

Camp Old Indian Centennial 1926–2026, 100 years

Camp Old Indian-Summer Camp 2026 Program Guide

*With a Message to Parents, Scouts and
Adult Leaders*



A Once-in-a-Lifetime ****Centennial Summer****
Honoring 100 Years of Camp Old Indian and the
250th Anniversary of the United States of America



NATIONAL CAMP
ACCREDITATION PROGRAM

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 250th 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



601 Callahan Mtn. Road, Travelers Rest, South Carolina 29690

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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.

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I. Our Message to Parents, Scouts, and Adult Leaders

“An individual step in character training is to put responsibility on the individual.” Sir Robert Baden-Powell, founder of Scouting

About the Blue Ridge Council

Scouting America’s Blue Ridge Council has provided Scouting programs to youth in the Upstate of South Carolina for over 100 years. The Blue Ridge Council is experiencing exciting growth. We now serve thousands of young people across our eight-county area — and the need for Scouting has never been greater. In today’s world, youth need the leadership, values, and skills that Scouting uniquely provides-- giving young people the opportunity to explore a world beyond the boundaries of everyday life. They try new things, provide service to others, build self-confidence, and develop leadership skills. These experiences stay with them throughout their adult lives, helping them to grow into exceptional men and women who respect their families, communities, religions, countries, and themselves—and are Prepared. For Life.



[Our Council Mission](#)

To prepare young people for success in life by supporting districts and units in delivering the Scouting America program across the eight counties of Upstate South Carolina.

[Our Council Vision](#)

To be the organization of choice for today and tomorrow’s youth, where youth dreams are experienced and realized in a hands-on learning environment.

[Why Attend Summer Camp?](#)

Camp is more than just a week away from home—it’s where youth discover who they are and who they can become. At summer camp, Scouts build confidence and independence by taking on challenges, solving problems, and learning new skills in a safe, supportive, and structured environment. Camp provides opportunities for Scouts to grow in ways that last a lifetime.



How Camp Supports Youth Well-Being in a Challenging World

Youth today face unprecedented mental health challenges—including rising rates of anxiety, depression, stress, and social isolation. Schools and families are struggling to meet the growing demand for emotional and behavioral support.

Scouting America’s summer camps offer a proven, protective environment that supports youth mental health through nature immersion, structured activities, and values-based community. Here’s how:

Nature and Screen-Free Time

- Time outdoors reduces stress and improves mood by lowering cortisol levels and increasing serotonin.
- Disconnecting from screens improves attention, sleep quality, and emotional regulation.

Skill-Building and Resilience

- Camp activities promote mastery, self-confidence, and problem-solving—key traits linked to reduced anxiety and depression.
- Scouting’s badge system and patrol leadership build self-efficacy and goal-setting skills.

Social Connection and Belonging

- Camps foster inclusive peer relationships and teamwork, which reduce loneliness and aggression.
- Shared rituals and traditions create a sense of identity and emotional safety.

Structure and Emotional Regulation

- Predictable routines help youth manage anxiety and improve executive functioning.
- Daily reflection and values-based programming support emotional growth and moral development.

Purpose and Identity Formation

- Camp provides space for youth to explore who they are outside of academic or social pressures.
- Scouting’s mission-driven framework gives youth a sense of purpose—protective against hopelessness and suicidal ideation.

Evidence-Based Impact

- The American Camp Association reports that 92% of campers say camp helped them feel more confident, and 74% say it helped them try new things that made them feel good about themselves.
- Youth who attend camp show measurable improvements in emotional intelligence, social skills, and resilience.

Scouting America camps are more than recreation—they’re a vital intervention for youth well-being. In a world of rising challenges, camp offers connection, growth, and healing. Scouting America’s inclusive program brings boys and girls together in a cohesive outdoor adventure and leadership experience, teaching mutual respect and cooperation. Scouts tackle ropes courses, campouts, competitions, and real-world challenges in mixed-gender teams—the perfect laboratory for leadership.

Every activity—whether it’s a pioneering project, or mentoring younger Scouts—builds real-world skills, fosters a love for nature, and prepares youth for success in school, career, and life.

Why Camp Old Indian?

For 100 years, Camp Old Indian has been the safe place where Scouts from across the Southeast discover adventure, build lifelong friendships, and push their limits in the outdoors. Nestled on 550 acres at the gateway to the Blue Ridge Mountains, the camp sits between two majestic, nearly

half-mile-high ridges—an unforgettable setting where nature, history, and Scouting come alive. Here’s why hundreds of thousands of Scouts and leaders across the southeast call Camp Old Indian their favorite week of the year:

- **7+ miles of manicured trails that lead to a giant waterfall, hidden valleys, and breathtaking mountain overlooks**
- Three lakes, including one stocked with bass and trout for unforgettable fishing and aquatics adventures
- **Wildlife everywhere—deer, turkey, and even the occasional black bear**
- Adjacent to the historic Poinsett Bridge Heritage Preserve (1820), the oldest bridge in South Carolina
- **All Adirondack campsites—one with tree cabins—modern bathhouses with full privacy doors, and hot water**
- Gender-neutral facilities with full door privacy and adaptive Scout areas—Camp Old Indian is a Special Needs Ready Camp
- **Native American Heritage**
- Central air-conditioned dining hall and dedicated program centers (Ecology & Conservation, STEM & Innovation, Range & Targets, Arts & Crafts)
- **13 consecutive years nationally accredited by Scouting America; 5 National Camp School certified directors; winner of two national marketing awards**



2026: The Centennial Summer at Camp Old Indian

There has never been a better time to come to Camp Old Indian—and 2026 will be the summer you'll talk about for the rest of your life. **Coming off explosive improvements in 2025** (new archery shelter, five-stand shotgun range, aerial zip lines, climbing & rappelling tower, renovated amphitheater, roads & drainage upgrades, Greener & Cleaner hydroponics/composting, remodeled privacy bathhouses, new merit badge bundles, STEM drones, Native American Gathering of Nations village, tree cabins in Greenwood As, sub-camp games, leadership development for campers, adult leader trainings, Merit Badge Midway, air-conditioned dining hall, rappelling at Glassy Mountain, and a high-adventure 5-day track), **we're just getting started.**

What's New and Next in 2026—*for Scouts:*

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

- Increased camp staffing by 20%
- Falconry added to Bird Study (work with birds of prey)
- For end of week feedback from Scouts, ***The Camp App***
- Expanded two-week Counselor in Training (CIT) program
- Finish More Merit Badges—Before You Ever Arrive at Camp
- Extended rappelling at Glassy Mountain
- Paddleboarding and snorkeling
- Cowboy Action Targets at the range
- Mountain biking
- Digital Media Production—be a news anchor or radio announcer for Station WCOI
- Hammock hookups in select campsites
- Fully air-conditioned central dining hall
- Kites, catapults (tennis ball launchers!), totem pole carving
- Astronomy at our Night Sky Observatory Platform
- More trade skills badges and more merit badge bundles
- Additional tree cabins
- Advanced archery
- Sixth Week Specialty Tracks (July 12–18)
- Every camper receives the exclusive, one-of-a-kind Centennial Patch to mark your place in camp history

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.

What's New and Next in 2026—*for Adult Leaders:*

- Safe Swim Defense Demonstrations
- ***Mental Health*** First Aid
- For ***daily*** and end of week feedback from adult leaders, ***The Camp App***
- The ***Daily Advancement Report*** showing advancement Scout by Scout in the unit as of the end of the previous day

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

NEW CHECK-IN FAST PASS

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, 601 Callahan Mountain Road, Travelers Rest, SC 29690.
- ✓ Complete swim checks before arriving at camp. Bring a copy of appropriate swim check records completed by an appropriately certified aquatics person.



The Patterson Dining Hall and Dietary Restrictions

This year, we will be serving all our meals in cafeteria style with the help of the awesome camp staff. A

cold bar (for ex. cereal, salad, fruit, etc.) will be offered at each meal. 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.

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. Please bring the same information in written form for checkin.

With record registrations already for summer camp 2026 vs. each of the past six years---Don't miss out!

<https://www.blueridgecouncil.org/camps/camp-old-indian/>



Preliminary Daily Schedule

| SUNDAY | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY |

	<p>7:00 Reveille</p> <p>7:45 Assembly 8:00 - 8:50 Breakfast</p> <p>9:00 - 12:00 Morning Program</p> <p>9:15 Adult Leader Coffee (Dining Hall) 10:00-12:00 Adult Trail to Eagle (Dining Hall)</p> <p>12:15 Drop-In Lunch</p> <p>12:45 SPL Meeting (Activity Building)</p>	<p>7:00 Reveille</p> <p>7:45 Assembly 8:00 - 8:50 Breakfast</p> <p>9:00 - 12:00 Morning Program</p> <p>9:15 Adult Leader Coffee (Dining Hall)</p> <p>12:15 Drop-In Lunch</p> <p>12:45 SPL Meeting (Activity Building)</p>	<p>7:00 Reveille</p> <p>7:45 Assembly 8:00 - 8:50 Breakfast</p> <p>9:00 - 12:00 Morning Program</p> <p>9:00-12:00 Adult Climb on Safely Training</p> <p>9:00-12:00 Adult Safe Swim Training</p> <p>9:00-12:00 Youth Advanced Archery</p> <p>9:15 Adult Leader Coffee (Dining Hall)</p> <p>10:00-12:00 Adult Trail to Eagle (Dining Hall)</p> <p>12:15 Drop-In Lunch</p> <p>12:45 SPL Meeting (Activity Building)</p>	<p>7:00 Reveille</p> <p>7:45 Assembly 8:00 - 8:50 Breakfast</p> <p>9:00 - 12:00 Morning Program</p> <p>9:00 - 12:00/2:00-4:30 Mental Health Training for Adults</p> <p>9:15 Adult Leader Coffee (Dining Hall)</p> <p>12:15 Drop-In Lunch</p> <p>12:45 SPL Meeting (Activity Building)</p>	<p>7:00 Reveille</p> <p>7:45 Assembly 8:00 - 8:50 Breakfast 9:00 - 12:00 Morning Program</p> <p>9:15 Adult Leader Coffee (Dining Hall)</p> <p>12:15 Drop-In Lunch</p> <p>12:45 SPL Meeting (Activity Building)</p>	<p>7:00 Reveille 7:00 - 9:00 Drop-In Breakfast and Checkout</p>
<p>1:00 - 3:00 Check-In and camp tours</p>	<p>1:00 Sub Camp Games (Flagpoles)</p> <p>2:00 - 4:30 Afternoon Program</p> <p>5:15 Assembly</p> <p>5:20 Assembly</p> <p>5:30 Dinner</p>	<p>1:00 Siesta</p> <p>1:00 Staff vs Scouts Ultimate Frisbee (Meadow)</p> <p>2:00 - 4:30 Afternoon Program</p> <p>5:15 Assembly</p> <p>5:30 Dinner</p>	<p>4:30 Family and Visitor's Day and</p> <p>2:45 - 4:30 Quest for the Golden Feather & Camp-Wide Games</p> <p>2:45 - 4:30 Scoutmaster Shoot</p> <p>5:20 Assemble for Formal Retreat (Lower Meadow)</p> <p>5:30 Formal Retreat</p> <p>6:00 Dinner</p>	<p>1:00 Siesta</p> <p>1:00 Staff vs Adult Leader Kickball (Meadow)</p> <p>2:00 - 4:30 Afternoon Program</p> <p>5:15 Assembly</p> <p>5:30 Dinner</p>	<p>1:00 Sub Camp Games (Flagpoles)</p> <p>1:45 Camp Staff Interest Meeting</p> <p>2:00 - 4:30 Afternoon Program</p> <p>5:15 Assembly</p> <p>5:30 Dinner</p>	
<p>6:30 Chapel*</p>	<p>6:30 - 8:30 Twilight/Open Program</p>	<p>6:30 - 8:30 Twilight/Open Program</p>	<p>6:30 - 8:30 Twilight/Open Program</p>	<p>6:30 - 8:00 Twilight/Open Program</p>		

HIGHLIGHTS

	Kites in the Meadow 7:00 Leader's Meeting (Chapel)* 8:30 Campfire Pre-Show* 8:45 Opening Campfire* 10:00 In Campsites 11:00 Taps	CATAPULTS 6:30 Eagle Workshop (Youth) 6:30 - 9:00 Range open late for Night Shoot 6:30 - 8:30 Totem Pole Carving 10:00 In Campsites 11:00 Taps	8:00 Campfire (Hosted by OA) * 10:00 In Campsites 11:00 Taps	CATAPULTS 6:30 Eagle Workshop (Youth) 6:30 - 8:30 Totem Pole Carving 8:00 Brotherhood Questioning (Scoutcraft) 10:00 In Campsites 11:00 Taps	Kites in the Meadow 8:30 Campfire Pre-Show* At the Campfire: Iron Chef Dessert Cook-Off 8:45 Closing Campfire* 10:00 In Campsites 11:00 Taps	
	Chapel Opening Campfire	Sub Camp Games Night Shoot Kites in the Meadow and Totem Pole Carving	Staff vs Scouts Ultimate Frisbee Night Shoot CATAPULTS and Totem Pole Carving	Quest for the Golden Feather Waterfront Carnival Camp Wide Games Family/Visitor's Night and Order of the Arrow Dance Pageant and Call Out	Staff vs Adult Leader Kickball Brotherhood Questioning Totem Pole Carving CATAPULTS	Sub Camp Games Closing Awards Campfire Iron Chef Dessert Cook-Off Kites in the Meadow

***Asterisk notates events that in the event of inclement weather will be held in the Activity Building**
Waiters will report to the dining hall for waiter duty 15 minutes prior to the start of Breakfast and Dinner.
Lunch is drop-in/drop-out so waiter assignments are up to the troop.



II. All About Programs and Opportunities

[Merit Badges & Advancement](#)

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.

COI offers ~50 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.](#)

[Sixth Week Specialty Tracks \(July 12-18\)](#)

Because of the overwhelming demand for our 2026 summer camp program, Camp Old Indian is proud to announce

a brand-new sixth week of camp—July 12–18—designed especially for individual (e.g. provisional) Scouts and Bounce Back campers, be they out-of-council or in-council Scouts, looking for a truly elite experience.

This special week features **three specialized tracks, each built for maximum growth, challenge, and adventure.** Every Scout will join a Provisional Troop, make new friends from across the Southeast, and experience personalized support from our top-notch staff.

WHY THIS SPECIALTY WEEK IS DIFFERENT

- Open to ALL Scouts—In-Council or Out-of-Council
- Perfect for individual (“provisional”) Scouts
- Ideal for Bounce Back Scouts returning for a second week
- Elite programming not offered anywhere else in the region
- Small-group instruction for deeper skills & faster advancement
- An extraordinary way to end the summer on a high note

☆ **TRACK 1: STEM ADVENTURE WEEK**

Perfect for Scouts who love exploring how things work and putting ideas into action.

Scouts can earn up to FOUR STEM-related merit badges, while participating in hands-on labs, robots, experiments, drone flying, and innovation challenges that blend science with the natural environment of the Blue Ridge Mountains. Merit badges offered will be Robotics, Game Design, Nuclear Science, Photography, Digital Media production bundle and Space Exploration.

A week of creativity, curiosity—and breakthroughs.

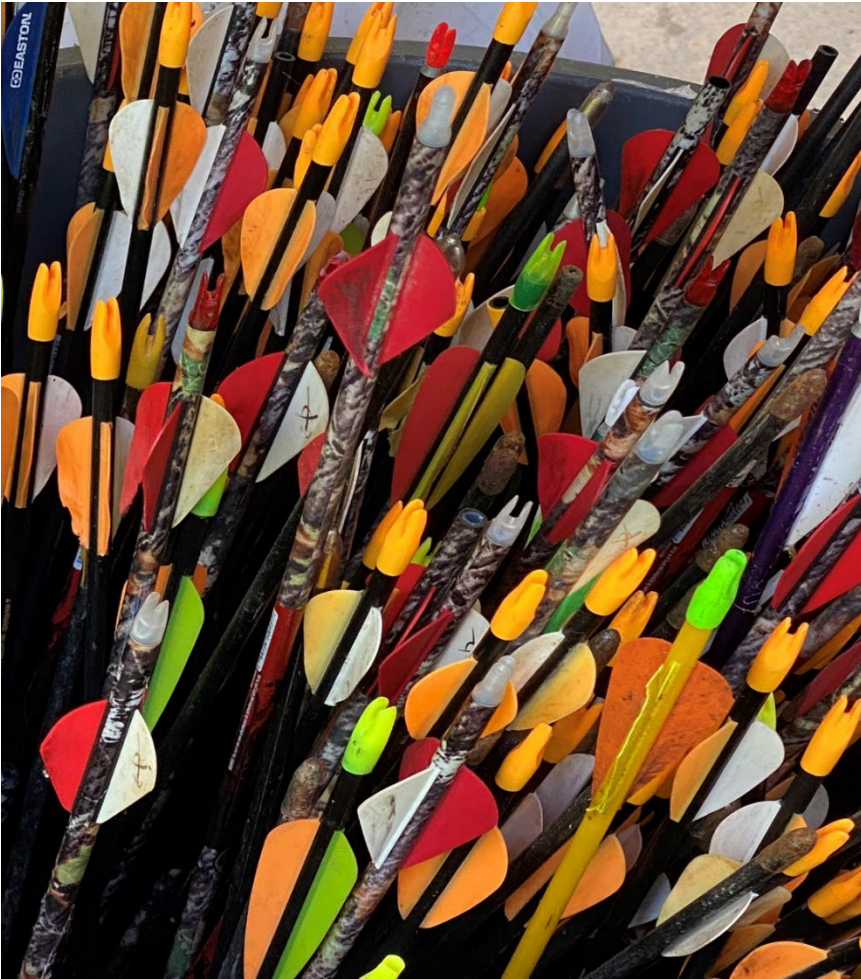
☆ **TRACK 2: HIGH ADVENTURE WEEK (Age 14+)**

A full week of action for Scouts ready to push themselves and grow as leaders. Merit badges offered will be Climbing, Orienteering, Wilderness Survival, Hiking and Search and Rescue.

High Adventure participants will experience:

- Glassy Mountain rappelling experience
- Zip lines + Climbing Tower in the Meadow
- Whitewater challenge
- Mountain biking on Blue Ridge Mountain trails
- Orienteering + Wilderness Survival immersion
- Advanced marksmanship
- Leadership development & problem-solving modules
- (If funded) Ropes course experience

Every day is packed with challenge, teamwork, personal development, and unforgettable achievement.



☆ TRACK 3: TARGETS & RANGES WEEK

For Scouts who love precision, focus, and skill development---and advanced targets experiences.

Participants can earn up to FOUR merit badges while getting extensive range time and hands-on instruction in:

- Archery (including 3D targets)
- Rifle
- Shotgun
- Fish and Wildlife Management
- Sporting-style target challenges on the five-stand course
- Hunter Education (not a merit badge)

This track emphasizes safety, discipline, confidence, and progression—ideal for Scouts who want to sharpen their marksmanship skills.

Week 6 at Camp Old Indian

is your Scout's chance to:

- Challenge themselves
- Build confidence
- Master advanced skills
- Forge friendships across councils
- And experience growth that lasts long after camp is over

Please note that a minimum attendance of 25 Scouts total will be required for this additional week of camp.



Adventure Programs

- ***Offered each week of camp:*** Pinnacle High Adventure: Mountain Leadership at Camp Old Indian, for Scouts who are ready to stop just “going to camp” and start leading the expedition.
- **Whitewater Adventure** on Fridays: Allows for scouts of all ages to go off-camp property for the day to take on a high-adrenaline whitewater adventure. This offering will require participants to act as a team to navigate intense waves and powerful currents. Lunch and transportation will be provided for participants. Scouts must pass the BSA Swim Test with a Swimmer designation to participate.
- **Aerial Adventure:** Climbing, Rappelling, and Zip Lines. Experience climbing, rappelling and ziplining! The meadow adventure enables participants to soar above the picturesque upper meadow on their way to the top of the lower meadow climbing tower, where they will then practice climbing and rappelling skills on this new obstacle.
- **Rappelling at Glassy Mountain** on Fridays (all day program).

Additional Opportunities for Youth

- Catapults and kites
- Free time, twilight activities, camp-wide events, campfires, and youth leader training sessions.
- Staff vs. Scout Frisbee • SPL Meeting & Leadership Program • SPL Award of Merit (requirements available in Leader’s Lounge)
- Other Field Games: horseshoes, four-square volleyball, ultimate frisbee, frisbee golf, soccer, checkers.
- Eagle Workshop: collaborative space to ask questions about the Eagle journey.
- Leadership Workshop: SPLs/ASPLs meet in the Activity Building for leadership development and collaboration.

Additional Opportunities for Adults

- Scoutmasters’ Lounge & Free WIFI: inside the Trading Post—A/C, device charging, computers to

check advancement and email.

- Trail to Eagle: resources and peer tips to help units guide Life Scouts to Eagle.
- Special Activities: Staff vs. Scoutmasters Kickball • Scoutmaster Shoot • Basic CPR & AED Training
- Scoutmaster Merit Badge • Help in Dining Hall Dish Room • Iron Chef Dessert Cook-Off



Special Programs & Traditions

- Interfaith Chapel Service • Daily Leaders' Meetings • Wednesday Assembly Parade • Camp-Wide Games
- Quest for the Golden Feather: field game events where all of camp competes for points.
- Sub-Camp Games create new challenges and leadership opportunities while mixing units.
- Merit and Honor Troop awards recognize units that fully engage in camp program and exemplify Scouting spirit.

Merit and Honor Troop Form

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

Merit Troop

1. 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.
2. 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 and is always present in camp.
- 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 in the dish room during the unit's week at camp.

Honor Troop

To qualify for Honor Troop, a unit must earn Merit Troop status and complete at least 10 of the 13 Merit Troop requirements plus one of the following four 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 Assistant Camp Ranger.
- 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 adult leader takes CPR Training.

Forms need to be turned into the Leader's Lounge by 5:00 pm on Friday and will be distributed in the Monday morning Leaders' Meeting.

Scoutmaster Merit Badge

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. The form showing completion will be distributed at the Leaders' Meeting on Monday and needs to be turned into the Scoutmaster's Lounge by 5:00 pm on Friday.

Scoutmaster Merit Badge Requirements---- Must complete at least seven to qualify:

- 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
- Help with two merit badge classes
- 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

With record registrations already for summer camp 2026 vs. each of the past six years---Don't miss out!

<https://www.blueridgescouncil.org/camps/camp-old-indian/>



III. All About Advancement

1. 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.*

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.

- Please have scouts bring the 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!

A Day at the Pathfinder Shelter

Each day starts at 9:00 AM at the Pathfinder Shelter, right behind our First Aid Lodge.

Monday will start 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 on Wednesday morning. ***Please note that for Scouts to earn the rank of Tenderfoot, requirements 6a-6c will need to be completed prior to camp.***

Schedule

9:00-9:15 AM: Morning Meeting

9:15-11:50 AM: Program

12:00-2:00 PM: Lunch and Siesta (free time)

2:00-4:50 PM: Program (except Wednesday)

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

Advancement Recognition for This Program

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 Black Pug nightly.***

Pathfinder & Trailblazer Center		class max	Monday	Tuesday	Wednesday	Thursday	Friday
Fireem' Chit	v	30	Twilight	Twilight			
Pathfinder*		40	All Day	All Day and overnight campout	All Day		
Totin' Chip	v	25	Twilight	Twilight			
Trailblazer *		40				All Day	All Day



2. For older Scouts (14+ years old or 13 and finished 8th grade) who are ready to stop just “going to camp” and start leading the expedition

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



Darkness. Flashlights cut through the trees as your patrol spreads out, following faint tracks off the trail. Someone calls out— “Got them!”— and ***suddenly you’re assessing injuries, building a plan, and leading a real-feeling rescue mission in the middle of the night.*** The next day you’re on whitewater, then rappelling off a mountain, and all-the-while developing leadership skills, more self-confidence and learning how successful teams are formed and operate. This is Pinnacle High Adventure: Mountain Leadership at Camp Old Indian—***the week older Scouts talk about for years.***

For Scouts: Not Just Camp—An Expedition

Instead of bouncing between unrelated classes, you join a dedicated high-adventure cohort and spend the week operating as a mountain expedition team. You’ll climb, rappel, raft whitewater, run wilderness search-and-rescue style missions, go for advanced targets,

and complete a backcountry overnight where your decisions matter. Merit badges offered will be Climbing, Orienteering, Wilderness Survival, Hiking and Search and Rescue.

You won’t be with your home troop. Pinnacle Scouts form mixed patrols with other older youth, living and working together in a dedicated high-adventure campsite. That means new friends, new dynamics, and new chances to lead. Every day, youth leadership roles rotate—Navigation Lead, Medical/Response Lead, Quartermaster, Camp Lead—so everyone gets real responsibility, not just a patch.

Program Snapshot

Who: Scouts age 14+ (or 13 and finished 8th grade); minimum 12 Scouts for two patrols of six

When: Sunday evening through Friday at 5:00 p.m. and back in time for Friday night campfire

Where: Camp Old Indian, in a dedicated high-adventure campsite

What’s Included:

- Whitewater rafting day
- Climbing, zip lining and rappelling tower progression and Glassy Mountain rappel
- Backcountry overnight expedition
- Wilderness response and SAR-style missions



- **Advanced marksmanship, navigation, and survival skills**
- **Program-specific high-adventure T-shirts and recognition item**

For Scouts who are ready to stop just “going to camp” and start leading the expedition, Pinnacle High Adventure: Mountain Leadership at Camp Old Indian is the next step.

What You’ll Do

Whitewater Rafting Day

Spend a full day on a guided river, running rapids as a crew. You’ll learn paddle commands, practice reading the river, and rotate leadership on the boat so everyone feels the pressure of calling the shots when the water gets loud.

Climbing Tower to Mountain Rappel

Start on Camp Old Indian’s tower to sharpen knot tying skills, belays, and safety checks. Next, you and your patrol are rappelling off Glassy Mountain under the guidance of trained staff, using systems modeled on national high-adventure climbing programs.

Backcountry Overnight Expedition

Plan and carry out a patrol-style overnight track. You’ll navigate to your campsite, set up as a team, cook your own meals, and complete a night challenge—like low-light navigation or a short Search and Rescue-style scenario—before crashing under the stars.



Wilderness Response and Search and Rescue-Style Missions

Learn how to find someone who is lost or hurt, assess their condition, and get them out. Then test yourself in timed scenarios that combine navigation, first aid concepts, teamwork, and communication in real terrain. These missions feel real because they are built from proven wilderness leadership and high-adventure program models.

Advanced Marksmanship and Outdoor Skills

Throughout the week you'll sharpen land-navigation, campcraft, and survival skills, logging a few trail miles building comfort in rough conditions and wilderness marksmanship: shotgun, advanced archery, and black powder muzzleloading. Options like focused Orienteering, Wilderness Survival, and related skills are offered in a way that supports real learning and, where appropriate, authentic merit badge progress—not just box-checking.

By the time you finish, you'll have stories no one else at school can tell: ***"We ran a rescue mission at night."*** ***"We rappelled off a mountain."*** ***"Our patrol solved problems when things went***

sideways."

For Parents and Leaders: Serious Adventure, Serious Development

Pinnacle High Adventure is designed for older youth who are otherwise at risk of drifting away from traditional summer camp. It blends the best of national high-adventure approaches with the accessibility and familiarity of a council camp environment.

Why Parents Approve

Safety and Standards

The program is built in line with Scouting America outdoor and camp accreditation standards, including trained climbing staff, vetted outfitters for whitewater, and structured risk management in all high-adventure elements. It reflects practices used at Philmont, Northern Tier, Sea Base, and other national programs, scaled appropriately for Camp Old Indian's setting.

Leadership and Life Skills

Research on adventure programs shows that teens gain confidence, resilience, and stronger identity when they are given real responsibility in challenging outdoor settings. Pinnacle intentionally places youth in rotating leadership roles, followed by guided reflection, to maximize those benefits.

Genuine Skill Building and Advancement

Rather than chasing a long list of badges, Pinnacle focuses on doing a few things well. Scouts can make meaningful progress—or even complete—merit badges such as Climbing, Wilderness Survival, Search and Rescue, or Orienteering through authentic fieldwork, with some Hiking miles logged along the way. Requirements are met through real activity, not rushed classroom time.

High Value Compared to Other Options

At a week-long price point that is higher than standard camp but far below national high-adventure bases or private adventure programs, Pinnacle offers whitewater rafting, mountain rappelling, specialized instruction, and a staff-intensive schedule. Families see a clear return: a serious leadership and outdoor challenge experience close to home.

Why Leaders Appreciate It

Keeps Older Scouts Engaged

Pinnacle gives older youth a reason to stay involved—especially those who feel “done” with first-year programs and regular merit badge weeks. It also helps prepare them for NYLT, national bases, and leadership roles back in the troop.

Flexible Crew Options

Units can send an entire group of their own older Scouts, or a handful of youth who join a council-wide Pinnacle patrol. Either way, the program is built around the Patrol Method, with adults present for support and safety while youth lead.

Clear Expectations and Support

Pre-camp materials outline a suggested conditioning hike and packing guidance, mirroring national high-adventure practice, and helping families send Scouts prepared. Leaders know up front what kind of week their youth will experience.

3. All Things Merit Badges

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 in parenthesis ().

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 this 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.

(Look for the “Complete Before Camp” requirements listed under each merit badge below.)



[Merit Badge and Program Schedule](#)



Color Key for Program Schedule		
Extras	New	Merit Badge Midway at Twilight
Merit Badge Bundle	MB=Merit Badge	\$ = additional program fee
RR=Registration Required in Advance	√ = can be completed at camp	Location
Bold Print=Eagle MB	* = non-Merit Badge offerings	● can be completed with pre-camp requirements (shown in parenthesis)

Water Front

Aquatics Department		class max	Monday	Tuesday	Wednesday	Thursday	Friday
Canoeing MB	√	20	All Day				
Learn to swim*		20	AM		AM		
Lifesaving MB	√	15		All Day			
Kayaking MB	√	12			AM	AM	AM
Rowing MB	√	12		AM		PM	
Swimming MB	√	20	All Day	All Day		All Day	All Day
Safe Swim Defense Demo for Adults *		RR			AM		
Open Swim, Boating, Mile Swim, Snorkeling, Fishing *			Twilight	Twilight	PM Water Carnival	Twilight	Twilight

Color Key for Program Schedule

Extras	New	Merit Badge Midway at Twilight
Merit Badge Bundle	MB=Merit Badge	\$ = additional program fee
RR=Registration Required in Advance	√ = can be completed at camp	Location
Bold Print=Eagle MB	* = non-Merit Badge offerings	● can be completed with pre-camp requirements (shown in parenthesis)

Ecology Lab							
Ecology		class max	Monday	Tuesday	Wednesday	Thursday	Friday
Bird Study MB (5)	●	20		AM			
Energy MB (4)	●	25	Twilight for the MB				
Environmental Science MB	√	20		All Day			
Fishing MB (10)	●	20	All Day for MB & Twilight as activity	Twilight		Twilight	
Forestry MB	√	20					All Day
Horsemanship MB	√	12				All Day	
Mammal Study MB	√	20			AM		
Environmental Science & Conservation MB Bundle: Environmental Science, Soil and Water Conservation and Sustainability (EnvSci:2,6)	●	20			AM &	All Day	
Weather MB (10)	●	15	All Day				
Astronomy *		20		Twilight at dark		Twilight at dark	
Plant Science MB (8)	●	20				All Day	
Nature MB (4)	●	20					All Day
Soil and Water Conservation MB	√	20	All Day				
Reptiles and Amphibians MB (8)	●	20		All Day			

-----End of Ecology-----

Color Key for Program Schedule

Extras	New	Merit Badge Midway at Twilight
Merit Badge Bundle	MB=Merit Badge	\$ = additional program fee
RR=Registration Required in Advance	√ = can be completed at camp	Location

Bold Print=Eagle MB	* = non-Merit Badge offerings	● can be completed with pre-camp requirements (shown in parenthesis)
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Handicraft Building

Handicraft		class max	Monday	Tuesday	Wednesday	Thursday	Friday
Art MB and Sculpture MB as a bundle	√	20	All Day				All Day
Basketry MB*\$ for twilight activity	√	15	Twilight as activity	AM for MB			Twilight as activity
Fingerprinting MB	√	30	Twilight for MB	Twilight for MB			
Leatherwork MB	√	20			AM		
Pottery MB (5)	●	15	All Day				
Native American Culture MB	√	15					All Day
Woodcarving MB*\$ for twilight activity	√	12	Twilight as activity	PM		PM	Twilight as activity

Color Key for Program Schedule

Extras	New	Merit Badge Midway at Twilight
Merit Badge Bundle	MB=Merit Badge	\$ = additional program fee
RR=Registration Required in Advance	√ = can be completed at camp	Location
Bold Print=Eagle MB	* = non-Merit Badge offerings	● can be completed with pre-camp requirements (shown in parenthesis)

Scoutcraft Area & Meadow

Scoutcraft		class max	Monday	Tuesday	Wednesday	Thursday	Friday
Camping MB (9)	●	20	All Day				
Citizenship in the Nation MB (5,7)	●	25			AM		

<i>Citizenship in the World MB (4,7)</i>	•	25				All Day	
Communications Skills MB Bundle: Communications, Signs, Signals and Codes and Public Speaking	√	20	All Day &	AM			
<i>Cooking MB (4,5,6)</i>	•	30	All Day & Twilight	All Day & Twilight		All Day & Twilight	
<i>Emergency Preparedness MB (3,9)</i>	•	20		All Day			All Day
Advanced Fire Building*					AM		AM
Fire Safety MB (5,7)	•	25			AM		
Geocaching MB (8)	•	20					All Day
Outdoor Skills & Survival MB Bundle: Camping (9), Pioneering and Wilderness Survival	•	20			AM	& All Day	
Wilderness Survival MB	√	15	All Day				
Scouting Heritage MB (4,5,6,7,8)	•	30		Twilight		Twilight	
American Heritage MB * ((2,3,4,5)	•	20	All Day				
Pioneering MB	√	20					All Day
Orienteering MB	√	20				All Day	
KITES *			Twilight				Twilight
CATAPULTS *				Twilight		Twilight	
Paul Bunyan Woodsman *	•	15	Twilight			Twilight	
<i>Personal Fitness MB (6,7)</i>	•	25		All Day			

-----END Scoutcraft-----

First Aid Lodge			Monday	Tuesday	Wednesday	Thursday	Friday
<i>First Aid MB (2b-1, 7D, 7E, 7F, 15B)</i>	√	25	All Day	All Day			
Mental Health Training for Adults *\$	√	RR				All Day	
Basic CPR and AED Training* (time and cost TBD) \$	√	RR					

Trading Post			Monday	Tuesday	Wednesday	Thursday	Friday
Salesmanship MB	√	15			AM		

Ranges			Monday	Tuesday	Wednesday	Thursday	Friday
Shooting Sports		class max					
Archery MB	√	20	All Day			All Day	
Range Qualification					AM		
Advanced Archery *		15			AM		
Rifle MB *\$	√	12	All Day	All Day			
Scoutmaster Shoot * \$ Competition					AM		
Muzzleloading Black Powder*\$		15					All Day
All Ranges Open Shoot*\$			Twilight	Twilight		Twilight	Twilight
Shotgun MB *\$	√	8		All Day		All Day	

Color Key for Program Schedule

Extras	New	Merit Badge Midway at Twilight
Merit Badge Bundle	MB=Merit Badge	\$ = additional program fee
RR=Registration Required in Advance	√ = can be completed at camp	Location
Bold Print=Eagle MB	* = non-Merit Badge offerings	● can be completed with pre-camp requirements (shown in parenthesis)

STEM Campus Behind Activities Building

STEM			Monday	Tuesday	Wednesday	Thursday	Friday
Game Design MB	√	20	All Day				
Photography MB	√	10				All Day	All Day
Nuclear Science MB	√	20	All Day				
Robotics MB	√	10		All Day			All Day
Space Exploration MB STEM (continued)	√	15		All Day			
Digital Media Production MB Bundle: Journalism and Movie Making (3)	●	15			AM &	All Day	
3D Printing Workshop *		15	Twilight as activity	Twilight as activity	AM	Twilight as activity	



Trade Skills Work Shop							
Trade Skills		class max	Monday	Tuesday	Wednesday	Thursday	Friday
Automotive Maintenance MB	√	15					All Day
Metalworking MB \$	√	15				All Day	
Welding MB \$	√	8	All Day	All Day			
Welding Fabrications * \$		8	Twilight	Twilight	AM	Twilight	Open All Day
Plumbing MB	√	15			AM		
Woodworking MB *\$ for twilight activity	√	15	Twilight as activity	Twilight as activity		All Day for MB & Twilight for activity	Twilight for activity
Electricity MB	√	15	All Day	All Day			
Aerial Adventure Tower: zip lines, rappelling and climbing							
Lower Meadow		class max	Monday	Tuesday	Wednesday	Thursday	Friday
Climbing MB	√	20		All Day			

Pathfinder & Trailblazer Center							
		class max	Monday	Tuesday	Wednesday	Thursday	Friday
Fireem' Chit	√	30	Twilight	Twilight			
Pathfinder*		40	All Day	All Day	All Day		
Totin' Chip	√	25	Twilight	Twilight			
Trailblazer *		40				All Day	All Day

Aerial Adventure Tower: zip lines, rappelling and climbing (no age requirement)							
Lower Meadow		class max	<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>
Aerial Adventure Tower: zip lines, rappelling and climbing			Open All Day	Open in the afternnon	Open 9am - 12pm and 3-5pm	Open All Day	Open All Day except rappelling wall is closed in the AM
Aerial Adventure Tower: zip lines, rappelling and climbing			6:30-8:30 Twilight	6:30-8:30 Twilight		6:30-8:30 Twilight	
Adult Climb on Safety Training		RR			AM		
Glassy Mountain Prep and Glassy Mountain Rappelling* \$		RR					All Day Program

Add'l Activities for Youth			<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>
Pinnacle High Adventure: Mountain Operations \$	RR	24	All Day & twilight	All Day & twilight	AM	All Day & twilight	All Day and twilight
Mountain Bike (sign up at camp)		15	Twilight	Twilight		Twilight	Twilight
White Water Rafting \$	RR	20					All Day
Glassy Mountain Rappel \$	RR	20					All Day
Staff vs Scout Frisbee (Meadow)				1:00PM			
SPL Award of Merit (week long, forms at check-in)							
Field Games & Equipment Checkout							
SPL Meeting & Leadership Workshop (Activity Bld)			12:45	12:45	12:45	12:45	12:45
Advanced Archery *		20			AM		
Eagle Workshop * (Youth)		walk-in		Twilight	AM	Twilight	
Totem Pole Carving *			Twilight	Twilight		Twilight	

Additional Opportunities for Adults			<u>Monday</u>	<u>Tuesday</u>	<u>Wednesday</u>	<u>Thursday</u>	<u>Friday</u>
Scoutmasters Lounge and Free WIFI			All Day	All Day	All Day	All Day	All Day
Staff vs Scoutmasters Kickball Game						1:00PM	
Iron Chef Dessert Cook-Off							Campfire
Adult Climb on Safety Training		RR			9 - 12 Adult Climb On Safety Training		

Trail to Eagle * (Adult)		walk-in	AM		AM		
Totem Pole Carving *			Twilight	Twilight		Twilight	
White Water Rafting *\$	RR	20					All Day
Glassy Mountain Rappel *\$	RR	20					All Day
Adult Climb on Safely Training		RR			AM		

Order of the Arrow, Atta Kulla Kulla Lodge #185

The **Order of the Arrow (OA)** is the honor society of Scouting America,^[3] composed of Scouts and Scouters who best exemplify the Scout Oath and Law in their daily lives as elected by their peers. Inducted members are organized into local youth-led lodges that harbor fellowship, promote camping, and render service to scout councils and their communities.

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 region 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.

Brotherhood Ceremony

On Thursday 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, \$30 and be prepared to answer a series of general questions about the Order. Studying your OA Handbook is highly encouraged prior to arrival.

2026 Sub Camp Games

Sub Camp Games give scouts a fun new challenge to take on and build leadership skills. All of camp will be subdivided into groups to tackle challenges in our sub camp games. This will allow units to interact more with other units and offer youth the opportunity to spend more time with troops from other areas. There will be two large Sub Camp Games offerings one on Monday and one on Friday. Groups and individuals will be recognized during the Closing Campfire for their success, creativity, and leadership during the games! Will your group reign victorious?



Monday Games

The launch of Sub Camp Games will take place from the flagpoles. The competitions for the day will include...

- Group vs Group Tug of War Tournament
- Camp-Wide Scavenger Hunt

Friday Games

The final day of Sub Camp Games will once again kick off from the flagpoles. The competitions for the day will include...

- Capture the Flag
- Yacht Club Regatta (Beginning of Twilight): Groups will have the week to build a boat out of recycled materials or materials that they find around camp. As the finale of the Sub Camp Games, the yachts will launch on our first lake and we will see if they sink or swim and how fast they can do “laps” in our Beginner Section. Two scouts must be able to pilot each yacht.

Troop Competitions

2026 Quest for The Golden Feather



Camp-Wide Games will be held as field game events where all of camp will compete to earn points for the Golden Feather.

- 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.
- Troop Competitions will be held Wednesday Afternoon, beginning with the Waterfront events before the camp-wide games.
- Camp-wide games will kick off from the flagpoles at 2:45 pm. The games will be held in a field games style with there being “heats” for each event and all troops participating at the same time.

- A unit that does not participate in an event will get a point value of zero.
- If there is a tie within any event, all units involved in the tie will average their assigned scores (e.g. two units come in first place, both of those units will receive 9.5 points, an average of 9 and 10).
- Entrance Gateway judgment will be on Wednesday and points will be awarded; Troops sharing a campsite can be judged together.
- *Trash Bag Olympics* will be awarded points for the competition (practice will be on Tuesday and the competition will be held on Thursday.)

Separate Games/Awards:

Spirit Stick is a week-long award. The staff will choose the unit with the most scouting spirit during camp.

1:00 pm - Waterfront Carnival Opens

- All units are welcome to participate in our waterfront carnival, the competitions include:
 - Diving for Soda Cans
 - Greased Watermelon
 - Scoutmaster Bellyflop
 - War Canoes
- The Waterfront Carnival will run from 1:00 pm - 2:00 pm.

2:30 pm - Camp-Wide Games Field Events

- **ALL** units are asked to assemble in the meadow for the group round of our camp-wide games.
- This round will consist of four timed races based on basic scout skills. The timing of each relay will be completed by an adult leader or SPL in each unit and reported to the scorekeepers after each heat.
- If you do not have enough Scouts for any event, you may use a Scout twice for that event.
- **PLEASE** make sure you bring any materials your unit needs for the events with you so that your unit can participate.

About the Quest Field Events

General Information

- Be Prepared! Please read over this information and bring any materials that your unit may need for the events. If your unit is smaller than three people, pair up with another unit from your campsite and compete for the Hall of Fame together!
- A youth leader from each unit will be called up before each event to ensure everyone knows what is going to take place. For all timed events, an adult leader is responsible for recording the unit's own time. All designated units will start together, and the leader will stop the watch when the task is completed. Timing is on the honor system ("A scout is Trustworthy"). After each event, the youth leader will bring the stopwatch showing the unit time and report their time to the scorekeepers.

- **Knot Relay**

This is a timed event. Teams will line up on their start line in relay formation. The team must be sitting down. The unit will send one Scout leader who knows the knots to the center line. The Scout leader will have a stave and the duty rope for the knots. The Scout must tie

the designated knot and untie it before returning to the start line. The clock stops after the last Scout unties his knot and crosses back over the start line. The following eight knots will be used:

- Clove hitch
- Timber hitch
- Square knot
- Sheet bend
- Two half hitches
- Fisherman's knot
- Bowline
- Taunt-line

- **Memory Kim**

On signal, two Scouts with paper and pencil will assemble at the flag poles. After they are briefed, they will be able to view a display of items for 30 seconds. The display will then be covered, and they will have 60 seconds to write down what they remembered. The team with the most correct items wins. Be specific – if you see a Scout handbook, don't just say "a book." In the event of a tie, the more detail the better.

- **Rescue Carry Relay**

This is a timed event. An eight-scout team will line up in relay fashion. On signal:

- The first two Scouts from each unit will make a stretcher with poles and tarps, blankets or jackets and transport a victim completely across the center line and back.
- The next two Scouts then carry a different victim using a two-handed chair carry completely across the center line and back.
- The next two Scouts then carry a different victim in a two-handed basket carry completely across the center line and back.
- The last Scout carries the last victim using a fireman carry completely across the center line and back.

- **Morse Code**

This is a timed event - the objective is to turn in the correctly written message in the shortest time. Each unit sends two Scouts with a copy of Morse Code, pencil, paper and a signaling device to the center of the field. The remaining members of the unit must remain off the game field, also with a copy of Morse Code, pencil, and paper. The two Scouts will be given a message, which they need to send to their unit, by Morse Code or semaphore. Sign language is not allowed. Message senders must remain on the center line until the event has concluded. Timing stops once the receivers complete writing the message. Stopwatch and written messages are then turned in to the scoreboard staff.

- **Hunt for the Golden Feather**

The Golden Feather has been hidden somewhere on the camp property. Find it by the end of the week to get extra points toward your unit's chance of getting into the Golden Feather Hall of Fame.

When found please bring it to an assembly and let a staff member know.



Cost to Attend Camp

Registration	Early Bird (by 4/17/26)	Regular Cost
In-Council Youth	\$440	\$460
Out-of-Council Youth	\$450	\$470
Bounce Back	\$290	\$305
Day Pass	\$120	\$130
Adult	\$195	\$205

Each unit will get one free adult for every eight Scouts that attend camp.

Program Fees

Additional program fees (as applicable):

Program	Fee
Pinnacle High Adventure: Mountain Leadership	\$150
Whitewater Rafting	\$50
Metal Working MB	\$40
Rifle Shooting MB	\$45
Scoutmaster Shoot	\$35
Shotgun Shooting MB	\$50
Welding MB	\$30
Welding Fabrication as activity	\$45
Rifle Shoot at twilight	\$8
Shotgun Shoot at twilight	\$10
Glassy Mountain Rappelling	\$45
Cowboy Action Shoot	\$20

[Camperships: 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 • 864-637-8308

[Important Dates](#)

- **November 15, 2025: \$195 campsite deposit due (pay by registering one adult leader)**
- **March 6, 2026: \$100 per Scout due (required to register for programs)**
- **April 17, 2026: Remainder of fees due to keep Early Bird discount**

[Emergency Procedures](#)

Emergency Signal

Emergency situations are signaled with a train horn that is audible throughout camp, 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 instructions.

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 floods, 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. The safest place in your campsite for high winds and trees/limbs falling is the campsite bath house due to the concrete block walls. Likewise, the dining hall is the safest place (especially the interior restrooms) for anyone caught in a bad storm in the middle of camp.

Lost Person or Swimmer & Unauthorized Persons

Immediately notify Camp Administration and wait for instruction.

Camp Old Indian



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



Scale in Feet

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 Map by Paul E. Gallbreath
 Edited by Vic Shellstine
www.upstatewaterandmapping.com
 Contours at 4' Intervals
 Base Data From Grvl Co. GIS

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 remote and mountainous region 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. 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

With record registrations already for summer camp 2026 vs. *each* of the past six years---
Don't miss out! <https://www.blueridgecouncil.org/camps/camp-old-indian/>

