twilight Program	Dinner or Picnic with Visitors	Twilight Program	Twilight Program	
8:00 PM							
8:30 PM	Campfire pre-show begins at the Amp. in the event of rain it will be held in the Activity Building			Beginning at 7:30 PM Atta Kulla Kulla Dance Pageant and OA Callout in the Meadow		Campfire pre-show begins at the Amp. in the event of rain it will be held in the Activity Building	
8:45 PM	Campfire begins					Campfire begins	
9:00 PM					OA Callout at the 1st Lake		
11:00 PM	Taps	Taps	Taps	Taps	Taps	Taps	



PATHFINDER PROGRAM

The Pathfinder Program is a two and a half day program (Monday through Wednesday) 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 basic Scouting skills, have new experiences and have fun.

PROGRAM GOALS

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

BEFORE SENDING SCOUTS TO THE PATHFINDER PROGRAM

- Ask an older Scout in your troop to show the new Scouts how to read and use the Scout Handbook.
- 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 program. 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 Scoutmaster Merit Badge.
- 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:

REQUIRED ITEMS	ITEMS NEEDED DAILY	OPTIONAL ITEMS
<ul style="list-style-type: none">•Rain Gear•Water Bottle•Day Bag•Pens•Good Hiking Shoes/Boots	<ul style="list-style-type: none">•Water Bottle•Pen•Pathfinder Passport (Given out on Monday)	<ul style="list-style-type: none">•Compass•Pocket Knife•Camera



A DAY IN PATHFINDER

The Pathfinder Program begins at 9am 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 may be instructed by different Patrol Guides throughout the day. We will attempt to place Scouts of the same troop in the same patrol. We will give the scouts their Pathfinder Passport which they need to have with them at all times.

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

- 9:00-9:15** **Opening Ceremony** The ceremony will take place in the Pathfinder Shelter.
- 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 on Tuesday Morning, aquatics requirements for Second and First Class ranks will be covered. A day will be scheduled for the Pathfinder Patrol to take a five mile hike. The optional hike will probably take place on Wednesday morning. If they do not go, they will stay at camp and work on additional requirements. Scouts going on the hike will leave around 9:30. Please send at least one leader from your troop on the hike with the Scouts. Refer to the sample schedule above for an idea of the general layout of the week.

PATHFINDER ADVANCEMENT AND GRADUATION

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.

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.

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 Scouts' 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 scoutingevent.com/551-CampOldIndian2019.

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 scoutingevent.com/551-CampOldIndian2019 . 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. **Camp Old Indian offers merit badges using a block schedule format.** This is a description of how the block schedule will work: Scouts will focus on one or two merit badges a day. Most merit badges are whole day badges such as Environmental Science and Canoeing. Scouts who take whole day merit badges will take this badge the entire day and finish 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.



2019 MERIT BADGE SCHEDULE

Department	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics	<ul style="list-style-type: none"> •Swimming •Paddleboarding (AM) •Canoeing •BSA Lifeguard (15 years or older) (Monday-Friday) 	<ul style="list-style-type: none"> •Lifesaving •Rowing (AM) •Kayaking MB (PM) •BSA Lifeguard (15 years or older) (Monday-Friday) 	<ul style="list-style-type: none"> •Snorkel BSA (AM) •Paddleboarding (AM) •Learn to Swim (AM) •Kayaking BSA (AM) •BSA Lifeguard (15 years or older) (Monday-Friday) 	<ul style="list-style-type: none"> •Swimming •Snorkel BSA (PM) •Kayaking MB (PM) •BSA Lifeguard (15 years or older) (Monday-Friday) 	<ul style="list-style-type: none"> •Lifesaving •Swimming •Canoeing •BSA Lifeguard (15 years or older) (Monday-Friday)
Civil Development	<ul style="list-style-type: none"> •Cit. in the World •Entrepreneurship & American Business •Salesmanship 	<ul style="list-style-type: none"> •Cit. in the Nation & American Heritage •Disability Awareness •Personal Mgmt. 	<ul style="list-style-type: none"> •Fire Safety (AM) •Law (AM) •Mining in Society (AM) •Traffic Safety (AM) 	<ul style="list-style-type: none"> •Cit. in the World •Personal Mgmt. 	<ul style="list-style-type: none"> •Archeology •Cit. in the Nation & American Heritage
Ecology & Conservation	<ul style="list-style-type: none"> •Astronomy •Bird Study (AM) •Envir. Science •Geology (PM) 	<ul style="list-style-type: none"> •Fishing (AM) •Forestry •Soil & Water (PM) •Nature(AM) 	<ul style="list-style-type: none"> •Geology (AM) •Insect Study (AM) •Energy (AM) •Weather (AM) 	<ul style="list-style-type: none"> •Envir. Science •Plant Science •Soil & Water (AM) •Reptile Study (PM) 	<ul style="list-style-type: none"> •Nuclear Science •Reptile Study (AM) •Weather (PM)
Field Sports	<ul style="list-style-type: none"> •Rifle MB •Shotgun MB 	<ul style="list-style-type: none"> •Archery •Rifle MB •Shotgun MB 	<ul style="list-style-type: none"> •Open Shoot (AM) •SM Shoot (AM) 	<ul style="list-style-type: none"> •Archery •Sharpshooters 	<ul style="list-style-type: none"> •Open Shoot •Extra Qualifying Time
Handicraft	<ul style="list-style-type: none"> •Leatherwork (AM) •Woodcarving (PM) •Metalworking 	<ul style="list-style-type: none"> •Art/Sculpture •Welding 	<ul style="list-style-type: none"> •Leatherwork (AM) •Woodcarving (AM) •Basketry (AM) 	<ul style="list-style-type: none"> •Indian Lore •Art/Sculpture •Metalworking 	<ul style="list-style-type: none"> •Leatherwork (AM) •Woodcarving (PM) •Pottery •Welding
Scoutcraft	<ul style="list-style-type: none"> •Cooking (part 1) •Search & Rescue •First Aid •Emergency Prep •Wilderness Survival (part 1) •Exploration 	<ul style="list-style-type: none"> •Pioneering (part 1) •Personal Fitness •Adventure Trek (part 1) •First Aid •Wilderness Survival •Orienteering 	<ul style="list-style-type: none"> •Safety (AM) •Medicine (AM) •Adventure Trek (part 2) (AM only) •Old Indian Hike (AM) •Fire Safety (AM) 	<ul style="list-style-type: none"> •Cooking (part 1) •Personal Fitness •First Aid •Camping, Backpacking & Hiking •Athletics & Sports •Geocaching 	<ul style="list-style-type: none"> •Cooking (part 1) •Emergency Prep •Search & Rescue •Camping, Backpacking & Hiking •Advanced Fire Bldng •Signs, Signals & Codes
STEAM	<ul style="list-style-type: none"> •Communication & Public Speaking •Programming •NOVA (Engineering) Whoosh! 	<ul style="list-style-type: none"> •Photography & Moviemaking •Engineering •Automotive Maint. 	<ul style="list-style-type: none"> •Animation (AM) •Theater (AM) •Aviation (AM) 	<ul style="list-style-type: none"> •Communication & Public Speaking •Space Exploration •Robotics •NOVA (Math) Designed to Crunch 	<ul style="list-style-type: none"> •Space Exploration •Chemistry •Inventing



2019 TWILIGHT SCHEDULE

(Evening Activities & Merit Badge Offerings)

Department	Monday	Tuesday	Wednesday	Thursday	Friday
Aquatics	<ul style="list-style-type: none"> •Open Swimming •Open Boating •Open Fishing 	<ul style="list-style-type: none"> •Open Swimming •Open Boating •Open Fishing 	<div> <div>NO TWILIGHT PERIOD</div> <div>VISITORS NIGHT</div> </div>	<ul style="list-style-type: none"> •Open Swimming •Open Boating •Open Fishing 	<ul style="list-style-type: none"> •Open Swimming •Open Boating •Open Fishing
Astronomy	<ul style="list-style-type: none"> •Star Gazing Weather Permitting 	<ul style="list-style-type: none"> •Star Gazing Weather Permitting 		<ul style="list-style-type: none"> •Star Gazing Weather Permitting 	
Civil Development		<ul style="list-style-type: none"> •Chess (Day 1) •Cit. in the Community •Scouting Heritage 		<ul style="list-style-type: none"> •American Cultures •Chess (Day 2) •Cit. in the Community 	
Ecology & Conservation	<ul style="list-style-type: none"> •Astronomy 	<ul style="list-style-type: none"> •Fish & Wildlife Mgmt. •Fishing 		<ul style="list-style-type: none"> •Mammal Study 	
Field Sports	<ul style="list-style-type: none"> •Open Shooting 	<ul style="list-style-type: none"> •Open Shooting 		<ul style="list-style-type: none"> •Open Shooting 	<ul style="list-style-type: none"> •Open Shooting (Qualifying)
Scoutcraft	<ul style="list-style-type: none"> •Paul Bunyan •Cooking (part 2) 	<ul style="list-style-type: none"> •Branding •Pioneering (Part 2) •Adventure Trek •Firem'n Chit 		<ul style="list-style-type: none"> •Branding •Cooking 	<ul style="list-style-type: none"> •Paul Bunyan •Cooking (part 2)
Handicraft	<ul style="list-style-type: none"> •Open for Crafts 	<ul style="list-style-type: none"> •Open for Crafts 		<ul style="list-style-type: none"> •Open for Crafts 	<ul style="list-style-type: none"> •Open for Crafts
Pathfinder	<ul style="list-style-type: none"> •Totin Chip 				
STEAM	<ul style="list-style-type: none"> •Cyber-chip •Fingerprinting 	<ul style="list-style-type: none"> •Game Design (Day 1) 		<ul style="list-style-type: none"> •Game Design (Day 2) 	<ul style="list-style-type: none"> •Fingerprinting



2019 PROGRAM FEES

Merit Badge/Program	Department	Cost
Adventure Trek	High Adventure	\$20
Animation	STEAM	\$15
Art and Sculpture	Handicraft	\$15
Aviation	STEAM	\$10
Basketry	Handicraft	\$15
BSA Lifeguard	Aquatics	\$25
Chemistry	STEAM	\$15
Cooking	Scoutcraft	\$10
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
Sharpshooters	Field Sports	\$40
Shotgun Shooting	Field Sports	\$40
Space Exploration	STEAM	\$20
Welding	Handicraft	\$25
Woodcarving	Handicraft	\$10



AQUATICS MERIT BADGES

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.

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.

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.

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.

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.



MORE AQUATICS OFFERINGS

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.

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

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.

FREE SWIM AND BOATING

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

MILE SWIM



Those wishing to complete their mile swim may use free swim periods for preparation. They will schedule their Mile Swim with the waterfront staff.

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

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

CAMPING BACKPACKING HIKING



Camping and Hiking are Eagle merit badges. Scouts who enroll in this class will learn about the basics of how to have a fun and safe time in the outdoors. Scouts will be unable to complete Camping requirements 8d, 9a, 9b and 9c at camp. Scouts will be unable to complete Backpacking requirements 6b, 8c, 8d, 9, 10 and 11 at camp. Scouts will be unable to complete Hiking requirements 5, 6 and 7 at camp.

COOKING



This Eagle required badge requires Scouts to prepare menus and cook meals in the Scoutcraft area. This badge is recommended for older Scouts. Cooking experience is highly recommended. Requirements 4, 6d, 6e, and 6f cannot be completed at camp. Scouts must cook a lunch meal and dinner meal on the day they take this class.

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

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.

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.

GEOCACHING



An exciting badge that provides Scouts information on this growing hobby. Scouts will learn how to use a GPS unit and learn terms such as log and cache. Scouts may bring their own GPS unit to camp. Requirements 7, 8 and 9 cannot be completed at camp.



SCOUTCRAFT CONTINUE

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.

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.

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.

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.

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.

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 overnigher. This badge can be completed at camp.

ADVANCED FIRE BUILDING

Scouts taking this class will take what they have previously 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 as creative competitions are only a fraction of what Scouts can expect from this dynamic course.



FIELD SPORTS

ARCHERY

Archery will provide Scouts an opportunity to learn the basics of archery and how to shoot well. This badge requires a lot of time to qualify in order to complete the badge.

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.

HUNTER EDUCATION

Anyone born after June 20, 1979 must take a Hunter's Education course in order to purchase a Hunting license.

3-D ARCHERY

During Twilight you can challenge your archery skills. We will have 3D animal targets at different distances for you to test your skills. We have various different targets including rabbit, turkey, deer, and bear.

CHALK BALL

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.

COWBOY ACTION SHOOT

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

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.



ECOLOGY AND CONSERVATION

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 (or any other night that is cloud free). Requirement 8 cannot be completed at camp.

BIRD STUDY



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

ENVIRONMENTAL SCIENCE



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.

ENERGY



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

FISHING



Scouts will learn different fishing knots... and of course Fish! Scouts must bring their equipment in order to participate. These badges can be completed at camp.

FISH AND WILDLIFE MANAGEMENT



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

FORESTRY



For this class, Scouts will need a notebook for their leaf collection. Scouts will learn about forest management, hazardous trees, visit a previous harvest on camp property and write a report about the field trip.



ECOLOGY AND CONSERVATION CONTINUED

GEOLOGY

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

INSECT STUDY

A fantastic badge for Scouts who want to learn more about the types of insects. Requirements 5 and 6 will be started at camp. Requirement 9 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.

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.

NUCLEAR SCIENCE

Nuclear science gives us a simple explanation of the natural world. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

REPTILE AND AMPHIBIAN STUDY

A great badge for Scouts of any age. Scouts will learn about the differences between reptiles and amphibians and many other unique facts. Requirement 8 cannot 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.

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.



CIVIL DEVELOPMENT

ARCHEOLOGY



Scouts taking this badge will learn about the role of archeology and the archeological process. 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.

CITIZENSHIP IN THE COMMUNITY



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

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.

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 Citizenship in the Nation cannot be completed at camp. Requirement 8 can be started at camp. Requirement 3c for American Heritage can possibly be completed at camp. Citizenship in the Nation is an Eagle merit badge.

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.



CIVIL DEVELOPMENT CONTINUED

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.

LAW



Scouts wanting to learn more about the judicial process are encouraged to take this merit badge. Requirement 7 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.

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.

SALESMANSHIP



By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

AMERICAN CULTURES AND 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.

TRAFFIC SAFETY



Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.



HANDICRAFT

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 opportunity to create different sculptures. Requirement 6 for Art cannot be completed at camp. A program fee of \$15 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

In earning the Fingerprinting merit badge, Scouts will learn about and use an important technique that is used by law enforcement officers, along with other materials like matching dental records and DNA sampling, to help identify amnesia victims, missing persons, abducted children, and others.

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.

LEATHERWORK

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

METALWORKING

Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options. 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.



HANDICRAFT CONTINUED

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.

WELDING



Scouts who enroll in this badge will learn about what welding is and have a opportunity 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.

WOODCARVING



As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity. Prior to this class. Scout must have earned their Totin Chip. This badge can be completed at camp. A program fee of \$10 is also required.





S.T.E.A.M

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 program fee.

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.

AVIATION



For most of history, people have dreamed of flying, imagining how it would feel to soar through the sky like an eagle or hover in midair like a hummingbird, to float on unseen currents, free of Earth's constant tug, able to travel great distances and to rise above any obstacle. Today, through aviation, we can not only join the birds but also fly farther, faster, and higher than they ever could.

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.

ENGINEERING



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



S.T.E.A.M CONTINUED

GAME DESIGN



A fantastic merit badge for all Scouts. Scouts will design their own game prototype. Scouts need to bring a notebook to class. This badge can be completed at camp.

INVENTING



A great merit badge for any age Scout. Scouts will think of an item they would like to invent and design their prototype. Scouts need to bring a notebook to class. Requirement 8 cannot be completed at camp.

PHOTOGRAPHY AND MOVIE MAKING



While taking this class, 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.

PROGRAMMING



Earning the Programming merit badge will take you “behind the screen” for a look at the complex codes that make digital devices useful and fun. Without programs, today’s high-tech gadgets would be little more than empty shells.

ROBOTICS



A great merit 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.

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.

THEATER



This merit 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. \$10.00 program fee.

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.

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, Railroading, Rifle Shooting, Robotics or Shotgun Shooting. Scouts may have the opportunity to earn a merit badge during this class.



CALLAHAN MOUNTAIN ADVENTURE

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, and Hiking

2 days of Climbing and rappelling at White Pines High Adventure Base!!!

While on the trail hiking to new outposts 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 date attendance at camp.
2. High Adventure Waiver form filled out by Parent or Guardian
3. Recommendation from current Scoutmaster or Crew Advisor

Scouts and Venture youth will work on requirements for First Aid, Climbing, Wilderness Survival and Exploration Merit Badges.

The patrols will meet on Monday morning at 8:30 AM 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.

Cost: \$300 per Scout

Program is limited to the first 18 each week that pay a \$50 deposit by March 15th, 2019 and pay in full by May 15th, 2019. We will keep a waiting list in case of any openings.

For Dates and more information go to www.scoutingevent.com/551-CampOldIndian2019

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.

STAFF VS. SPL FRISBEE GAME

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 7:15 PM for a time of discussion with the Program Director and the Camp Commissioner.

GAGA BALL

There two Gaga Ball pits located around the meadow. This game is an Israeli version of dodge ball played in an octagonal pit. Participants try to hit other competitors below the knee with a large rubber ball. If you are hit, you are out; last Gaga player standing wins.

DISC GOLF

Don't forget your favorite discs!!! Due to the popularity of the disc golf baskets we put out in 2018, we are expanding to 9-hole course for the 2019 summer!!! It will be setup throughout the camp starting in the meadow.

SLACKLINING

Something new for the summer of 2019!!! Test you balance on nylon webbing. It is kind of like tightrope walking, but maybe a little closer to the ground! This activity will be located near the Scoutcraft area.

OTHER FIELD GAMES

Equipment for these field games and many others can be checked out from the Health Lodge. Horse-shoes, volleyball, flag football equipment, ultimate frisbee discs, frisbee golf discs, soccer balls, and more are available for your use!!!



ADDITIONAL OPPORTUNITIES FOR ADULT LEADERS

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 that will take place at camp.

SCOUTMASTERS LOUNGE AND WI-FI

The Scoutmaster's Lounge located inside the trading post. Get a little A/C or charge your cell phone. There are also computers available to check your unit's advancement or maybe send a quick email. Over the last year and half, we have been expanding our Wi-Fi network!!! Once again we will be offering Wi-Fi passcodes for sale in the Trading Post (for adult leaders only).

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.

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.

PRIMITIVE GOLF TOURNAMENT

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 more information, see the form on page 48.

STAFF VS. SCOUTMASTERS KICKBALL GAME

After lunch on Thursday, the Scoutmasters take on the staff in a classic game of kickball. Scouts that are taking Personal Fitness will serve as the referees!!!

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 \$60. This course will take three and one-half days to complete. Participants must have CPR certification prior to taking the course. CPR certification is offered Tuesday evening for a cost of \$20.



SPECIAL PROGRAMS

Evenings at Camp Old Indian offer special programs or campfires. Each provides a great opportunity for fun and fellowship for troops and crews visiting the camp. Troops are also encouraged to plan and host their own events to foster good friendship and fellowship among other troops.

INTERFAITH CHAPEL

Camp Old Indian conducts an interfaith chapel service every Sunday after dinner. Attendance is recommended. If you would like to hold your own service for your faith or would like to contribute to the interfaith service in some way, please see the Program Director and/or the Camp Chaplain. The chapel services will be conducted in the new chapel located at the first lake. If it is raining, the chapel services will be conducted in the activity building.

DAILY LEADERS MEETINGS

The Sunday leader meeting will take place after chapel service at the Scoutcraft Pavilion in the lower meadow. This is a quick opportunity for leaders to ask questions and get a quick briefing from the camp leadership. During the week, each morning there will be a meeting in the leader's lounge at the trading post. These will be at 9:10 AM to allow time for scoutmasters to assist Scouts with the daily class schedules. Hot coffee will be served, and the camp leadership will be there to answer any questions and concerns each leader may have.

WEDNESDAY ASSEMBLY PARADE

For Wednesday Visitor's night the troops will assemble at 5:30 PM 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 AFTERNOON

Wednesday afternoon from 2-5 PM program areas are open. Troops can pre-register for areas at Monday's leader meeting or choose to go on an excursion off camp.

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.

FRIDAY NIGHT CAMPFIRE

The Friday night campfire will provide recognition for Wednesday afternoon events, Merit and Honor Troops, and Leaders who completed the Scoutmaster Merit Badge. Participants of the High Adventure program will also be recognized.



ORDER OF THE ARROW ATTA KULLA KULLA LODGE

BROTHERHOOD INDUCTION

Atta Kulla Kulla Lodge 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. Brotherhood questioning will be on Monday evening after twilight. The ceremony will take place on Tuesday evening.

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 Native American tribes. The Ordeal Callout Ceremony will also take place at the Chapel (waterfront)

THURSDAY CALLOUT CEREMONY — FRIDAY ORDEAL

The callout ceremony takes place at the waterfront on Thursday evening beginning around 9:00 PM. Units attending the ceremony need to gather in the lower meadow at 8:30 PM.

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 the Scouting tradition and within the spirit of the Scout Oath and Law (From Order of the Arrow Handbook).



CAMP OLD INDIAN 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 located 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

Personal 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 leader 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

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 7.

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 vehicle. All vehicles must be parked in the large parking area. The small lot by the Camp Director's cabin must remain clear for emergency access and is limited to staff parking only.



CAMP POLICIES CONTINUED

GUESTS AND 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 camp programs 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.



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 privacy in similar situations.

SEPARATE ACCOMMODATIONS

Separate shower and latrine facilities have been made available for youth and adult 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) may stay in tents (which can be provided by the camp).
2. A tarp/partition may be erected to separate the youth from the adults within the cabin.

COMPLETE YOUTH PROTECTION TRAINING HERE

www.scouting.org/training/youth-protection



MEDICAL FORMS AND HEALTH LODGE

MEDICAL FORMS AND PHYSICALS

Each participant (youth or adult) must complete the BSA Standard Medical Form (Parts A, B, and C) every year. Anyone arriving without the form completed 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: www.scouting.org/scoutsource/HealthandSafety/ahmr.aspx

SPECIAL HEALTH REQUIREMENT AND PRESCRIPTION MEDICATIONS

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

TRANSPORTATION TO THE HOSPITAL

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

IMMUNIZATIONS

The State of South Carolina requires all immunizations to be listed on the medical form prior to camp.



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, OR 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 OR 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

2019 Unit Registration Form • Camp Old Indian, Blue Ridge Council BSA

* PLEASE PRINT-FOLLOW ALL STEPS BELOW *

Check: ☐ Troop or ☐ Crew Number _____ District / Council _____

Camp Leader _____

Address _____ City _____ State _____ Zip _____

Home Phone (_____) _____ Work Phone (_____) _____

Email Address _____

___ **Week 1-** June 16-22 ___ **Week 2-** June 23- 29 ___ **Week 3-** June 30 - July 6

___ **Week 4-** July 7 -13 ___ **Week 5-** July 14-20

SUMMER CAMP FEE SCHEDULE:

The facilities at Camp Old Indian are awaiting the arrival of YOUR troop! To prepare for this summer, it is necessary for units to make financial commitments to reserve space for each Scout attending.

November 29, 2018 \$200.00 – Site Deposit - Non Refundable

March 15, 2019 \$100.00 Per Scout Deposit– Non Refundable

April 15, 2019 \$200 final payment due Per Scout – Non Refundable

May 15, 2019 Additional Fee of \$30.00 per non paid scout will apply – Non Refundable

Leaders' fees are due with the balance of campers fees (Every 8 scouts attending 1 Free Leader will apply)

Leaders Fee \$150.00 if paid by May 15, 2019.

Policy: Campsite assignments are based on the following: 1.) deposit deadlines, 2.) site capacity, and 3.) payment dates. I understand that the Camp Director reserves the right to make changes in campsite to maximize camp participation and for other reasons deemed reasonable and necessary.

Campsites (80% capacity /Maximum capacity)

<u>Circle Selected Site</u>	<u>site holds</u>	<u>Youth</u>	<u>Adult</u>	<u>Total</u>	<u>Amount Paid</u>
1. Amphitheater	20				
2. Anderson Cabin	16				
3. Big Rock	48				
4. Cely	20				
5. Chapman	24				
6. Cobra Cabin	18				
7. Greenville	16				
8. Greenwood	28				
9. Hogan	16				
10. Maria Dukes	18				
11. Museum	48				
12. Oconee	19				
13. Underwood	32				
14. Windy Hill	44				
15. Eagles Nest	20				
16. Seaborn	24				

Refunds will be made only in the event of extenuating circumstances such as illness; these will be made on a case by case basis.

Scoutmaster/Adviser Signature _____ Today's Date _____ www.blueridgescout.org

Traci.Bridwell@scouting.org for Reservation questions 864-372-3823



UNIT ROSTER

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. **C** for Callahan Mountain and **P** for Pathfinder.

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

List Adults Here

1			
2			
3			
4			

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

5			
6			
7			
8			

List Youth Here

1			
2			
3			
4			
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6			
7			
8			
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37			
38			
39			
40			

_____ Total YOUTH

_____ Total ADULTS



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 Callahan Mountain Adventure Program and rock climbing activities during the week.



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

Daily Scores

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



Unit Number _____

Week of Camp _____

Campsite _____

MERIT AND HONOR TROOP FORM

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).

___ 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.

___ At least one adult leader take Wilderness First Aid.

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

___ At least one youth or adult leader completes BSA Life-guard 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.

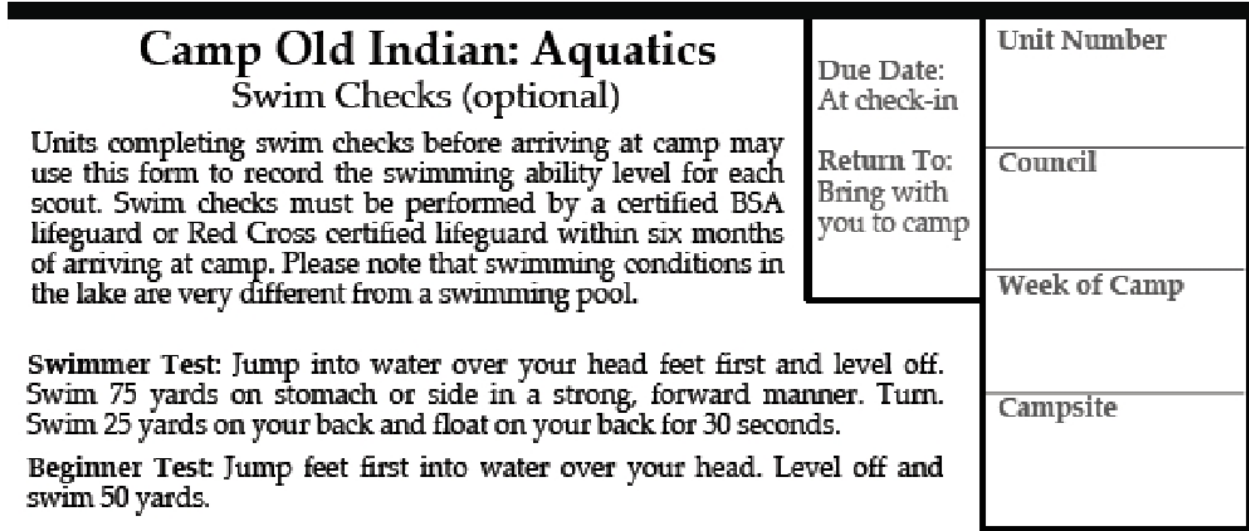
Scoutmaster Merit Badge Requirements

Please check all that apply

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

I acknowledge I have completed the necessary requirements for the Scoutmaster Merit Badge.

Please Sign _____



Unit Leader's Signature: _____ Date: _____

Lifeguard Signature: _____ Certification Expiration Date: _____



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:

- Golf Cart must be in working order and inspected by the Camp Ranger for proper brakes, steering, tires, forward and reverse mechanism, and general safety requirements.
- Operator must have proof of current Liability Insurance from the operator's home owner's insurance policy.
- Operator must be at least 21 years of age, a registered member of the Boy Scouts of America, and hold a current Driver's License.
- Operator or Parent of Scout must provide a letter from the Family Doctor to approve the need for the golf cart on Camp Property for 2019.

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 Josh Hipps, Joshua.Hipps@Scouting.org



Prepared. For Life.®

Camp Old Indian
Blue Ridge Council, BSA
www.BlueRidgeCouncil.org