

Camp Old Indian Program Guide

SUMMER 2023

Blue Ridge Council-South Carolina





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.



Table of Contents

Contact Information	5
Camp Map	6
Merit Badge Specifics	7
Troop Competition.....	8
Program Fees	9
Merit Badges Information by Department	1
Additional Opportunities	8
Order of the Arrow	3
Emergency Procedures	33
Various Forms	3



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 Management 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

JD Whitt

Council Program Director
Summer Camp Director
864-684-7000 (c)
james.whitt@Scouting.org

Gram Grant

Summer Program Director
8 3 78(c)
program.director campoldindian.org

Facebook



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

www.facebook.com/BlueRidgeBSA
www.instagram.com/campoldindian

Camp Old Indian



Legend

+

 Callahan Cem.

U

 Horse Shoe Pit

◆

 Restrooms

◆

 Shelter

○

 Water Tower

⋯

 Foot Path

 Hiking Trail

 Gravel Road

© Copyright 2020
 Map by Paul E. Galbreath
 Edited by Vic Shelburne
www.upstatewaterandmappingservices.com
 Contours at 4' Intervals
 Base Data From Grvl Co. GIS





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://scoutingevent.com/551-58892>

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 Summer Program Director for an official signature. Scoutmasters will be able to print off their units advancement activities through <https://scoutingevent.com/551-58892>

The report will include what requirements the Scout completed and did not complete. Some merit badge requirements cannot be completed at camp, but those requirements may be completed before or after camp. It is the unit's responsibility to transfer this information to the corresponding blue card.

The next few pages present an outline of what badges are offered, a short description and any additional fees. **Camp Old Indian offers merit badges using a block schedule format.** This is a description of how the block schedule will work: Scouts will focus on one or two merit badges a day. Most merit badges are whole day badges such as Environmental Science and Canoeing. Scouts who take whole day merit badges will take this badge the entire day and finish requirements on the day they take it. Some merit badges are half-day badges. A Scout may take two half-day badges in one day and complete them if the badge is able to be completed at camp. Cooking and Pioneering, are taught in two parts. The first part is taught all day and the second part takes place during Twilight. A Scout must attend both parts in order to complete the badges. Benefits of the block schedule include, but are not limited to: no wasted time transitioning between classes, more instruction time, more flexibility for troops.



Aquatics	Monday	Tuesday	Wednesday	Thursday	Friday
BSA Lifeguard	All Day/All Week				
Canoeing	All Day			All Day	
Learn to swim			AM		
Lifesaving	All Day				All Day
Kayaking		PM	AM		
Paddleboarding		AM		AM	
Rowing		AM			
Snorkeling BSA		PM		PM	
Swimming	All Day			All Day	All Day
Open Swim Boating, Fishing	Twilight	Twilight		Twilight	Twilight

Civil Development	Monday	Tuesday	Wednesday	Thursday	Friday
Chess	All Day				
Chess Tournament			PM		
Citizenship in Society					All Day
Cit. in the Nation & Am. Heritage		All Day			All Day
Citizenship in the World		All Day		All Day	
Comm. & Public Speaking	All Day				All Day
Law			AM		
Traffic Safety			AM		
Salesmanship				PM	
Scouting Heritage		Twilight		Twilight	

Ecology	Monday	Tuesday	Wednesday	Thursday	Friday
Astronomy	All Day				
Bird Study		AM			
Energy			AM		
Environmental Science	All Day				All Day
Exploration				All Day	
Fishing			AM		
Fish & Wildlife Management		AM			
Forestry					All Day
Geology		PM		PM	
Insect Study			AM		
Mammal Study	Twilight			Twilight	
Reptile & Amphibian Study		AM		AM	
Soil & Water Conservation		PM		AM	
Weather	All Day				



Handicraft	Monday	Tuesday	Wednesday	Thursday	Friday
Art & Sculpture	All Day				All Day
Basketry			AM		
Fingerprinting	Twilight	Twilight			
Leatherwork		AM	AM	AM	
Pottery	All Day				
Textiles		AM			
Woodcarving		PM		PM	

High Adventure	Monday	Tuesday	Wednesday	Thursday	Friday
ATV		PM	AM	PM	
High Adventure Program	All Day/ All Week				

Pathfinder	Monday	Tuesday	Wednesday	Thursday	Friday
Eagle Workshop		Twilight		Twilight	
Firem'n Chit		Twilight			
Pathfinder	All Day	All Day			
Old Indian Mountain Hike			AM		
Totin' Chit	Twilight			Twilight	
Trailblazer				All Day	All Day

Scoutcraft	Monday	Tuesday	Wednesday	Thursday	Friday
Advanced Fire building			AM		
Camping, Backpacking & Hiking	All Day			All Day	
Cooking	All Day & Twilight	All Day & Twilight		All Day & Twilight	
Emergency Preparedness		All Day			All Day
First Aid	All Day			All Day	All Day
Fire Safety			AM		
Geocaching					All Day
Paul Bunyan Woodsman	Twilight			Twilight	
Personal Fitness		All Day		All Day	
Pioneering				All Day	
Search & Rescue		All Day			All Day
Sports & Athletics			AM		
Wilderness Survival	All Day				



Shooting Sports	Monday	Tuesday	Wednesday	Thursday	Friday
Archery	All Day	All Day		All Day	
Rifle	All Day	All Day			
Scoutmaster Shoot			AM		
Sharpshooters					All Day
Shotgun		All Day		All Day	
Open Shoot / Qualifying	Twilight	Twilight	AM	Twilight	All Day

STEM	Monday	Tuesday	Wednesday	Thursday	Friday
Architecture	All Day				
Chemistry	All Day				
Electronics				All Day	
Engineering				All Day	
Game Design	All day				
Inventing				All Day	
Music			AM		
Photography			AM		
Programming					All Day
Robotics		All Day			
Space Exploration		All Day			

Trade Skills	Monday	Tuesday	Wednesday	Thursday	Friday
Automotive Maintenance	All Day				
Farm Mechanics					All Day
Metalworking		All Day		All Day	
Open Branding		Twilight			
Plumbing		All Day			
Welding	All Day				All Day



2023 Quest for The Golden Feather

(Troop Competitions)

Competition will be held by each department and announced during camp.

- The Golden Feather will be given to the unit with the most overall points in all events.
- Units will be ranked 1st thru 10th in each event they participate in and assigned points accordingly. These points will be assigned as such:

Ranking	1	2	3	4	5	6	7	8	9	10
Points	10	9	8	7	6	5	4	3	2	1

- Troop Competitions will be held Wednesday Afternoon, beginning with the Waterfront events before the camp wide games.
- A unit that does not participate in an event will get a point value of zero (0).
- If there is a tie within any particular event, all units involved in the tie will average their assigned scores.
 - i.e. Two units come in first place, both of those units will receive 9.5 points (an average of 9 and 10).
- Entrance Gate judgment will be on Wednesday and points will be awarded
 - Troops sharing a campsite can be judged together.
- *Trash Bag Olympics* will be award points for competition (practice will be on Tuesday and competition will be held on Thursday.)
- Scoutmaster golf tournament will be held on Friday during Siesta.
- Spirit stick is a week long award. The staff will choose the unit with the most Scouting spirit during camp.



2023 Program Fees

Merit Badge/Program	Department	Cost
Rifle Shooting	Field Sports	\$35
Shotgun Shooting	Field Sports	\$40
Sharpshooters	Field Sports	\$40
Welding	Trade Skill	\$30
Metalworking	Trade Skill	\$30
High Adventure	High Adventure	\$600
ATV	High Adventure	\$40
Scoutmaster Shoot	Field Sports	\$25



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. If a candidate has current CPR certification, they need to bring their CPR card to camp with them. Candidates for recertification must provide current BSA Lifeguard. BSA Lifeguard certification lasts for two years from the date on the card.

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.

Free Swim and Boating

Free swim and boating opportunities take place from 7:30 pm on Monday, Tuesday, Thursday and Friday and also during Twilight.

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.

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. This class is offered during the open programming time.

Lifesaving



This Eagle Required Merit Badge provides an overview of the water rescue methods. Scouts must pass the BSA swim test in order to participate and be able to swim continuously for 400 yards. This badge can be completed at camp.



Aquatics

Mile Swim



Those wishing to complete their mile swim must attend one practice session and may use free swim periods for preparation such as during Twilight or open program time. They will schedule their Mile Swim with the waterfront staff.

Snorkeling 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.

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.

Swimming



This Eagle Required 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.

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.



Civil Development



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 Society



Citizenship in Society is a summer camp pilot & should be limited to years old s who have achieved the rank of first class. Certain research re uirements must be completed before camp for discussion in class with counselor.

An Eagle re uired merit badge that'll help you to broaden your sense of ethics and become an up stander in your community. In earning the Citizenship in Society merit badge, you'll complete historical research, think through important scenarios, and learn the ualities of ethical leadership

Cit. in the World



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

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.

Cit. 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 Required Merit Badge.



Civil Development

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 Required 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.

Salesmanship



Scouts will learn about different types of sales and effective communications skills. They learn about presentations and put their skills into action by selling a product or service.

Traffic Safety



Traffic Safety merit badge teaches Scouts to be safe as drivers, passengers, and cyclists. They learn about the importance of being alert and unimpaired while driving.



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 Required Merit Badge requires hikes, field notes and experiments. There is a great deal of written material. This badge is not recommended for younger Scouts. This badge can be completed at camp.

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. Requirement 10 cannot be completed at camp.

Fish and Wildlife Mgt

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. Cannot be completed at camp.



Ecology and Conservation

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.

Exploration

Embark on a journey into the unknown to discover something new. In earning the Exploration merit badge, you'll need to prepare for, and venture on, your own expedition! This is a great merit badge for scouts hoping to one day travel the world.

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.



Handicraft



Art and Sculpture

These are fantastic badges for all ages. There is a lot of freedom in choosing mediums and subjects of art-work. Scouts also have the opportunity to create different sculptures. Requirement 6 for Art cannot be completed at camp.

Basketry

Scouts who enroll in this badge have the opportunity to weave different types of baskets. This badge can be completed at camp.

Fingerprinting

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

Textiles

Scouts learn about the many uses of fabrics and fibers. They investigate how textiles are manufactured and the properties of different materials. They also explore careers related to the production of textiles.

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.

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.

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.



High Adventure

AT

What's more fun than hiking the trails at Camp Old Indian? How about exploring them on a Polaris ATV. The Blue Ridge Council has partnered with Polaris to bring a quality ATV riding course to the participants of our summer camp program. Learn the basics of safely riding an ATV in our practice field and then put your skills to the test on our course through the mountains surrounding camp. Scouts must be 14 years of age or older to take this course. A program fee of is also required.

High Adventure Program

Scouts who Sign up for the High Adventure Program will be taking place in a week of adventures that will challenge them in many ways. Starting the week with a bang Scouts will visit The Clinton House Plantation on Monday for a sporting clays experience. Tuesday scouts will explore the Saluda River. Wednesday Scouts will take on 3 levels of challenge at the Fly Rabbit Aerial Adventure Park. Thursday Scouts Will Raft the Ocoee River together and overnight before taking on the Alpine Tower on Friday before returning to COI.



First-Year-Camper Program (aka Pathfinder)

The First-Year-Camper Program is a week-long program created for Scouts who have just transitioned from a pack, as well as individuals who are new to scouting as a whole. This program is split into two parts, Pathfinder and Trailblazer. The Pathfinder Program takes place Monday - Wednesday AM and teaches many of the requirements for the Scout and Tenderfoot ranks, while Trailblazer is held Thursday and Friday, covering much of the requirements of Second and First Class rankings. This interactive program is designed to teach core skills, beliefs, and basics of scouting, all while having fun.

Program Goals

- To provide a positive learning experience for all scouts
- To prepare scouts for their path in scouting
- To educate scouts in the Scouting way of life.
- To create an exciting and memorable summer for us all

Before Arriving

Please have scouts familiar with their Scout Handbooks. If possible, have more senior ranking scouts assist in this.

Please have scouts bring required items/gear listed below.

If your troop is sending a larger group of scouts (5+) we would greatly appreciate any adult assistance! Adult leaders are always more than welcome to stay

Please ensure that your scouts arrive each day well-rested, ready to learn, and excited to take part in activities!

Required Items	Optional Items
Filled Water Bottle (2 for	Scout Handbook (Handy Tool)



Wed AM Hike) Rain Gear Comfy Hiking Shoes (NO Open-Toed Shoes) Swimming Gear (for Aquatic requirements - Trailblazer)	Pocket Knife -If scout has Totin' Chip Flint/Steel Compass
--	---

A Day at the Pathfinder Shelter

Each day starts at 9am at the Pathfinder Shelter, right behind our First Aid Lodge. Monday will start out with introductions and a fun game, then form patrols. We will use these when teaching and traveling through Camp. We will start the week off on Monday with the Pathfinder portion of the program, covering many Scout and Tenderfoot requirements, then wrapping up with a 5-mile hike Wednesday morning. The Trailblazer portion of our program starts Thursday morning, lasting through Friday afternoon, and will cover many of the Second and First Class rank requirements.

Schedule

9am-9:15: Morning Meeting

9:15-11:50: Program

12pm-2pm: Lunch and Siesta (free time)

2pm-4:50: Program

Advancement

Scouts who have completed our Pathfinder Program will be recognized at Wednesday Evening Campfire (Family Night). Please ensure scouts are present, as we will call each name and have a Pathfinder patch to present to them. Advancements will be documented in print throughout the program and updated in BlackPug nightly.

Questions/Concerns

If you or your scout(s) have any questions, concerns, or otherwise, please ask our Pathfinder/FYC Director, Nicky Whitt.



Scoutcraft



Camping Backpacking Emergency Prep



Hiking



Camping and Hiking are Eagle Required 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 4, 5, and 6 at camp.

Cooking



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

Scouts taking this Eagle Required 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 Required Merit Badge covers a great deal of written material and there are skills to master. Scouts need to bring materials for a personal First Aid Kit. Scouts need to complete the first aid requirements from Tenderfoot to First Class prior to camp.

Geocaching



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



Scoutcraft

Fire Safety

Scouts wanting to enter the firefighting field are encouraged to take this badge. Requirements 6 and 12 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 Required Merit Badge should have some degree of physical strength and be prepared to exercise during this class. Requirements 7 and 8 cannot be completed at camp.

Pioneering

This badge requires Scouts to learn new knots to complete pioneering projects. Familiarity with knots, lashings and splices is very helpful. This badge can be completed at camp. Scouts must attend the all day session as well as the twilight session.

Advanced Fire Building

Advanced Fire Building is a skill-based program that helps Scouts take their fire building skills to the next level. Scouts will practice utilizing different fire-starting methods, different fire lays, as well as participate in a variety of team-based competitions, all for the purpose of honing their technique. This program is unique to Camp Old Indian and has been popular since being introduced in 2015.



Scoutcraft

Music and Bugling



This merit badge is designed to help budding musicians by teaching them music history, how to write music, and Scouts will play their own compositions. To aid in the fun, we request that scouts bring their own instrument, which will be stored in a climate controlled building during the week.

*Must Bring own instrument

Sports and Athletics



While taking this badge, Scouts will learn the importance of staying healthy and rules for different sports. Requirement 5 for Sports cannot be completed at camp. Requirements 5 and 6 for Athletics cannot 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.



Shooting Sports



Archery

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

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.

Open Shoot

Come out during twilight to shoot rifle, shotgun and archery. Tickets can be bought in the trading post. A mandatory Range Safety Meeting will be held before shooting on Monday.



S.T.E.M.



Chemistry

Chemistry explores how substances react with each other, how they change, how certain forces connect molecules, and how molecules are made are all parts of chemistry. Stretch your imagination to envision molecules that cannot be seen - but can be proven to exist and you become a chemist. This badge can be completed at camp.

Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field. This badge can be completed at camp.

Engineering


The future is now. Whether it is improving personal electronics, developing health care solutions, creating automated vehicles, protecting the environment or sending people to Mars, engineers are using math and science to create a better tomorrow. Earning the Engineering Merit Badge will give Scouts a better understanding of how engineers work and how to apply the engineering process to daily problems. This badge can be completed at camp.

Game Design

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

Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.



S.T.E.M.

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. This badge can be completed at camp.

Space Exploration



Scouts have the opportunity to construct, launch and recover a model rocket. A great badge for all ages. This badge can be completed at camp.

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.



Trade Skills

Auto Maintenance



Modern automobiles are important to many aspects of American life. Those who service automobiles must understand each principle, and how these principles interact to provide smooth, efficient performance. Owners of cars also benefit by understanding how their vehicles operate. This enables them to understand why certain periodic maintenance is required to keep their vehicles in tip-top shape. Can be completed at camp.

Farm Mechanics



Farm Mechanics merit badge learn to safely maintain and repair farm equipment. They tighten hydraulic fittings, check air filters, and clean equipment used for farm work. Scouts also explore career opportunities related to farm mechanics.

Metalworking



Scouts will begin their work on this merit badge by learning about the properties of metal, how to use simple metalworking tools, and the basic metalworking techniques. Then they will practice using these tools and techniques before concentrating on the more intricate skills of one of four metalworking options. A program fee of \$3 is also required.

Plumbing



Covers installations and repairs in homes, commercial properties, and factories. Plumbing pipelines are used for water supply, waste drainage, natural-gas heating, and many other purposes.

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.



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, Twilight activities, camp wide events, campfires, Order of the Arrow, outing, camping, and leader training sessions.

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 for a time of discussion with the Summer Program Director and the Camp Commissioner.

SPL Award of Merit

The Senior Patrol Leader Award of Merit provides recognition to just the SPL at camp. Requirements and the check-off form are available in the leader's lounge upon arrival.

Other Field Games

Equipment for these field games and many others can be checked out from the Scout Craft. Horseshoes, volleyball, flag football equipment, ultimate Frisbee discs, Frisbee golf discs, soccer balls, and more are available for your use!!!



Additional Opportunities for Adults

Scoutmasters Lounge and Wi-Fi

The Scoutmaster's Lounge is 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).

Scoutmaster Merit Badge

The Camp Old Indian Scoutmaster Merit Badge recognizes the tremendous contribution Scoutmasters and other vital adult leaders make to the Camp and the Scouts in attendance. To qualify for the award, an adult leader must complete eight of the fourteen requirements during the week. Requirements and the check-off form will be provided in the leader's lounge.

Staff vs. Scoutmasters Kickball Game

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

Primitive Golf Tournament

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

Hazard Weather Online Training

Scoutmasters , Assistant Scoutmasters can complete this 3 minute required training module in the Scoutmaster Lounge.



Additional Opportunities for Adults

Unit Commissioner Session

Volunteer with experience as a unit commissioner and council commissioner will lead a information session on what it takes to become unit and council commissioner.

Campfire Cooking

The Scoutcraft department is offering a campfire cooking class on Wednesday morning beginning at 9AM. Any adult leader is welcomed to take the class who wants to learn more about learning to cook us-ing a campfire.

Scoutmaster Wood Carving Competition

All adult leaders have the opportunity to compete in week long carving competition. Which will be handed to handicraft director upon completion for udging.

Scoutmaster Shoot

All adult leaders are welcomed to come to range on Wednesday morning for a time of fellowship and shooting.

Help In Dinning Hall Dish Room

As part of the merit troop award, each unit is encouraged to volunteer one adult to assist in the dinning hall dish room.



Special Programs

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

Interfaith Chapel

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

Daily Leaders Meetings

The Sunday leader meeting will take place after chapel service at the chapel. If it rains, the meeting will take place in the activity building. This is a quick opportunity for leaders to ask questions and get a quick briefing from the camp leadership. During the week, each morning there will be a meeting in the dining hall. These will be at 9:15 AM to allow time for scoutmasters to assist Scouts with the daily class schedules. Hot coffee will be served, and the camp leadership will be there to answer any questions and concerns each leader may have.

Wednesday Assembly Parade

For Wednesday Visitor's night the troops will assemble at 5:35 PM, they will parade onto the camp meadow beginning at 5:45PM. 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

2-4pm will consist of Troop vs. Troop competitions. Each department will host department specific competition in the meadow (Aquatics and Shooting Sports competitions will be held in their department areas).

Friday Night Campfire

The Friday night campfire will provide recognition for competitions throughout the week, BSA Lifeguard participants, Merit and Honor Troops, and Leaders who completed the Scoutmaster Merit Badge.



Order of the Arrow

Atta Kulla Kulla Lodge 185

Dance Pageant and Callout

Later in the evening on Wednesday, 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)

OA Fellowship at Camp

We intend to include a specific day for our members of the Order of the Arrow to fellowship with one another at camp. Additional Information from the lodge will be included in the January 15th Program update



Emergency procedures

Limitation of Activities

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

Emergency Call

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

Fire

In the case of fire, evacuate the tent, building, or area immediately. Notify the 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 not try 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.



Campsite Inspection Form

Unit Number _____

Week of Camp _____

Campsite _____

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:



Merit and Honor Troop Form

Unit Number _____

Week of Camp _____

Campsite _____

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

Merit Troop

Complete the following mandatory requirement:

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

Complete 7 of the 13 following requirements:

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

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

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

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

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

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

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

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

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

___ The unit attends the Sunday evening chapel service

___ The SPL earns the SPL Award of Merit

___ The unit participates in the formal parade on Wednesday evening

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

Honor Troop

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

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

___ The unit completes a camp improvement project approved by the camp ranger or the quartermaster.

___ At least one adult leader take Wilderness First Aid or CPR Training.

___ 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 Lifeguard training or Hazard Weather Training during the week.

___ Conduct a Flag retirement ceremony (flags available from leaders lounge office)

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



Prepared. For Life.®

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