



# **Camp Old Indian Summer Camp 2026 Leaders' Guide**

A Once-in-a-Lifetime **\*\*Centennial Summer\*\***



Honoring 100 Years of Camp Old Indian and the  
250<sup>th</sup> Anniversary of the United States of America



## **The Most Exciting New Camp Programs in the History of Camp Old Indian**

Summer Camp 2026 at Camp Old Indian will be one for the history books---literally. We're celebrating 100 years of Camp Old Indian and the 250<sup>th</sup> anniversary of the United States, and we've built the most ambitious, adventure-packed, skill-building camp program ever offered in the Blue Ridge Council.

**Camp Old Indian | 550 acres-Blue Ridge Mountains | Private Bathhouses | Poinsett Bridge Heritage Preserve adjacent | 14 Adirondack Campsites | Tree Cabins | Adventure Programs | Native American Heritage | High Adventure like no other | Wildlife and Waterfalls**

## **2026 Summer Camp Schedule**

- Week 1: June 7 – 13
- Week 2: June 14 – 20
- Week 3: June 21 – 27
- Week 4: June 28 – July 4
- Week 5: July 5 – 11
- Week 6 (Tracks Only): July 12 – 18

## **Camp Contact Information**

### **Camp Telephone**

The Camp's Main Phone is 864-895-8995. This phone is 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 in a mountainous area and reception can be impacted.

Charlie Caldwell  
Professional Scouter  
Camp Director  
Blue Ridge Council  
charlie.caldwell@scouting.org  
864-637-8308



Art Taylor  
Camp Program Director  
Taylortroop603@gmail.com  
864-979-8055

## **Mail**

Camp Old Indian receives daily Mail and Delivery services through all providers but may be subject to delays in shipping. 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*

## **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 bathhouse and restroom facility. The only exception is the Maria Dukes cabin, built as a four walled building to serve as an accessible cabin so that any scout may enjoy Camp Old Indian.

<b>Campsite</b>	<b>Beds</b>	<b>Campsite</b>	<b>Beds</b>
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 unneeded 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. Please clearly mark your trailer with your unit number to ensure delivery to the correct campsite.

## Privacy

Camp Old Indian has installed 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 to help ensure youth protection guidelines are followed. If a unit prefers, these amenities may be taken down and stored.

## Check-in Procedures

### ***NEW* Check-in Fast Pass Option (not required)**

Complete the following ahead of camp to finish check-in speedy quick!

- ✓ Mail your unit's Annual Health and Medical Records to camp 2 weeks before you arrive: Camp Director, One Park Plaza, Greenville, SC 29607
- ✓ Swim check records completed by an appropriately certified aquatics person and bring copies for check-in.

### **Arrival**

Check-in will begin at 1PM. 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 and or Camp Director.**

### **Camp Office**

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



## **Troop Leadership**

Each troop must always have two registered adult leaders over the age of 21 and of the appropriate gender for their unit at camp. In addition, youth protection training must be current, if this expires during camp then leaders should complete the training prior to arriving 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. **YPT Certifications for each leader will be required at Check-in.**

## **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 troop's 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. 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 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 5:20PM.

## **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!

## **Camperships: Financial Support for Scouts in Need**

The Blue Ridge Council offers financial support of up to 50% of the Early Bird registration fee for summer camp at Camp Old Indian. Families, unit product sales (popcorn/peanuts



and/or camp cards), and camperships can combine to make camp possible.

### **Eligibility & Notes:**

- Camperships available to registered youth of the Council; non-transferable; not contingent on deposits
- Scouts should “earn their way” via Council fundraisers (popcorn/peanuts and/or camp cards)
- Awards based on available funds and verified need; information remains confidential

### **Application Instructions:**

- Participate in at least one Council fundraiser (popcorn/peanuts and/or camp cards)
- Apply by April 15, 2026, allowing time for Unit Endorsement and committee review before registration closes

Questions? Contact: Charlie Caldwell, Camp Director • [Charlie.Caldwell@scouting.org](mailto:Charlie.Caldwell@scouting.org) • 864-637-8308

## **Merit Badge Instruction**

Merit Badge scheduling at Camp Old Indian (COI) utilizes a flexible, block scheduling system with All-Day, AM-only, and PM-only options, plus a Twilight program. This approach maximizes instruction time, reduces transitions, and increases flexibility for units. Inclement weather may impact merit badge completion. Note: Merit badges are subject to change based on weather conditions and other other factors that may be out of our control.

COI offers ~60 merit badges; most can be completed at camp. Some require additional work at home due to time or project requirements. Certain badges have prerequisites. If your council requires blue cards, bring them to camp; the Department Area Director, Camp Commissioner, or Program Director will sign as needed.

**Starting Tuesday morning in the leaders’ meeting at 9:15am, leaders will receive Scout-by-Scout progress reports daily showing advancement progress as of the end of the previous day.**

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.



## New for 2026: Finish More Merit Badges—Before You Ever Arrive at Camp

One of the best parts of summer camp is watching Scouts make real progress on advancement. But every year, many Scouts go home with “partials”—merit badges that were started at camp but can’t be completed during the week because certain requirements must be done at home, with a troop, or with a counselor outside the camp setting.

### In 2026, we’re changing that—on purpose.

#### How the 2026 Merit Badge Plan Works

For every merit badge we offer, some requirements are fully achievable at camp... and some are not. This year, **our Program Guide includes the exact requirements that cannot be completed at camp** for each merit badge that typically results in a partial. These requirements are listed beside the name of the merit badge in the Merit Badge and Program Schedule.

That means Scouts can:

- **Start early (January–May)** and complete the “not-at-camp” requirements at home and with their unit
- Arrive at camp prepared and ready to focus on the **camp-completable** requirements
- **Finish more merit badges by Friday**, instead of taking partials home

#### Why We’re Doing This

This approach is designed to help Scouts and leaders get what they want most from summer camp:

- **More completed merit badges by the end of the week**
- **Less frustration** and fewer surprises about what can’t be finished at camp
- **Clear expectations** for Scouts, parents, and adult leaders before arrival
- A smoother week where merit badge time is spent on skills, instruction, and hands-on work—**not paperwork or catch-up**

#### What Scoutmasters and Adult Leaders Should Do Now

1. **Review the merit badge pages in the program guide** with your Scouts early.
2. **Help Scouts choose badges wisely** based on maturity, readiness, and schedule.
3. **Plan time in troop meetings** (or at home) to complete the “not-at-camp” requirements listed.
4. Encourage Scouts to **bring proof of completion** (notes, logs, photos, write-ups, budgets, etc. as applicable) to show their merit badge counselor at camp.



## **Important Note About Counselors and Verification**

Merit badge counselors will still follow official BSA/Scouting America requirements. Completing the pre-camp items ahead of time is the Scout's responsibility, and **documentation matters**. If a requirement calls for tracking, logging, planning, or demonstrating prior work, Scouts should arrive with their materials ready to review.

### **Bottom Line**

**Come prepared. Leave accomplished.**

This new 2026 approach is built to help Scouts finish strong—so more of them leave camp with merit badges completed, confidence boosted, and momentum to keep advancing all year.

## **Merit Badge Midway**

Choices for sampling some merit badges not taken but where there is interest; to be offered during the first 45 minutes-60 minutes of twilight on Monday, Tuesday and Thursdays. These program areas will be participating the Merit Badge Midway:

- 1) STEM
- 2) Trade skills
- 3) Aquatics
- 4) Ranges and target sports
- 5) Handicraft
- 6) Aerial adventure tower
- 7) Ecology

## **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. Siesta serves to offer that rest and free time or Chance to 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.



## Twilight Activities

Note: some activities will not be offered during all twilight periods; see the program guide for the detailed schedule.

- Archery, Shotgun and .22 Rifle and Cowboy Action at the Ranges
- Open Swim, Boating, Fishing, Snorkeling, Mile Swim at the waterfront
- Totem Pole Carving in the Gathering of Nations area
- Kites and Catapults in the meadow
- Climbing, Rappelling and Zip Lines
- Mountain Biking
- 3D Printing in the STEM building
- Welding fabrication in the Trade Skills building
- Astronomy (at dark)
- Woodcarving at the Handicraft shop
- Eagle workshop for youth
- Paul Bunyan Woodsman in the Pathfinder area
- Totin Chip in the Pathfinder area
- Trading Post open

## Special Programs

Several program offerings allow everyone from the new scout to the 17-year-old Eagle Scout an opportunity for a unique training or adventure or just fun. 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 offers everything from whitewater adventures, advanced shooting sports, climbing and challenge courses.

## **First-Year-Camper Themed Program (Pathfinder & Trailblazer) for the Scout and Tenderfoot ranks and many of the requirements of Second- and First-Class rankings**

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. 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. *This includes an overnight campout on Tuesday night.* Please note that for Scouts to earn the rank of Tenderfoot, requirements 6a-6c will need to be completed prior to camp.



## **Pinnacle High Adventure 5-Day program**

**For each week of camp:** Our Pinnacle High Adventure 5-Day program for older Scouts ages 14+ grows—and is like no other: rappelling, backpacking, climbing, whitewater rafting, advanced targets, a search and rescue module, wilderness first aid and survival across the Blue Ridge Mountains.

## **Notable locations**

### **Camp Office**

Our camp office is behind the 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.

### **Visitors Bathroom**

Located next to the camp office, the visitor's bathroom is available for use by all.

### **Rangers Residence**

Located across the creek the rangers house is a private residence and 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.



## **Trading Post**

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

## **Trading Post Store**

Located on the side 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 side 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 limited to staff usage and should not be entered except in cases of emergency.

## **Leaders' Porch**

Located on the front porch of the Activities Building, this space serves as an outdoor lounge and work space for adult leaders. It includes Wifi, rocking chairs, fans for a nice breeze and extra electrical outlets.

## **Patterson Dining Hall**

Camp Old Indian will be maintaining cafeteria style dining this summer 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 to help fuel the excitement. 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” experience to allow scouts maximum free time during the middle of the day to play and relax. Dietary restrictions such as vegetarian, gluten free, nut free options and many others will be available for all campers with these restrictions at every meal.

## **Food Allergies and Dietary Needs**

**IMPORTANT: Please indicate food allergies, any special dietary needs, restrictions, or combination, in as much detail as possible for any one attending camp by adding detailed notes to the registration information in Blackpug no later than two weeks before arrival. And, please bring the same information in written form upon checkin.**

## **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 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, detailed during camp wide tours.

## **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 \$6.00 per person.

## **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**

Participants must complete the BSA medical form, Parts A-C for those staying over 72 hours. If you will be staying for under 72 hours you will need parts A-B 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 of emergency medical need 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.

## **Locations of Programs**

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 is on the road to the waterfront, on the left after passing Handicraft and is a great place both for instruction and scouts seeking an up-close encounter with some of our wildlife.

### **Handicraft**

One of the first buildings you will see in camp, handicraft stands at the corner of the main camp roadway and the road that crosses the meadow. This popular location is home to many different forms of arts and craft works.

### **STEM**

STEM has found its home in the Anderson cabin. Look for this site to be home to continued innovations this summer!



## Trade Skills Workshop

Home to our newest department the Trade Skills Workshop is 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 occurring.





## **Pathfinder and Trailblazer**

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

## **Ranges & Targets**

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, snorkeling, 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.

## Hopkins Amphitheater

Home to all 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 swimmer's 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.

## The 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.





## 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?

#### For Pathfinder or Trailblazer, or both

Required Items	Optional Items
<ul style="list-style-type: none"><li>• <b>Filled</b> Water Bottle (2 for Wed AM Hike)</li><li>• Rain Gear</li><li>• Comfy Hiking Shoes (NO Open-Toed Shoes)</li><li>• Swimming Gear (for Aquatic requirements - Trailblazer)</li></ul>	<ul style="list-style-type: none"><li>• Scout Handbook (Handy Tool)</li><li>• Pocket Knife - If scout has Totin' Chip</li><li>• Flint/Steel</li><li>• Compass</li></ul>

#### For Scouts in general:

- Water bottle
- Sleeping bag or bedding/mattress cover for twin mattress & pillow
- Toiletries (soap, shampoo, toothbrush, deodorant, etc.)
- Swimming suit(s) & two or more towels
- Shower shoes
- Hiking boots or athletic shoes, or both



- 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

## **For Pinnacle High Adventure: Mountain Leadership at Camp Old Indian | Offered for Each Week of Camp**

### **Hiking Shorts:**

- Lightweight nylon or synthetic (not heavy canvas-style shorts)
- Looser fit better for ventilation than compression-style shorts
- Length: Above knee for maximum air flow

### **Socks:**

- Synthetic or merino wool blend mandatory
- Bring 5–6 pairs due to sweat and daily changes
- Mid-weight or light-weight hiking socks (not heavy winter-weight wool)
- Scout should change socks at lunch if feet are soaked

### **Underwear:**

- Synthetic or merino wool mandatory (cotton underwear in heat + humidity = chafing and misery)
- Bring 8–10 pairs (daily changes essential; may need to change twice/day)
- Athletic boxer-briefs or performance underwear strongly recommended

### **Sleep Clothes:**

- Lightweight synthetic shorts + moisture-wicking T-shirt (NOT long-sleeve shirt + pants)
- Many Scouts will sleep in just shorts and T-shirt given SC summer heat in open-air shelter
- Keep long-sleeve layer and pants available as backup for unexpected cool night or rain

### **Rain Gear:**

Rain Jacket (Upgrade Specification):

- Must be breathable/waterproof (not just water-resistant)
- Pit zips or venting essential



- Lightweight packable style

Rain Pants

Poncho (Alternative):

- Some Scouts prefer poncho over rain jacket in summer heat (better ventilation)
- Must be lightweight backpacking poncho, not disposable emergency poncho
- Can double as tarp/groundsheet

### **Other:**

- Sunscreen: SPF 50+
- Bug spray strength: 30–40% DEET + permethrin-treated clothing
- Wide-brim hat (required)
- Neck gaiter/buff for sun protection
- Cooling towel (recommended)
- Gaiters (strongly recommended for tick protection)
- Sleeping bag and bedding/mattress cover for twin mattress & pillow
- Toiletries (soap, shampoo, toothbrush, deodorant, etc.)
- Swimming suit(s) & two or more towels
- Shower shoes
- Hiking boots or athletic shoes, or both
- Uniform(s) on hanger
- Backpack
- Water bottle
- Pocket knife
- Camp chair
- Spending money

## **Camp Old Indian Policies**

### **Tobacco & Vaping Products**

All Scouting functions are 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 at Camp Old Indian. Firearms must stay in a locked vehicle or be turned over to the Range Director upon arrival.

## **Vehicles in Camp**

No vehicles will be allowed beyond the parking lot outside of the Ranger, service vehicles, or vehicles approved by the Ranger and or Camp Director. 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 always have the right of way.
- Scouts Should not be transported in Golf Carts unless medically required.
- 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. 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 (which will qualify for a maximum of a 50% refund)

Requests outside of these circumstances will not be considered. 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 always at least two registered adult leaders over the age of 21 and of the appropriate gender for their unit at camp, 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 gender and registration status. 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 the installed signage in each bathhouse 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 campsite's 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](mailto: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  
(Attach a copy of certification if required by council procedure)

\_\_\_\_\_  
Expiration Date if applicable

# Golf Cart Permission Form

Golf Carts are discouraged at camp, however, there may be a need for an adult leader or a Scout with physical challenges 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 Charlie Caldwell, Camp Director, [Charlie.caldwell@scouting.org](mailto:Charlie.caldwell@scouting.org)

# Campsite Inspection Sheet

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

<b>Adirondacks &amp; Bunks</b>		<b>Mon.</b>	<b>Tue.</b>	<b>Wed.</b>	<b>Thu.</b>	<b>Fri.</b>
Clear Walkway	10 pts					
Neatly Organized	10 pts					
Bunks Made	5 pts					
Floors Swept	5 pts					
<b>Section Total</b>	<b>30 pts</b>					

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

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

<b>Bonus &amp; Total</b>		<b>Mon.</b>	<b>Tue.</b>	<b>Wed.</b>	<b>Thu.</b>	<b>Fri.</b>
Campsite Improvement	<i>N/A</i>					
<b>Daily Total</b>	<b>100 pts</b>					



## 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

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





## 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

<p>___ Hike the Old Indian Trail with the Pathfinder Program</p> <p>___ Assist a younger Scout in the troop with a Scouting skill</p> <p>___ Earn a merit badge. Name of the badge earned _____</p> <p>___ Serve as a table waiter</p> <p>___ Visit the Trading Post and buy something</p> <p>___ Do a troop report at least once during the week</p>	<p>___ Participate in a service project</p> <p>___ Earn a merit badge. Name of the badge earned _____</p> <p>___ Attend the Wednesday night SPL meeting</p> <p>___ Participate in the Staff vs. SPL frisbee game</p> <p>___ Attend the Wednesday night Dance Pageant</p> <p>___ Earn a merit badge. Name of the badge earned _____</p>
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