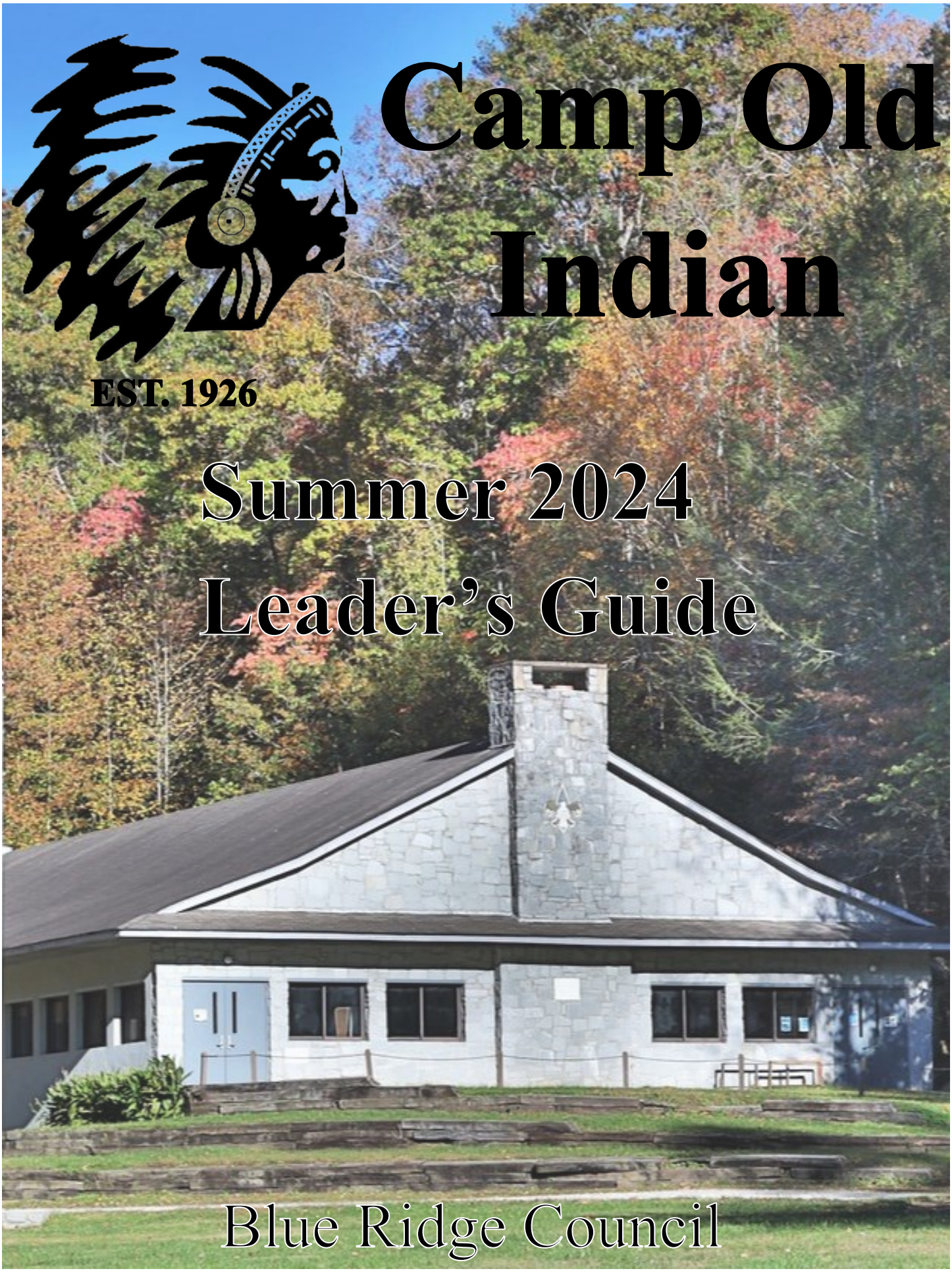
Camp Old Indian

EST. 1926

Summer 2024 Leader's Guide



Blue Ridge Council

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Letter from the Camp Director



Scouts and Scouters,

I invite you to Camp Old Indian (COI) in summer 2024 as we build upon the many successes of 2023. We are fortunate to build our 2024 programs and procedures with the input of many--our Camping, Facilities and Advancement Committees, direct feedback from previous years' campers, leaders, staff and our new leadership team for 2024. I am excited for us all to return to our "home away from home" regardless of whether it is your first visit to Camp Old Indian or another of many countless experiences. I look forward to serving our youth with you in summer 2024. .

Yours in Scouting

JD Whitt

Camp Director

Blue Ridge Council Program Director

BSA Mission Statement

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

Camp Old Indian Staff Vision

Our purpose as the Camp Old Indian staff is to build a safe and fun environment in which to promote each Scout's well-being, engagement, excitement, and growth: physically, mentally and morally. We shall meet the needs of all in camp in an efficient, effective, and cooperative manner. We shall strive to serve as inspiring role models as we provide programming based on the oath, law, and spirit of Scouting. Through this program we shall encourage the development of all Scouts as they grow into adulthood as leaders.



Registration

To register, complete your units online registration at the following link or QR code:

scoutingevent.com/551-COI2024

Scouts wishing to attend on their own may register as lone scouts via the same process.

For every eight Scouts that sign up the troop will receive one free leader.

Registration	Early Bird	Standard
In council	$400	$450
Out of council	$420	$470
Bounce-back		$290
Day Pass		$90
Adult		$150

Week 1: June 16-22 2024

Week 2: June 23-29, 2024

Week 3: July 7-13, 2024

Week 4: July 14-20, 2024

Campsite Assignments

Camp Old Indian bases campsite assignments on several factors:

- Youth Protection.
- Special needs and accommodations of scouts and leaders.
- Registration date.
- Site size and percentage of utilization.
- Other circumstances that may arise.

The Camp Director reserves the right to make changes in campsite assignments to ensure that all scouts and scouters are adequately served.

Fee schedule

November 15th, 2023	$150 Campsite deposit fee due (paid by paying for an adult leader)
March 15th, 2024	$100 per scout fee due (required to register scouts for programs)
April 1st, 2024	Remainder of fees due to maintain early bird discount

Contact Information

Camp Telephone

The Camp's Main Phone is 864-895-8995. This phone is located in the Trading Post and will be answered during normal business hours. It should be noted when using a cell phone that Camp Old Indian is located in a remote and mountainous region and reception can be impacted.

Mail

Camp Old Indian receives daily Mail and Delivery services through all providers but may be subject to delays in shipping. For that reason we recommend sending all mail no later than Wednesday. To ensure proper delivery please address mail in this manner:

Scout name and Troop number
Camp Old Indian
601 Callahan Mountain Road
Travelers Rest, SC 29690

Johnny Camper, Troop 109
Camp Old Indian
601 Callahan Mountain Road
Travelers Rest, SC 29690

For Questions Contact

JD Whitt	James.whitt@scouting.org	864-684-7000
Blue Ridge Council service center	www.blueridgecouncil.org	864-233-8363
Your BRC District Executive	see BRC website for contact information.	



Camp Sites

Camp Old Indian is fortunate to have all campsites made up of Adirondacks, three walled cabins built in either four or eight person configurations. This layout allows for a camper to enjoy the cool night air of the Blue Ridge mountains. Each campsite also has its own dedicated bathouse and restroom facility. The only exception is the Maria Dukes cabin, built as an four walled building to serve as an accessible cabin so that any scout may enjoy Camp Old Indian. You may see a full listing of sites here as well as locations on the map, we look forward to introducing virtual showcases of all of our sites at blueridgecouncil.com.

Campsite	**Beds available**	**Campsite**	**Beds Available**
Amphitheater	20	Big Rock	48
Cely	20	Chapman	24
Eagles Nest	20	Greenville	16
Greenwood	28	Hogan	16
Maria Dukes	20	Museum	48
Oconee	19	Seaborn	24
Underwood	32	Windy Hill	44



Troop Trailers

Troops are highly encouraged to bring their troop trailers, this is a great way to bring gateway materials and condense everyone's gear. During check-in your troop trailer will be delivered to your campsite by the Camp Ranger or another staff member. We encourage troops to leave un-needed items at home, like stoves and cooking gear, you may find a suggested packing list for both troops and campers later in this guide. It should be noted that certain trailers such as large tandem axel trailers i.e. car haulers, particularly heavy trailers or goosenecks may not be able to reach all sites.

Privacy Project

New for 2024! Camp Old Indian has worked to install simple privacy curtains on all Adirondacks. These are intended to allow scouts the privacy and comfort to change without crowding a bathhouse. These should be left open at all other times so as to help ensure youth protection guidelines are followed. If a unit prefers these amenities may be taken down and stored.









Check-in Procedures

Arrival

Check-in will begin at 1PM in order to give the staff time to complete final preparations. You may arrive earlier but may be asked to move your vehicle(s) to allow us necessary space for all campers and troop trailers. On your arrival you will be directed to parking and trailer drop off locations in our parking lot. **No personal vehicles are allowed in camp without the permission of the Camp Ranger.**

Camp Office

Once your entire troop has arrived, a Scoutmaster, or other adult leader, may check-in starting at 1pm. Here you will need to confirm your troop's attendance count for the week, Turn in names for OA Callout, and will be assigned a staff guide to show you around camp.

Camp Wide Tour

Once you have checked in your staff guide will give you a tour of camp with several key stops. Meanwhile the Camp Ranger and other staff will be transporting either your trailer or loose gear to your site.

Your guide will take you to the health lodge to drop off your troops medical forms, receive a quick health and safety talk for camp and prepare your buddy tags for aquatics.

You will visit your campsite. Please do not set up camp yet as we need our staff to be available to guide other troops as they arrive throughout the afternoon. Should you encounter any issues with the site please let your guide know at this time so that they may note it on the check-in form for either the Camp Ranger or your commissioner to remedy.

You will briefly visit the ranges for a general safety talk about these locations. The full safety meeting will take place on Monday for those wishing to free shoot.

You will visit the dining hall to be assigned your troop's table(s) and be briefed on our dining and clean up procedures.

We encourage you to wear or pack a bathing suit in your day pack so that you may change at your site to prepare for the final stop at the lake for your swim test. Troops who wish to complete the swim test prior to arrival may do so but must bring a copy of the BSA Swim Classification Record. This document may be found online or later in this guide.

Once you complete your swim test your guide will dismiss you to your site where you may change, set up camp, relax, and prepare for dinner assembly at 5:50PM.

Daily Schedule

2023 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		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	Check In and Camp Tour Starting at 1PM at the Camp Office	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 Are-	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	Dinner or Picnic with Visitors	Waiter's Call	Waiter's Call	
5:50 PM	Assembly	Assembly	Assembly		Assembly	Assembly	
6:00 PM	Dinner	Dinner	Dinner		Dinner	Dinner	
7:00 PM	Chapel and Leader's Meeting held at the Chapel in the event of rain it will be held in the Activity Building	Twilight Program	Twilight Program		Twilight Program	Twilight Program	
8:00 PM				Beginning at 7:30 PM Atta Kulla Kulla Dance Pageant and OA Callout			
8:30 PM	Campfire preshow begins at the Amp. in the event of rain it will be held in the Activity Building					Campfire preshow 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							
11:00 PM	Taps	Taps	Taps	Taps	Taps	Taps	


Camp Old Indian
To Old Indian Mountain
Waterfall
Connector Trail
Connector Trail
3rd Lake
East Perimeter Trail
SC Champion Cucumber Magnolia
Old Indian Mountain Trail
Nature Trail
Big Rock A's
Big Rock
Ridge Trail Begins
Upper Windy Hill A's
Lower Windy Hill A's
Museum A's
Eagle's Nest A's
Seaborn A's
Hogan A's
Greenwood A's
Cey A's
B&B Shelter
Lake Caldwell (2nd Lake)
Connector Trail
Nature Trail
Boating Area
Boating Shelter
Cook's Cabin
Quarter-master
Patterson Dining Hall
Amphitheatre
Amphitheatre A's
Waterfront
Chapel
East Perimeter Trl
To Large Yellow Poplar
Lake Vandiver (1st Lake)
National Champion American Plum
QA Bldg
Archery Range
Anderson
Activity Building
Maria Dukes Lodge
Rifle Range
Civil Dev. Area
Cobra
The D.C.
Screened Shelter
Flag Poles
Trading Post
Leader Break Area
Ogonee A's
Shotgun Area
Chapman A's
Peden Health Lodge
Upper Meadow
Nature Lodge
Chalet
Staff Area
Greenville A's
Path-finder
Fountain House
Lower Meadow
Handicraft
Underwood A's
Three Forks
Scout Craft Area
Camp Office
Parking Area
Maintenance Yard
Ranger's House (Private Residence)
Rock Cave Trail
Callahan Mountain Rd (County Rd 42)
To Camp White Pines
Legend
Callahan Cem.
Horse Shoe Pit
Restrooms
Shelter
Water Tower
Foot Path
Hiking Trail
Gravel Road
Stairs
0 200' 400' 600' 800' 1,000'
Scale in Feet
© Copyright 2022
Map by Paul E. Galbreath
Edited by Vic Shelburne
www.upstatewaterandmappingservices.com
Contours at 4' Intervals
Base Data From Grvl Co. GIS

Programs at COI

Programs are the core of any summer camp experience, and at Camp Old Indian we strive to offer engaging and fun programs that help all campers grow as scouts and individuals. We look forward to providing in depth details in our program guide launched in the spring!

Merit Badge Instruction

Like any Scout camp, the merit badge program is the foundation of our camp. We offer high quality merit badge instruction thanks to a dedicated staff, mentored before the summer by subject matter experts, educators, professionals in many fields, and staff alumni. All class offerings at COI are taught on a block schedule, either full or half day offerings, which serves to limit distractions and allow top tier instruction.

Twilight and Siesta

We also strive to offer times where scouts are free to explore our beautiful corner of the Blue Ridge mountains and free play across camp. Lunch is a drop in followed by an hour break called siesta that serves to offer that rest and free time or find a great game to get involved with. Twilight offers many supplemental and shorter instructional periods as well as open access across camp in the cool evening hours to enjoy a wide variety of scouting activities.

Specialty Programs

Several program offerings allow everyone from the brand new scout to the 17 year old Eagle Scout an opportunity for a unique training or adventure. Pathfinder and Trailblazer serve as multi day programs designed to teach the fundamental scouting skills and help new scouts progress through the early ranks. High Adventure was fully relaunched in 2023 and offers everything from whitewater adventures, advanced shooting sports, climbing and challenge courses.



Notable locations

The following locations are some areas that you may want to note the location of during your time with us.

Camp Office

Our camp office is behind a small fence overlooking our parking lot. This location is where your troop, visitors and anyone who needs to check-in or check-out will do so.

Quartermaster Shed

Located on the small hill overlooking the back of the dining hall, the quartermaster shed is where a troop may check-out tools, pick up supplies such as toilet paper and cleaning materials or otherwise find useful items.

Rangers Residence

Located across the creek the rangers house is a private residence and strictly off limits to all without permission. This includes leaders, Scouts, staff and visitors.

Staff Village

Located at the end of the parking lot this area is strictly limited to staff. The Area immediately around the fence and small access road is to be considered staff parking.

Visitors Bathroom

Located next to the camp office, the visitors bathroom is available for use by all.



Trading Post

Located in the heart of camp, the trading post building provides several uses as well as a porch equipped with rocking chairs and game boards.

Trading Post Store

Located on the end of the building closest to the dining hall, the trading post store serves as a great chance for a scout to step out of the summer heat, grab a cold drink and snack, or look for useful items and COI & BRC merchandise. Cornhole bags and disk golf disks may be checked out from the store for use. The trading post store will post hours and may adjust them as needed. No backpacks are allowed in the trading post store and other restrictions may apply.

Conference Room

Located on the end of the building farthest from the dining hall, the conference room is a multipurpose space that houses several desktop computers and a variety of amenities such as a TV, electrical outlets, air-conditioning, and coffee. This space may be used by Scoutmasters who need a space to work or relax. It should be noted this space may be used for instructional needs such as research for Civil Development badges or meetings and will close at 9pm.

Upstairs

The upstairs of the Trading Post is strictly limited to staff usage and should not be entered except in cases of emergency.



Patterson Dining Hall

Camp Old Indian will be maintaining cafeteria style dining this summer in order to best serve our participants, leaders and staff in regards to food quality and quantity. Our dining hall director will prepare a series of menus to rotate through the summer that serve to satisfy scouts appetites, tastes and well being. Camp is a highly physically active experience and seconds are offered as often as possible in order to help meet these goals. In addition we offer a self service salad bar and a peanut butter and jelly bar for scouts who may have a preference or feel the need to supplement a meal. Lunch will be "drop in drop out" to allow scouts free time during the middle of the day to play and relax.

Food Allergies and Dietary Needs

We strive to serve all scouts regardless of dietary need or restrictions for health, religious, or other personal reasons. In order to do so we must be notified of any dietary needs no less than 2 weeks prior to arrival via email to the Camp Director at James.whitt@scouting.org

Table Waiter System

Troops should assign a table waiter for each of their tables for both breakfast and dinner who will arrive prior to the meal in order to prepare and stay after the meal to clean for the next meal. If a troop leaves a mess at their table this will be left for them when they return. A member of the dining hall staff or camp administration will assist in running the meal clean up to help get everyone out and back to enjoying camp quickly.

Wednesday Dinner

Family night at COI is always a great time and an opportunity for troops to enjoy a meal with their families either in their campsite or in the Patterson Dining Hall. Troops will need to decide if their troop and any guests will join us for the Wednesday evening meal in the dining hall and report at the Monday morning leaders meeting so we can order accordingly. Guests are encouraged to join us for a $5 fee.



David Peden Health Lodge

The health lodge is located directly past the upper and lower meadows and immediately prior to Oconee campsite. Anyone needing medical attention should report to the health lodge for treatment. It is important to keep the path to the front door and the road immediately outside the lodge clear for Emergency use.

Medical forms

Every participant must complete the BSA medical form, Parts A-C unless you will be staying for under 72 hours (day campers, or adults swapping out). Anyone arriving without a medical form will not be allowed to stay until they have submitted a completed medical form.

Prescription Medications

All prescription medications must be locked up, either by the Scoutmaster approved to administer the medication or in the health lodge. Medications requiring refrigeration may be locked in the medical cooler located in the examination room of the health lodge. Exceptions may be made by the Medical Officer during check-in for emergency treatments such as inhalers, heart medication, insulin, epinephrin etc.

Emergency Medical Transportation

In the case an emergency medical need occurs participants will be transported by responding Emergency Medical Services. In cases requiring advanced but not emergency care unit leaders are expected to provide transportation. If necessary, camp staff will assist in fulfilling two deep leadership.



Program Areas

Camp Old Indian has program areas located across our property and we encourage you to use the map in this guide to help you find your way to many of them.

Ecology Lodge

Home to our ecology department, this building overlooks the road to the waterfront and is a great place both for instruction and scouts seeking an up-close encounter with some of our local wildlife.

Handicraft

One of the first buildings you will see in camp, handicraft stands at the corner of the roadways across from the meadow. This popular location is home to many different forms of arts and craft works.

STEM

New for this summer, STEM will find its home in the former Anderson cabin. Look for this site to be home to some of our newest innovations this summer!

Trade Skills Workshop

Home to our newest department the Trade Skills Workshop is located in the former Cobra cabin. Those visiting this location should take care to note that it is an active workspace with exciting trades such as welding and metalworking occuring.



Pathfinder

The Pathfinder and Trailblazer programs, which serve to help teach fundamental scouting skills, are located across the creek beside the health lodge.

Shooting Ranges

Two sets of ranges serve scouts who take shooting sports merit badges. The firearms ranges are located at the end of the road past Chapman campsite and the archery range is located next to Oconee and Maria Dukes.

Scoutcraft

Located in the lower meadow, the Scoutcraft area features instructional spaces, a fire ring and plenty of open space to teach nearly all Scout skills.

Waterfront

The waterfront at COI features 3 lakes. Our first lake, Lake Vandiver is home to the Swimming dock Paddle boarding and the mile swim. Our second lake, Lake Caldwell hosts our boating and fishing areas as well as the start of the nature trail. The nature trail leads past our second and third lakes to a beautiful natural waterfall.



Activity Building

The Activity Building, located up the stone steps in the meadow, serves as our OA lodge as well as a great fallback location for campfires, chapel services and instruction in the case of severe weather.

Amphitheater

Home to all of our campfire programs, the Amphitheater is located on top of the hill directly across from Hogan campsite. The Amphitheater campsite is located immediately next to the amphitheater as well.

Chapel

Our open air chapel is located across from the swimmers dock in the waterfront area. This location is a great area for those who want to step off to a quiet corner of Camp Old Indian. Our initial leaders meeting for Scoutmasters and Senior Patrol Leaders will also take place here.

Meadow

The heart of Camp Old Indian is the upper meadow where you may find the flag poles, shaded tables and a frisbee flying almost any time of day. The Meadow is the location of many merit badges, games played during siesta such as kickball, frisbee and assemblies.



Atta Kulla Kulla Lodge 185-Order of the Arrow

Brotherhood Ceremony

On Tuesday evening those Scouts who have been ordeal members of the Atta Kulla Kulla Lodge of the Order of the Arrow for at least six months are invited to go through brotherhood questioning. Doing so will provide them the opportunity to seal their membership as a brotherhood member of our lodge. Those interested should bring with them a letter explaining their reasoning for wanting to attain brotherhood membership, $25 and be prepared to answer a series of general questions about the order. Studying your *OA Handbook* is highly encouraged prior to arrival.

Dance Pageant and Callout

The highlight of visitors night at COI every week is our OA Dance Pageant and Callout ceremony in our amphitheater, or in the case of rain our activity building. This Native American Dance Pageant is held to honor the heritage of the Native American Tribes who are the original inhabitants of our country and features authentic Cherokee songs and dances. Following the Dance Pageant the Lodge will host a Callout ceremony to recognize those scouts who have been elected as an ordeal candidate for any lodge of the Order of the Arrow. Troops who would like for their candidates to be called out should provide a roster of those scouts from their unit during check-in.





What to bring

What should the troop bring?

- Extension cord if needed for CPAP or other medical devices
- Troop Roster (useful for check-in but you will keep your copy)
- Troop flag, American flag, flag stands
- Troop first aid kit
- Gateway materials
- Current BSA medical forms (parts A-C)
- Medication (to be checked in with medical officer or kept locked by scoutmaster)
- Clothesline
- Troop credit card or checkbook

What should a camper bring?

- Sleeping bag or bedding for twin mattress & pillow
- Toiletries (soap, shampoo, toothbrush, etc.)
- Swimming suit & two or more towels
- Shower shoes
- Hiking boots and/or athletic shoes
- Clothing for 7 days of summer camping
- Sleepwear
- Hat
- Uniform(s) on hanger
- Day pack or other backpack (suggested to carry pens, notepad, flashlight, sunscreen, etc.)
- Pocket knife (and totin' chip)
- Rain gear
- Camp chair
- Spending money
- Other comfort items approved by your troop

Camp Old Indian Policies

Tobacco & Vaping Products

All Scouting functions are considered to be alcohol, drug, and tobacco free. Smoking, vaping and other tobacco products are not permitted in Camp. Those over the age of 21 who legally use tobacco may only do so in the parking lot away from youth.

Controlled Substances

Alcohol, illicit and non-prescribed controlled substances are not permitted on Blue Ridge Council property. Prescription medication may either be kept by a scoutmaster with parental permission or in the Health Lodge. No use of firearms, vehicles or powered equipment and tools is allowed when using medication that causes drowsiness or otherwise indicates prohibitions on operating machinery.

Personal Firearms & Concealed Weapons

Personal firearms and concealed Weapons are not permitted in Camp Old Indian. Firearms must stay in a locked vehicle or be turned over to the Shooting Sports Director upon arrival.

Troop Leadership

Each troop must have two registered Adult leaders over the age of 21 and of the appropriate gender for their unit at camp at all times. In addition youth protection training must be current, if this expires during camp then leaders should complete the training prior to arriving so as to ensure no lapse in training. If a unit is having leaders swap in and out during camp these timeframes must overlap to ensure proper coverage. All visitors, Scouts and leaders must check-in and check-out at the Camp Office.

Vehicles in Camp

No vehicles will be allowed beyond the parking lot outside of the Ranger, service vehicles, or vehicles approved by the ranger. Troop and personal gear will be moved by the Ranger or staff members chosen by the ranger using camp vehicles. All vehicles must be parked as directed by the Ranger or other staff members during check in. No vehicles are to be parked in staff areas such as the staff village or Three Forks lot. All roadways must remain clear for Ranger, service and emergency vehicle usage.

Golf Cart Rules

- All Golf cart usage must be approved and have form turned in to Camp Director.
- All privately owned golf carts must be licensed by the state.
- All users must demonstrate a need for the use of a golf cart.
- Golf carts are not to be used to haul troop gear.
- Drivers must be 18 or older.
- Golf carts may not exceed 5 MPH at any time.
- Campers have the right of way at all times.
- Proof of insurance must be turned in during check in.
- The golf cart permission form found in the forms section of this document must be completed and returned.

Health Insurance

The Blue Ridge Council carries an Accident & Sickness insurance policy for event participants. If a participant requires medical treatment outside of camp, arising from camp activities, the participants insurance will be the primary insurance and the Blue Ridge Council policy is a secondary policy. Camp leadership will provide Accident & Sickness insurance submission forms to any participant requiring offsite treatment.

Visitors

All visitors must check-in at the Camp Office. Families and other guests are invited to join us for family night on Wednesday after 4:30PM. Guests at other times must be approved by the camp administration and follow the same check-in process



Refunds

The Blue Ridge Council (BRC) has a NO REFUND policy. The BRC makes every effort to have enough patches, program supplies, food and other necessary supplies required for each event. In order for that to happen the BRC must have accurate attendance numbers. Once you have registered for an event the BRC is counting on your attendance and will be purchasing items needed for the event. Due to this, with few exceptions, the BRC cannot refund event and activity fees.

Exceptions

Refund requests may be made before, during, or after an event for the following circumstances by contacting the Blue Ridge Council Program Director, who will seek approval.

- Emergency medical needs with proper verifying documentation
- Death of immediate family member
- Summer School

Requests outside of these circumstances may be considered but cannot be guaranteed. If a refund request is approved it will be refunded to the payment method used originally. When this is not possible, a refund check will be issued in the next check run.



Guidelines on Youth Protection

Two Deep Leadership

Each troop must have at least two registered Adult leaders over the age of 21 and of the appropriate gender for their unit at camp at all times, all leaders attending must be registered adult leaders.

No One on One Contact

No adult is to have one on one contact or communication with a youth. In situations requiring a personal conference leaders should follow two deep leadership or do so in a public and visible location where others are present.

Privacy

Leaders must respect the privacy of youth members, especially in regards to changing, showering and other private personal acts. Leaders should make efforts to protect their own privacy in the same situations. Exceptions should only be made as a last resort in situations of direct threats to the health and safety of youth.

Separate Accommodations

Units must make separate accommodations for use of cabins, showers and restrooms based on both gender and age. This may be accomplished by setting designated times for a group to use a facility, by setting rules on using a facility such as the use of signage to signify occupancy or other appropriate means determined by the unit. Accommodations should be made in a way that do not adversely impact or single out any one group such as a small time window or total exclusion from a campsites restroom.

Maria Dukes Cabin

The Maria Dukes cabin was dedicated in service to Scouts with physical limitations. While it is built with that intention, other units may use it if there is not a need at the time. Units using Maria Dukes must follow YPT and create accommodations as is appropriate. Maria Dukes is a one room cabin and measures for separating youth and adults must be made. Typically this is done either by having leaders tent outside or by hanging a partition. Any partition must be temporary and not damage the cabin. If materials are required your commissioner or the Camp Ranger can assist you.

Emergency Procedures

Emergency Signal

Emergency situations are signaled with a train horn that is audible for several miles, the playing of the bugle and the tolling of the bell. When these are done in unison camp must assemble as quickly as possible. Units will be asked to report briefly and be given further instruction.

Limitation of activities

Campers and leaders will be notified by staff if limitations on different activities must be observed such as shelter in place, no burn advisories and extreme heat.

Fire

Should an uncontrolled fire occur, vacate the location and notify the closest staff member immediately. Staff will then relay directions and handle the situation accordingly.

Medical Emergencies

Stay calm and immediately notify the Medical Officer or nearest staff member. Keep all roads and pathways clear for use by staff or EMS.

Youth Protection Violations

First ensure that participants are safe. All violations of Youth Protection policies are to be reported immediately to the Scout Executive (Greg.Balog@scouting.org). At Camp the Camp Director will serve as the Scout Executives Designee. If the Camp Director is unavailable, Report to the Business Manager who will call the Scout Executive.

Natural Disasters or Severe Weather

In instances of severe weather or natural disasters such as earthquakes or flood, seek shelter immediately. If instructed by staff, all participants will be expected to shelter in place, regardless of current conditions. Our mountainous location can have unpredictable weather and storms may divert at the last minute.

Lost Person or Swimmer & Unauthorized Persons

Immediately notify Camp Administration and wait for instruction.

Swim Classification Record

(Changes and/or corrections to the following chart should be initialed and dated by the test supervisor.)

Unit Number_____ Date of Swim Test _____

	Full Name (Print) (Draw lines through blank spaces)	Medical Recheck Parts A-B	Swim Classification		
			Non-Swimmer	Beginner	Swimmer
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					

The swim classification test performed at a unit level should be conducted by one of the following council-approved resource people: Aquatics Instructor, BSA; BSA Lifeguard; BSA Swimming & Water Rescue; or other lifeguard, swimming instructor, etc. Test administrators should utilize chapter 5 of the BSA Aquatics Supervision Guide.

NAME OF PERSON SUPERVISING & FACILITATING THE SWIM TEST:

_____ _____

Print Name Signature

_____ _____

Type of Authorization/Training Expiration Date if applicable
(Attach a copy of certification if required by council procedure)

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 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 18 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 demonstrate the need for the golf cart on Camp Property .

No other ATV, Side by Side vehicles, or other motorized or battery powered vehicles are permitted to be used on camp property without prior approval of Camp Director or Ranger. 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 JD Whitt at James.whitt@scouting.org

Campsite Inspection Sheet

Unit Number:_____

Week at Camp:_____

Campsite:_____

Campsite		Mon.	Tue.	Wed.	Thu.	Fri.
United States Flag	5 pts					
Troop Identification	5 pts					
Duty Roster Posted	5 pts					
Section Total	**15 pts**					

Adirondacks & Bunks		Mon.	Tue.	Wed.	Thu.	Fri.
Clear Walkway	10 pts					
Neatly Organized	10 pts					
Bunks Made	5 pts					
Floors Swept	5 pts					
Section Total	**30 pts**					

Cleanliness		Mon.	Tue.	Wed.	Thu.	Fri.
Toilets / Showers Clean	10 pts					
Bath House Swept	5 pts					
Trash Cans Less Than ½ Full	5 pts					
No Trash Around Camp	10 pts					
Section Total	**30 pts**					

Safety		Mon.	Tue.	Wed.	Thu.	Fri.
Fire Guard Chart	5 pts					
Visible First Aid Kit	10 pts					
No Safety Hazards	10 pts					
Section Total	**25 pts**					

Bonus & Total		Mon.	Tue.	Wed.	Thu.	Fri.
Campsite Improvement	N/A					
Daily Total	**100 pts**					

Scoutmaster Merit Badge
Camp Old Indian

Form needs to be turned into the **Scoutmaster's Lounge by 5:00pm on Friday**. Those leaders who qualify will be recognized at the closing campfire on Friday evening. Any adult leader 18 or older can complete the Scoutmaster's merit badge.

___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.

Scoutmaster Merit Badge Requirements
Must complete at least **seven** to qualify.
Please check all that apply

___Hike the Old Indian Trail with the Pathfinder Program ___Assist with the Pathfinder Program for a full day or two half-days ___Have unit participate in color guard at breakfast or dinner assembly ___Help with clean up in the Dining Hall for three meals ___Sweep the Trading Post Porch ___Participate in the Primitive Golf Tournament	___Participate in a service project ___Attend the Sunday evening leader's meeting ___Attend at least three morning coffee with the camp administration ___Take an afternoon nap ___Participate in the Staff vs. Scoutmaster Kickball Game ___Assist the Camp Ranger for a full day or two half-days ___Help with two merit badge classes



Subject to change

Senior Patrol Leader Award of Merit
Camp Old Indian

Form needs to be turned into the **Scoutmaster's Lounge by 5:00pm on Friday**. Those senior patrol leaders who qualify will be recognized at the closing campfire on Friday evening. **ONLY one youth per troop can earn this recognition.**

___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 SPL Award of Merit.

Senior Patrol Leader Award of Merit Requirements
Must complete at least **seven** to qualify.
Please check all that apply

___Hike the Old Indian Trail with the Pathfinder Program ___Assist a younger Scout in the troop with a Scouting skill ___Earn a merit badge. Name of the badge earned_____ ___Serve as a table waiter ___Visit the Trading Post and buy something ___Do a troop report at least once during the week	___Participate in a service project ___Earn a merit badge. Name of the badge earned_____ ___Attend the Wednesday night SPL meeting ___Participate in the Staff vs. SPL frisbee game ___Attend the Wednesday night Dance Pageant ___Earn a merit badge. Name of the badge earned_____



Subject to change

Notes

Notes



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Camp Old Indian

Blue Ridge Council, BSA

www.BlueRidgeCouncil.org