

BLUE RIDGE COUNCIL
SCOUTING AMERICA

CAMP OLD INDIAN

SUMMER CAMP 2027 Preliminary Program Guide

Where nature, history, and Scouting come alive—550 acres between two nearly half-mile-high ridges at the gateway to the Blue Ridge Mountains.

550

acres in Travelers
Rest, South Carolina

100+

years of Scouting
adventure

42

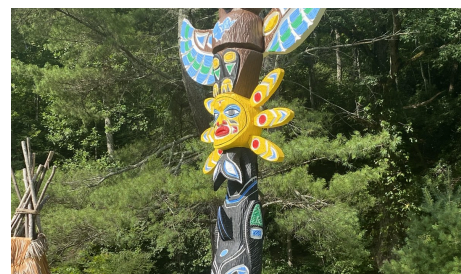
consecutive years
nationally accredited

7+

miles of trails to
waterfalls and
overlooks

2

lakes—one stocked
with bream, bass, and
trout



Camp Old Indian · Blue Ridge Council, Scouting America · Travelers Rest, South Carolina





THE CASE FOR A WEEK AWAY

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. Whether earning Eagle-required merit badges, conquering a climbing wall, or paddling across a lake, camp provides opportunities for Scouts to grow in ways that last a lifetime.

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 campouts, competitions, and real-world challenges in mixed-gender teams—the perfect laboratory for real-world leadership.

From hiking, camping, and aquatics to STEM innovation, leadership development, and conservation, Scouts immerse themselves in experiences that teach resilience, teamwork, and responsibility while creating unforgettable memories with new friends. 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.

A PLACE WITH HISTORY

For over 100 years, Camp Old Indian has been the safe place where Scouts discover adventure, build lifelong friendships, and push their limits in the outdoors.

550 ACRES BETWEEN TWO RIDGES

WHY CAMP OLD INDIAN?

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 tens of thousands of Scouts and leaders call Camp Old Indian their favorite week of the year:

- ◆ **7+ miles of manicured trails** that lead to a waterfall, hidden valleys, and breathtaking mountain overlooks
- ◆ **Two lakes**, including one stocked with bream, 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 Preservation Park (1820), the oldest bridge in South Carolina
- ◆ **All Adirondack campsites**—one with in-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**
- ◆ **Central air-conditioned dining hall** and dedicated program centers: Ecology & Conservation, STEM & Innovation, Range & Targets, Arts & Crafts
- ◆ **42 consecutive years nationally accredited** by Scouting America; 5 National Camp School certified directors; winner of two national marketing awards

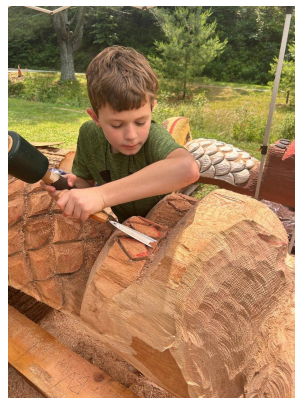


Camp Old Indian meets Scouting America's National Camp Accreditation Program standards—42 consecutive years and counting.

MORE TO DO THAN EVER

ACTIVITIES OVERVIEW

There has never been a better time to come to Camp Old Indian—and 2027 will be the summer you'll talk about for the rest of your life.



MAJOR IMPROVEMENTS OVER THE LAST TWO YEARS

◆ Mountain biking	◆ New archery shelter	◆ Five-stand shotgun range
◆ Aerial zip lines	◆ Climbing & rappelling tower	◆ Renovated amphitheater
◆ Greener & Cleaner aquaponics	◆ Remodeled privacy bathhouses	◆ New merit badge bundles
◆ STEM drones	◆ Native American Gathering of Nations village	◆ Totem pole carving
◆ Tree cabins	◆ Refurbished rowboats	◆ Sub-camp games
◆ Leadership development for campers	◆ Quest for the Golden Feather upgrades	◆ Adult leader trainings
◆ Air-conditioned dining hall	◆ Rappelling at Glassy Mountain	◆ High-adventure 5-day program

WHAT'S NEW AND NEXT IN 2027

- ◆ Paddleboarding
- ◆ Cowboy Action at the range
- ◆ Hammock hookups in select campsites
- ◆ Pioneering projects, sling shot competitions, bigger sub-camp games



BLOCK SCHEDULING THAT WORKS

SCHEDULING & ADVANCEMENT

Merit badge scheduling at COI uses a flexible block scheduling system with **All-Day, AM-only, and PM-only** options, plus a **Twilight** program for free time and fun. This approach maximizes instruction time, reduces transitions, and increases flexibility for units.

Whole-day badges are completed in a single day; half-day badges can be paired. Cooking and Pioneering are taught in two parts (daytime + Twilight) and require attendance at both sessions for completion.

COI offers a wide variety of merit badges, most of which 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, leaders receive Scout-by-Scout progress reports.

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 started at camp that 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.

Coming soon, our Program Guide will include the exact requirements that cannot be completed at camp for each merit badge that typically results in a partial. That means Scouts can:

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



FOR NEW SCOUTS

FIRST-YEAR-CAMPER PROGRAMS

PATHFINDER & TRAILBLAZER

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. The 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, concluding with a 5-mile hike Wednesday. **Trailblazer** is held Thursday and Friday, covering much of the requirements for Second- and First-Class ranks. This interactive program is designed to teach core skills, beliefs, and basics of Scouting, all while having fun. It includes an overnight campout.

Pathfinder

Monday–Wednesday mornings
Scout & Tenderfoot requirements
Concludes with a 5-mile hike

Trailblazer

Thursday–Friday
Second- and First-Class requirements
Overnight campout included

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

Benefits of the block schedule

- ◆ No wasted time between classes
- ◆ More instruction time
- ◆ Greater flexibility for units

AGES 14+, OR 13 AND FINISHED 8TH GRADE
OFFERED EACH WEEK OF CAMP

PINNACLE HIGH ADVENTURE

MOUNTAIN LEADERSHIP PROGRAM

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.

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.

A full week of action for Scouts ready to push themselves and grow as leaders.

Merit badges offered

Climbing · Orienteering · Wilderness Survival · Hiking
· Search and Rescue

PARTICIPANTS WILL EXPERIENCE

- ◆ Leadership development & problem-solving modules
- ◆ 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

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



WHY LEADERS APPRECIATE PINNACLE

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.

PROGRAM FEE

Five-day Mountain Leadership Program, in addition to camp registration

\$150

OFFERED EACH WEEK OF CAMP

ADDITIONAL OPPORTUNITIES FOR YOUTH



Whitewater Adventure (all-day program)

Scouts of all ages go off camp property for the day to take on a high-adrenaline whitewater adventure. Participants act as a team to navigate intense waves and powerful currents. Lunch and transportation are provided. Scouts must pass the BSA Swim Test with a Swimmer designation to participate.

Aerial Adventure in Camp: Climbing, Rappelling, and Zip Lines

The meadow adventure lets participants soar above the picturesque upper meadow on their way to the top of the lower meadow climbing tower, where they practice climbing and rappelling skills on this new obstacle.

Rappelling Adventure at Glassy Mountain (all-day program)

Free time, Twilight, and leadership

COI offers activity free time, Twilight activities, camp-wide events, campfires, Order of the Arrow, and youth leader training sessions.

- ◆ **Staff vs. Scout Frisbee** · SPL Meeting & Leadership Program · SPL Award of Merit
- ◆ **Other field games:** horseshoes, frisbee, frisbee golf
- ◆ **Eagle Workshop:** a collaborative space to ask questions about the Eagle journey
- ◆ **Leadership Workshop:** SPLs/ASPLs meet daily in the Activity Building for leadership development and collaboration

EVENINGS AND CAMP-WIDE EVENTS

SPECIAL PROGRAMS & TRADITIONS



Evenings at Camp Old Indian feature special programs or campfires that bring fun and fellowship to Troops and Crews. Units are encouraged to host their own events to build friendships across camp.

**Interfaith Chapel Service • Daily Leaders' Meetings •
Wednesday Assembly Parade • Camp-Wide Games**

Order of the Arrow – Atta Kulla Kulla Lodge #185

Wednesday Night OA Campfire featuring the Dance Pageant, followed by a Callout Ceremony for Ordeal candidates (provide roster at check-in). A Brotherhood Ceremony is offered on Thursday evenings.

Quest for the Golden Feather

Field game events where all of camp competes for points.

Sub-Camp Games

New challenges and leadership opportunities while mixing units.

Merit and Honor Troop Awards

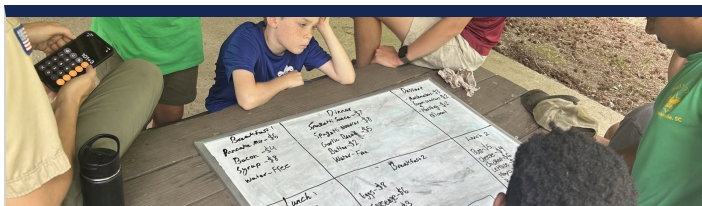
Recognize units that fully engage in camp program and exemplify Scouting spirit. Requirements and form on page 9.



To be offered either during the fifth week of camp, July 11-17, or July 18-24. Final determination coming soon!

FOUR SPECIALTY TRACKS

Choose one of four tracks. Each targets approximately 4-6 merit badges while delivering immersive, high-impact experiences.



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.

A week of creativity, curiosity—and breakthroughs.

Merit badges: Robotics, Game Design, Nuclear Science, Photography, Digital Media production bundle, Space Exploration

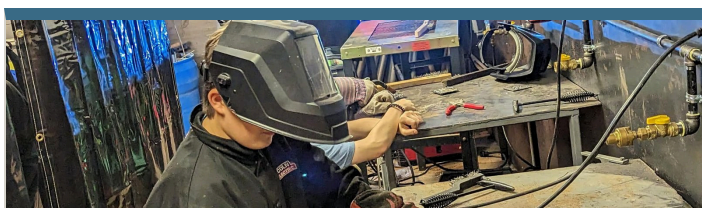


TRACK 2 · AGE 14+, OR 13 AND FINISHED 8TH GRADE

PINNACLE HIGH ADVENTURE—MOUNTAIN LEADERSHIP

A full week of action for Scouts ready to push themselves and grow as leaders: leadership development and problem-solving modules, Glassy Mountain rappelling, zip lines and the Climbing Tower, a whitewater challenge, mountain biking on Blue Ridge trails, Orienteering and Wilderness Survival immersion, and advanced marksmanship.

Merit badges: Climbing, Orienteering, Wilderness Survival, Hiking, Search and Rescue



TRACK 3

TRADE SKILLS

Focus: hands-on skills in traditional and modern trades. Build practical projects and explore energy systems with professional supervision.

Welding / metalwork · Carpentry / woodwork · Electricity & plumbing basics · Automotive maintenance · Career pathways with local pros

Merit badges: Welding, Metalwork, Woodwork, Electricity, Automotive Maintenance, Plumbing



TRACK 4

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, and Fish and Wildlife Management, plus sporting-style target challenges on the five-stand course.

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

FOR SCOUTMASTERS AND UNIT LEADERS

ADDITIONAL OPPORTUNITIES FOR ADULTS



Scoutmasters' Lounge & Free WiFi

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 the Dining Hall dish room
- ◆ Iron Chef Dessert Cook-Off
- ◆ Trash-bag Olympics
- ◆ Primitive golf

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

- ◆ Available to registered youth of the Council; non-transferable; not contingent on deposits
- ◆ Scouts should "earn their way" via Council fundraisers (popcorn and/or camp cards)
- ◆ Awards based on available funds and verified need; information remains confidential
- ◆ **Apply by March 15, 2027**, after participating in at least one Council fundraiser, allowing time for Unit Endorsement and committee review before registration closes

RECOGNITION FOR ADULT LEADERS

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 in to the Scoutmasters' Lounge by 5:00 pm on Friday.

Requirements – complete at least seven to qualify

- ☐ Hike the Old Indian Trail with the Pathfinder Program
- ☐ Assist with the First Year Camper 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 Patterson 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 leaders' meeting
- ☐ Attend at least three morning coffees with the camp administration
- ☐ Take an afternoon nap
- ☐ Participate in the Staff vs. Scoutmaster Kickball Game
- ☐ Assist the Camp Ranger for a full day or two half-days
- ☐ Help in the dish room in the dining hall
- ☐ Complete CPR training



UNIT RECOGNITION FORM

MERIT AND HONOR TROOP

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 this form by initialing the blank beside each requirement completed.

Unit	Campsite	Week	Leader initials
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MERIT TROOP

Mandatory requirement

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

Complete 7 of the following 13 requirements

- ☐ The unit completes all registration materials by the proper deadlines, including completed forms and payments.
- ☐ The unit maintains a minimum ratio of one leader for every ten Scouts.
- ☐ The Senior Patrol Leader participates in the SPL vs. Staff Ultimate Frisbee Game.
- ☐ The Scouts and leaders in the unit attend evening meals and campfires in Class A uniform.
- ☐ The unit scores no lower than an 80 on any day during campsite inspection.
- ☐ The unit participates in a morning or evening flag ceremony during the week at camp.
- ☐ Two-deep leadership—provided completely by the unit—is 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.

Complete one of the following

- ☐ 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, a ranger-approved project, etc.
- ☐ At least one adult leader takes CPR training.

HOW IT ADDS UP

Merit Troop	Mandatory requirement + 7 of 13
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Honor Troop	Mandatory requirement + 10 of 13 + 1 Honor requirement
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Awards are presented at the closing campfire on Friday.



PLAN YOUR WEEK

2027 SUMMER CAMP SCHEDULE

WEEK 1 June 13-19	WEEK 2 June 20-26	WEEK 3 June 27-July 3	WEEK 4 July 4-10	WEEK 5 July 11-17	TRACKS ONLY July 18-24
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Four Specialty Tracks: To be offered either during the fifth week of camp, July 11-17, or July 18-24. Final determination coming soon! See page 7.

COST TO ATTEND CAMP

REGISTRATION	EARLY BIRD by 4/1/27	REGULAR COST
In-Council Youth	\$445	\$485
Out-of-Council Youth	\$455	\$495
Bounce Back	\$300	\$315
Day Pass	\$90	\$100
Adult	\$190	\$210

Note: a \$190 deposit must be received to reserve a campsite. No charge for one adult leader for every eight Scouts attending camp.

ADDITIONAL PROGRAM FEES

PROGRAM	FEE
High Adventure — Five-Day Mountain Leadership Program	\$150
Whitewater — all day	\$50
Rappelling Glassy Mountain — all day	\$90
Metal Working	\$40
Rifle Shooting	\$45
Shotgun Shooting	\$50
Cowboy Action at the Range	\$35
Scoutmaster Shoot	\$35
Welding	\$30
Welding Fabrication	\$45
Woodwork	\$20

Program fees are per participant, in addition to camp registration.

IMPORTANT DATES

Nov 15, 2026 \$190 campsite deposit due (pay by registering one adult leader)

Mar 1, 2027 \$100 per Scout due (required to register for programs)

Mar 15, 2027 Campership applications due

Apr 1, 2027 Remainder of fees due to keep the Early Bird discount

May 1, 2027 All fees due · Last day to change registrations

RESERVE YOUR WEEK

Register one adult leader and pay the \$190 campsite deposit by **November 15, 2026** to hold your unit's spot for summer 2027.

