



# **Troop 707**

## **2009 Summer Camp**

### *Parents Guide*

June 28 – July 4, 2009



January 6, 2009

Parents and Scouts,

Summer Camp is only 24 weeks away! We will be attending Summer Camp at Camp Old Indian during the week of June 28<sup>th</sup> to July 4<sup>th</sup>.

This information packet provides the information and forms you will need to prepare for Summer Camp. Please read over all the information in this packet and keep the due dates in mind. There are many special programs that are limited in the number of participants. The sooner you turn in your paper work, the better chance you have of being able to participate in these activities.

Each Scout and adult will need to have a Class three medical form before attending camp. The medical forms are due on June 17<sup>th</sup>. **All adults over 40 and any youth participating in the Adventure to Eagle or Rangers programs must complete the entire form and must have had a physical within the last 12 months prior to June 28<sup>th</sup>.** All other participants must have had a physical within the last 36 months prior to June 28<sup>th</sup>.

Please feel free to contact Mr. Guirl if you have any questions.

Sincerely Yours in Scouting,

Jim Guirl  
Scoutmaster  
963-9663  
Jim.guirl@aautomation.com

**Important Dates to Remember:**

Registration Forms and Deposit due	<b>February 20</b>
Adult Ranger registration also due at this time.	
ATE, Ranger, Trek Info Form due	<b>February 20</b>
Adult Registration Form due	<b>June 3</b>
T-Shirt Order and Payment due	<b>June 10</b>
Merit Badge Class Schedule due	<b>June 17</b>
Balance of Fees due	<b>June 17</b>
Medical Forms due	<b>June 17</b>

Just pull the forms off this packet as you need them



# Camp Policies and Procedures

## Tobacco, Alcohol, and Drugs

Adults are asked to use discretion when using tobacco products and should avoid them in the presence of campers. Smoking is not permitted in camp buildings nor is the use of tobacco products by anyone under the age of 18. Alcohol and illegal drugs are not permitted on camp property. All medications should be turned in at the Health Lodge.

## Firearms

Firearms and ammunition are available at the camp for use in the Field Sports Area. No other firearms will be permitted in camp.

## Troop Leadership

Each troop must have two registered adult leaders in camp at all times, one of whom must be 21 years or older. The other unit leader may be 18. One of these leaders must be registered in the BSA. If there is a substitution of unit leaders during camp, then there should be an overlapping period in order to maintain program continuity and adult supervision over the Scouts at all times. This overlap will allow time for the leaders to relay information needed to guide the unit properly. Leaders should sign in and out at the Health Lodge.

## Youth Protection

### Two-Deep Leadership

Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required on all trips and outings. The chartered organization is responsible for ensuring that sufficient leadership is provided for all activities.

### No one-on-one contact

One-on-one contact between adults and youth members is not permitted. In situations that require a personal conference, the meeting is to be conducted in view of other adults and youth.

### Respect of Privacy

Adult leaders must respect the privacy of youth members in situations such as changing into swimming suits or taking showers at camp and intrude only to the extent that health and safety requires. They must also protect their own safety in similar situations.

### Separate Accommodations

When camping, no youth is permitted to sleep in the tent of an adult other than that of his own parent or guardian. Separate shower and latrine facilities have been made available for male and female use during camp.

### Proper Preparation for High-Endurance Activities

Activities with elements of risk should not be undertaken without proper preparation, supervision, and safety measures.

## Dress Code

Youth and adults are to be in appropriate dress at all times; most of the time this will be the Class B Boy Scout or Venturer uniform. At dinner, chapel service, and the Evening Flag Ceremony, the Class A Boy Scout or Venture uniform is the only appropriate dress. Occasionally, other dress may be acceptable. For example, those taking the COI Ranger program will need to wear rugged clothing for rappelling one day of the week and swimwear another day. While swimwear is appropriate at the waterfront, both male and female youth and adults are reminded to wear appropriate covering to and from the waterfront. Males and females should wear a shirt over their swimwear while walking to and returning from the waterfront. All are to be mindful of their dress when going to and from showers as well. Remember that both males and females may be in camp. Closed-toe shoes are generally recommended; however, if open-toe shoes are worn, socks must be worn as well (even if going to the shower or waterfront).

## Check In/Check Out

Anyone leaving or arriving at times other than Sunday check-in or Saturday check-out should sign in and out at the Health Lodge.

## Release of Minor Campers

No camper who is a minor will be released to the custody of an adult other than the legal parent or guardian unless written permission is provided to the camper's unit leader. No camper who is a minor will be allowed to leave camp with anyone for any reason except as part of official camp programs or with special written parental permission. Any special arrangements should be made before camp.

## Pets

No dogs or other pets may be brought into camp at any time, except for those aiding the blind. NO EXCEPTIONS.

## Telephone

The camp's telephone number for administration and emergencies is (864) 895-8989. This phone is not available for use by the campers. A phone will be provided for use by adult leaders; please bring your calling card or call collect.

## Mail

The camp has daily mail service. No mail should be sent to the Scout after Wednesday because it will not arrive in time. Mail should be addressed as follows:

Scout's Name  
Troop No.  
Camp Old Indian  
601 Callahan Mountain Road  
Travelers Rest, SC 29690

## Vehicles

Absolutely no vehicles will be allowed beyond the Parking Lot. At check-in and check-out, troop equipment will be moved by the staff using a camp truck. All vehicles must be parked in the large parking area. The small lot at the Thackston Lodge must remain clear for emergency access.

## Visitors and Guests

Parents and family are encouraged to visit Wednesday evening after 5:00 PM. Guests at other times during the week will disrupt the campers' program and are not permitted.

Camp programs are designed for Scouts, leaders, and advisers. Children who are not registered Boy Scouts or Venturers (e.g., younger siblings and Cub Scouts) are not permitted at camp any other times except Visitor's Day.

## Health and Insurance

### Insurance

Blue Ridge Council units use the council policy (information and forms were provided to each unit). Unit leaders must bring to camp check-in: 1.) Policy number, 2.) Claim forms, 3.) Name of insurance carrier. Camp medical forms must be complete!

Medical expenses incurred by youth and adults while in camp (doctor, hospital fees) will be paid by the council or unit insurance policy and/or parent/guardian's insurance. Leaders should be ready to provide the Scouting insurance number as well as parent/guardian insurance numbers in an emergency. It will be the responsibility of the Scout's parents and unit leader to make any claims for insurance. The parent or guardian's insurance will be the source of primary coverage. However, Blue Ridge Council units may file up to the first \$300 on the council policy, regardless of other coverage. Parents will be called if a Scout has to be taken to the doctor or the hospital.

### Medical Forms and Physicals

Each participant (youth or adult) must complete the camp medical form during the year he or she will be attending camp. Anyone arriving without the form completed and a physical must leave camp until an exam can be completed at the participant's own expense.

### Instructions for Youth and Adults (under 40) in Regular Programs

Complete sections I, II, III, IV, and VI; these sections provide personal and health history. If a physical has been performed with the last 36 months (3 years) from the date of arrival at camp and if a photocopy is available,

attach a copy of the physical and omit sections V and VII of the medical form. Otherwise, secure a physical exam and have medical personnel complete sections V and VII.

#### Instructions for Anyone taking High Adventure Programs and Adults 40 +

High Adventure programs include Rangers, Foothills Trek, and Adventure to Eagle (ATE). Complete sections I, II, III, IV, and VI. These sections provide personal and health history. Secure a physical exam and have medical personnel complete sections V and VII.

### **Special Health Requirements/Prescription Medications**

All prescription drugs must be locked up at the health lodge. Refrigeration provided as needed. Exceptions must be approved by medical officer and include those carried for life-threatening conditions, such as inhalers, heart medication, and bee-sting kits. Campers requiring special treatment such as insulin, etc., should provide necessary medications and make written arrangements with the Health Officer.

### **Transportation to Hospital**

Unit leaders will be asked to provide transportation if one of their Scouts needs to be taken to the local doctor or emergency room. In the case of serious, medical emergencies, transportation will be provided by EMS. The State of South Carolina requires all immunizations listed on the medical form prior to camp.

### **Emergency Procedures**

#### **Limitation of Activity**

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

#### **Emergency Call**

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

#### **Fire**

In the case of fire, evacuate the tent, building, or area immediately. Notify the Program Director, Ranger, or Camp Director.

#### **Medical**

Stay Calm! Immediately notify the camp Medical Officer. All first aid must be logged in at the health lodge.

#### **Child Abuse**

Suspected child abuse—whether physical, mental, emotional, or sexual—should be reported to the Camp Director or, if he's not present, the Program Director. You should not try to seek proof yourself.

#### **Flood/Earthquake/Severe Weather**

Take cover. The Program or Camp Director will assemble units if required. Commissioners may be sent to each campsite to give appropriate instructions.

#### **Lost Person/Swimmer**

If you suspect a lost person or lost swimmer, immediately notify the Program or Camp Director.

#### **Unauthorized Persons**

If you suspect unauthorized persons have intruded onto camp, immediately notify the Program Director, Camp Director, or Ranger. Authorized visitors must sign in at the Health Lodge.

# Camp Facilities

## Lodging

Camp Old Indian houses its campers and leaders in permanent housing. Campsites are comprised of either cabins or adirondacks. Adirondacks are three-sided units with an over-hanging roof. Most hold four persons and their gear. Some adirondacks hold eight persons and have a built-in table shelter.

## Showers/Restrooms

Each campsite has a least one bathhouse in it. If the power should go out these bathhouse can not be used..

## Program

### Field Sports Area

The Rifle, Shotgun, and Archery Ranges have been built and certified according to Boy Scouts of America standards. The camp furnishes .22 caliber rifles, archery equipment, and shotguns for use on the ranges. Rifle shooting is \$.25 for five shots and skeet shooting costs \$2.00 per five shots. A charge of \$1.00 will be made for each lost or broken arrow. The Field Sports Director has absolute authority for all activities at the Field Sports Range.

### Scoutcraft Area

The Scoutcraft Area includes a program shelter and tarps with tables for merit badge instruction. It also features displays of Scoutcraft skills, a rope yard, and an axe yard.

### Handicraft Lodge

The Handicraft Lodge offers leatherwork, wood carving, and other craft supplies for sale. It also houses tools for merit badge and craft work.

### Nature Lodge

The nature lodge houses resources for ecology-conservation related merit badge classes. It includes animals, displays, literature, and other items.

### Waterfront

The Camp Old Indian Waterfront includes lakes for snorkeling, swimming, rowing, canoeing, and fishing. Scouts and leaders may swim at the first lake during the times listed on the program schedules. "Free swim" is open to everyone according to their swim classification. Non-swimmer instruction will also be available during the week.

A swimmer must accompany a non-swimmer in a row boat. And only swimmers are allowed in canoes unless the non-swimmer is with a 21-year-old certified lifeguard. Everyone using row boats and canoes must wear a lifejacket. Absolutely no camper or leader will use the waterfront without a medical form and swim test. The Aquatics Director has absolute authority for all activities held at the waterfront area.

There are three classifications of swimmers at camp. Scouts and leaders will take a swim check test Sunday afternoon to determine their swimming classification. The classification and swim test requirements are listed below.

1. Non-swimmer--get in the water
2. Beginner--jump into water over one's head, level off, swim 25 fee, turn sharply, and return to start
3. Swimmer—jump into water over head, level off, swim 75 yards in a strong manner using side, breast, crawl, or trudgen strokes. Then swim 25 yards using an elementary back stroke. At the end of the 100 yards, show rest by floating.

## Support

### Trading Post

New in 2000 was camp's walk-in Trading Post and conference center. The Trading Post has Scout literature, t-shirts, souvenirs, and refreshments for sale. It also serves as the camp post office and lost-and-found station. Visa and Mastercard are now accepted.

### Health Lodge

The Peden Health Lodge serves as a 24-hour contact location for a unit's first aid needs. The Health Lodge features an isolation room and bathroom for sick campers. The lodge is also the location for camp sign-in and out.

## Dining Hall

Completed in 1994, the Patterson Lodge is a state of the art dining facility. It features dual cafeteria-style serving lines and seats up to 420 persons.

1. Units will be assigned tables on Sunday afternoon and will sit at these tables for every meal.
2. Table waiters will be assigned for every table and will serve for three meals beginning Sunday evening, then rotating with other Scouts in the troop.
3. Table waiters will report to the Director at the dining hall at 7:45 a.m. for breakfast, 12:15 p.m. for lunch, and 5:45 p.m. for dinner.
4. Table waiters will set up their Troop seating area before meals, and will clear the area after meals. Clean-up includes wiping tables and sweeping around the tables.
5. After the meal, no one is to leave the dining hall until they are dismissed by the Director.

Most unit tables will have a seat reserved for a Camp Old Indian staff member. The table waiter should pick up the totem for the staff member he wants and place it at his table. Totems allow for positive interaction between the Staff and Scouts. No wet bathing suits, chewing gum, hats, hiking staffs, or flag poles are allowed in the dining hall.

Dining Hall menus are well-balanced and designed to feed hungry boys. In addition to the main entree offered at each meal, other options are available for those with special dietary needs. Cereal and bagels are breakfast options; peanut butter, jelly, and a salad bar are available at most noon and evening meals. Be sure to notify the Director of any special needs before camp.

## Handicap Accommodations

Camp Old Indian believes that all registered leaders and members deserve to experience summer camp. Therefore, everyone is encouraged to attend. The Maria Dukes Lodge is camp's handicap accessible facility. It features a wheelchair ramp and a built-in shower/restroom. Preference will be given to units with participants requiring special accommodations.

## WEEKLY SCHEDULE • CAMP OLD INDIAN

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SAT
7:00 am		Reveille	Reveille	Reveille	Reveille	Reveille	Reveille
7:45 am		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call
7:55 am		Assembly	Assembly	Assembly	Assembly	Assembly	Assembly
8:00 am		Breakfast & cleanup	Breakfast & cleanup	Breakfast & cleanup	Breakfast & cleanup	Breakfast & cleanup	Breakfast & cleanup
9:00 am		1st Period	1st Period	1st Period	1st Period	1st / 2nd Period	Checkout
10:00 am		2nd Period	2nd Period	2nd Period	2nd Period	3rd / 4th Period	
11:00 am		3rd Period	3rd Period	3rd Period	3rd Period	5th / 6th Period	
12:15 pm		Waiters Call	Waiters Call	Waiters Call	Waiters Call	Waiters Call	
12:25 pm		Assembly	Assembly	Assembly	Assembly	Assembly	
12:30 pm		Lunch	Lunch	Lunch	Lunch	Lunch	
1:00 pm	Check In	Rest Period	Rest Period	Rest Period	Rest Period	Rest Period	
2:00 pm	and Camp	4th Period	4th Period	4th Period	4th Period	Troop & Patrol	
3:00 pm	Tour	5th Period	5th Period	5th Period	5th Period	Events -	
4:00 pm		6th Period Free Shoot Free Swim	6th Period Free Shoot Free Swim	6th Period Free Shoot Free Swim	6th Period Free Shoot Free Swim	Aquatics, Scoutcraft, and Shooting Sports	
5:45 pm		Waiters Call	Waiters Call	5:30 Assemble in meadow	Waiters Call	Waiters Call	
5:55 pm		Assembly	Assembly	Formal Retreat	Assembly	Assembly	
6:00 pm		Dinner	Dinner	Dinner or Picnic with Visitors	Dinner	Dinner	
6:30 pm		Twilight Activities	Twilight Activities	OA Callout & Dance Pageant	Twilight Activities	Twilight Activities	
7:00 pm	Chapel						
8:00 pm							
8:30 pm						Closing Campfire	
8:45 pm	Opening Campfire						
9:30 pm	SPL Crackerbarrel						
10:00 pm	Call to Quarters	Call to Quarters	Call to Quarters	Call to Quarters	Call to Quarters	Call to Quarters	Call to Quarters
11:00 pm	Taps	Taps	Taps	Taps	Taps	Taps	Taps

**Note:** Wednesday Visitors Day will begin after 5:00 PM. Units will assemble for Formal Retreat at 5:30 PM along the road in the meadow with their flags. Friday morning all six classes will be cut to ½ their regular time and will be completed during the morning. Friday afternoon will feature Troop and Patrol games and competitions. This schedule is only a guide, please listen to all announcements.

# Programs

## Progressive Programming

Camp Old Indian has developed activities using a progressive programming philosophy. Simply put, we offer programs for campers of all ages and skill levels. As campers return to Old Indian, they progress "up the ladder" towards more exciting and challenging activities. The goal is to provide something for everyone and to keep all youth returning to camp. Camp's progressive programs include the following:

1. Pathfinder Program. Designed for first-year campers or new Scouts who need their basic skills.
2. Merit Badge Program. Designed especially for Scouts in their 2nd, 3rd or 4th year at summer camp. But appropriate for any Scout who wishes to earn merit badges offered.
3. Adventure to Eagle Program. A new program designed for 3rd or 4th year Scouts who need some advancement work but desire a taste of adventure. This program will also focus on leadership skills and achieving the Eagle Scout rank.
4. High Adventure Programs. The COI Rangers program is designed for Scouts in their fourth or higher year of camp attendance or Scouts who are at least 14 years old or have completed the eighth grade. Adults may also take the Rangers by paying the same fee. Space for adults will be limited. These feature rigorous, exciting activities but may include some relevant advancement opportunities.

## Pathfinder Program

The Pathfinder Program is Camp Old Indian's basic skills program. Pathfinder I is for new Scouts who need work on Tenderfoot through 1st Class requirements.

## Philosophy

The Pathfinder program is designed for Scouts who have just joined a Troop or have just graduated from Webelos. This is a transitional program to help the boys understand the patrol method, learn basic Scout skills, and experience many of the programs available at Camp Old Indian.

## Program Goals

To provide a well organized program based upon the patrol method lead by qualified instructors. To maintain a ratio of 1 instructor to 10 Scouts. To teach the basic skills necessary to succeed in Scouting and the outdoor program. To instill in the boys a respect for Scouting Methods and Ideals found in the Outdoor Code and Scouts Law. To provide an exciting and memorable summer camp experience.

Each staff member is called a "Guide" and has 10 Scouts to work with for the week. Each Scout will record their skills and achievements throughout the week in a "passport" booklet which they will receive on Monday. This booklet contains 30 learning objectives related to Tenderfoot through First Class ranks.

The passport will be set up so the Scout does not recognize he is accomplishing the requirements for rank advancement. Each time an objective is met the Guide signs their initials in the passport. The passport is designed so that the Scout can set a goal at the beginning of the week and then keep track of his accomplishments. In addition to the rank advancement objectives each passport contains the Outdoor Code, Scout Oath and Law, Firem'n chit and Totin' chip requirements, Leave no Trace objectives, and quotes from Baden Powell. If a Scout loses his passport he must purchase another one from the trading post. Pathfinder will emphasize activities from Baden Powell's first camping trip to Brown Sea Island and the Boy Scout Handshake.

For each skill accomplished during the week each Scout will also receive a bead for his accomplishment. The goal is for each Scout to earn at least 15 beads for the week. The Scouts can earn more if they choose. Every Scout will be given a hiking staff on Monday morning in a ceremony in the chapel. The staff will have a hole in the top with a piece of leather attached. As the Scouts earn beads they are placed on the leather strap. The Scoutmaster and the Scout will be able to see the progress as the week goes by allowing the Scoutmaster to further encourage the Scout's efforts.

During the week the Guides will teach various skills. For example, knot tying will be taught in the morning with a patrol competition in the afternoon. The Scouts will be with their Guide for 3 hours in the morning and 3 hours in the afternoon. The Guides will also take their patrol to the waterfront to fulfill the swimming requirements. There

will be no time for merit badges in this program due to the amount of information and the number of activities. The Scouts will be having so much fun during the week, they will not realize they are meeting the requirements for rank advancement. The word "requirement" will not be used by the Guides during the week.

The Pathfinder Patrol is designed to give each Guide the flexibility to structure the week's schedule to maximize their patrol's learning and enjoyment of camp. Some of the activities in addition to those listed above may include: Touring the camp and explaining the activities at the different program areas. This builds enthusiasm in new Scouts by showing them the activities they can look forward to when they return to camp next year. The patrols will also sample activities from the merit badge areas and have daily inter-patrol competitions to build Scout spirit and have fun.

### **Required Equipment for all scouts in the Pathfinder Program ~ Field (Class A) and**

Activity (Class B) uniform

~ Boots or comfortable shoes for hiking

~ Scout Handbook

~ Personal First Aid Kit

~ Canteen

~ Pocket knife and flash light

### **Merit Badge Program**

Camp Old Indian offers Scouts excellent opportunities to work on those merit badges that are sometimes difficult to earn at home because of special equipment and skills.

For a successful merit badge program, your Scouts should begin their work before they get to camp. Some badges are easily earned, but others may require outside work. Carefully study the merit badge pamphlets to determine what requirements may need to be completed before camp. Also be sure to consult the Merit Badge Notes schedule in this guide for any costs or additional materials your Scouts should bring.

In the merit badge program, the Scout attends daily classes, works hands-on with an instructor, and consults the merit badge pamphlet when needed. At the end of the week, merit badge advancement is distributed to the troop leaders. If a Scout completes a requirement prior to camp, he should give his counselor a signed note from the Scoutmaster indicating which requirements have been completed.

Consult the Merit Badge Schedule to learn the time and location of various badges. The location of the merit badge classes is generally indicated by the department which they are listed under. There is no advance sign-up for classes. Scouts should simply report to their scheduled class at the appropriate time the first day of instruction.

## 2009 MERIT BADGE SCHEDULE—CAMP OLD INDIAN

	AQUATICS	SCOUTCRAFT	SCIENCE & ECOLOGY	CRAFTS & SKILLS	FIELD SPORTS	HEALTH & FITNESS
9-10	*Canoeing BSA Lifeguard *Rowing	Communication # *Pioneering Cit in the Nation #	Reptile/Amphibian *Environmental Science # Bird Study	Leatherwork Indian Lore Photography	Shotgun Shooting† *Archery† Fishing Rifle Shooting†	Athletics Responder ‡
10-11	BSA Lifeguard *Lifesaving # Swimming # Learn to Swim	Cit in the World # Communication #	Reptile/Amphibian Geology Weather	Woodcarving Art/Sculpture Basketry/Textile	Shotgun Shooting†	Personal Fitness # *First Aid #
11-12	Learn to Swim BSA Lifeguard	Public Speaking Communication # Cit in the Nation #	Soil and Water Cons Space Exploration	Leatherwork Indian Lore Art/Sculpture	Rifle Shooting† Advanced Shotgun	Safety Personal Fitness #
2-3	Swimming # *Rowing *Lifesaving # BSA Lifeguard	*Orienteering Law Cit in the World #	Reptile/Amphibian *Environmental Science # Astronomy Fish and Wildlife	Leatherwork Indian Lore Art/Sculpture	*Archery† *Muzzle Loading S.C. Hunter's Ed.	Medicine Personal Fitness #
3-4	BSA Lifeguard Learn to Swim	Cit in the Nation # American Heritage/ American Cultures	Nature Oceanography	Music/Bugling Woodcarving	*Archery† *Fly Fishing	*First Aid # *Emergency Prep #
4-5	BSA Lifeguard UALT	Cit in the World # Wilderness Survival	Soil and Water Cons Forestry Space Exploration	Basketry/Textile Woodcarving	Qualifying	Golf Athletics
7-8	Snorkel BSA Mile Swim Free Swim	Advanced Knots	Mammal Study Mon, Tue Th	Finger Printing Mon, Tue Th	Free Shoot	Fire Safety

\* **Two Hour Merit Badges:** 1.) Lifesaving, 2.) Canoeing, 3.) Orienteering, 4.) First Aid, 5.) Emergency Preparedness, 7.) Muzzleloading, 8.) Environmental Science, 9.) Pioneering, 10.) Archery and 11.) Fly Fishing.

**Notes:** †Rifle Shooting, Archery and Shotgun Shooting—it is recommended (not required) that students take Hunter's Education 2<sup>nd</sup> period. It is also recommended to leave 6<sup>th</sup> period open for shooting practice.

‡The Responder block in the Health/Fitness department will cover First Aid and Emergency Preparedness merit badges and will last periods 1-3 every day.

**Twilight Badges:** Mammals class will be held Monday and Tuesday. Finger Printing requires attendance either Tuesday or Thursday. Camping requires attendance Monday and Tuesday. Refer to the Program Schedule for other opportunities at Twilight.

**Fly Fishing Note:** Fly fishing will include an Overnighter to the Upper Saluda River at Jones Gap Thursday evening through Friday morning. The class will have dinner at camp and be back in time for breakfast. Scouts should bring fly rod, river waders or good shoes for river wading, & overnight gear (tent, sleeping bag, change of clothes, small pack, etc.). Adults are encouraged to attend and provide transportation. Because of the time frame, Scouts going through their OA Ordeal cannot take this class.

## MERIT BADGE NOTES

MERIT BADGE	COMMENTS	COST
American Cultures/ American Heritage	Individuals should have interest in this field. Visiting group in req. 1 may be done before or after camp. Bring map and know history of home area.	None
Archery	Proficiency and strength are necessary for completion. Not recommended for younger Scouts.	None
Art/Sculpture	Great for all ages. Can be completed at camp.	~ \$5.00
Astronomy	Recommended for older Scouts, complex material. Do 1b and 2 at home. Will require some night work	None
Athletics	Individuals must be ready to exercise each day. Athletic shoes required.	
Basketry/Textile	Materials may be purchased at Handicraft or Trading Post.	~ \$15.00
Bird Study	Bring binoculars and journal. Req. 8 should be done at home.	
Camping	Will be taught during twilight Monday and Tuesday evenings. Attendance is required both days. Scouts will only complete requirements 1-6 at camp; others must be done with home Troop.	None
Canoeing	Scouts must pass swimmers test. This is not for younger Scouts who may not be strong enough to complete some requirements. A long sleeve shirt, long pants, shoes, socks, and belt are needed.	None
Cit. in Nation	Recommended for older Scouts. Requirement # 4 cannot be done at camp.	None
Cit. in World	Recommended for older Scouts.	None
Communications	Recommended for older Scouts. Requirement 5 and 6 should be completed before camp.	None
Cooking	Third period plus the lunch hour in additional to some morning periods.	\$5.00
Emergency Prep.	Recommended for older Scouts. Complete requirements # 1 and # 5 prior to camp. Req. 8c should be done at home.	None
Environ. Science	Recommended for older Scouts because of difficult concepts. Will require work outside of class.	None
Finger Printing	Taught only during twilight Tuesday or Thursday evenings. No Scouts admitted after 7:15 PM.	None
First Aid	Scouts should have all first aid requirements for Tenderfoot through First Class and requirements # 1, 2b, and 7 before camp.	None
Fish and Wildlife	Any Scouts may take. Some requirements may need to be completed at home.	None
Fishing	Allow free time for fishing. Bring all necessary gear. May want to catch three fish prior to camp.	None
Fire Safety	Recommended for older Scouts due to difficult concepts. May require some outside work.	None
Fly Fishing	Allow free time for fishing. Bring all necessary gear.	\$12.00
Forestry	Req. 1,2, 4 should be done at home before camp. Can bring collections for identification during class.	None
Golf	Experienced golfers only. Class size will be limited. Bring clubs to camp. One adult per unit required to accompany Scouts on outing.	~\$25.00
Indian Lore	Can be completed at camp.	~\$6.00
Insect Study	Do req. 3 at home; can id at camp. Do req. 7 at home.	None
Law	Recommended for older Scouts; deals with complex legal concepts.	None
Learn to Swim	Recommended for non-swimmers or beginners.	None
Leatherwork	Great for younger Scouts. Materials can be purchased in the Handicraft Shop.	\$10.00
Lifesaving	Scouts must have Swimming MB before camp. Scouts should bring long sleeve button up, close woven shirt, belt, and a pair of long pants. Younger Scouts should not attempt this badge.	None
Mammals	Writing intensive course. Must attend class twilight Monday and Tuesday.	None
Medicine	Recommended for older Scouts only due to difficult concepts. Will require some additional work outside of class.	None
Music/Bugling	For musically inclined Scouts only. Bring trumpet or bugle for bugling calls. Req. 4 and 6 do at home.	None
Muzzleloading	Prerequisites: Rifle Shooting, aged 14 +, Star Scout. Class size will be limited to first 10 Scouts.	\$15.00
Nature	Requirements # 4 (sec B under birds and sec A under insects) and # 5 should be done before camp.	None
Oceanography	This badge is for more experienced Scouts with keen interest.	None
Orienteering	Difficult for very young Scouts.	None
Personal Fitness	Fitness test will be given, so Scout must be physically able to pass to earn that requirement. Bring tennis shoes and athletic clothing. Req. 16 and 9 to be done at home. Requires athletic shoes.	None
Photography	Bring camera and film along with any photos. Photos will not be developed at camp, so badge must be completed at home.	None
Pioneering	Recommended for Scouts who have completed First Class knot-tying requirements.	None
Public Speaking	Older Scouts who like to speak and write. Bring paper and pencil.	None
Reptile & Amphibian	Bring colored pencils. Req. 8 will be done at home.	None
Rowing	Scouts must have passed the swimmers test.	None
Rifle Shooting Shotgun Shooting	Proficiency and experience are required. Scouts First Class or 14 yrs. and above. Will require practice. Rifle Fee is \$10; Shotgun Fee is \$20; fee provides unlimited shooting during class and free periods until qualified	\$10.00 or \$20.00
Snorkel BSA	Scout should have completed Swimming MB prior to camp.	\$2.00
Soil and Water	Can be completed at camp.	None
Space Exploration	Recommended for older Scouts only.	~ \$15.00
Swimming	Must pass swimmer test. A long sleeve, tightly-woven shirt, long pants, shoes, socks, and belt are needed.	None
Weather	Great for Scouts of all ages.	None
Wilderness Surviv.	Recommended for those with camping experience. Bring materials for req. # 5.	None
Woodcarving	Recommended for older Scouts only.	~\$5.00

**NOTE:** Please check most recent merit badge pamphlet for most current information. All Scouts should bring paper and pencil for merit badge classes and money to buy merit badge pamphlets if needed. Merit badge pamphlets are about \$3.00 each.

## High Adventure Programs

### Adventure to Eagle Program

Adventure to Eagle is an extended program designed for Scouts who are in their third or fourth year of attendance at summer camp and need at least 3 or 4 Eagle-required merit badges. The program will encourage Scouts to attain Eagle, provide leadership training, offer Merit Badge instruction, and introduce Scouts to high adventure. Participants should not plan to take any other classes during periods one through six.

#### ***Merit Badge Work***

The Adventure to Eagle (ATE) crew members will select three or four Eagle-required merit badges to work on during the week. These may be those offered at camp or any other required badge. Depending on the badge, all requirements may not be completed at camp. Instruction will be provided by the ATE staff in a open, block format at an accelerated pace. MB work will be done in the ATE program, not in regularly scheduled MB classes.

#### ***Targeting the Eagle Rank***

Adventurers will discuss the benefits of earning the Eagle Scout rank, possible Eagle service projects, and steps for project approval and completion.

#### ***Teamwork and Leadership***

Participants will practice team work and leadership through initiative games, low COPE-type challenges, and leadership discussion groups.

#### ***Introduction to High Adventure***

The ATE crew will learn to rappel on the camp tower and will enjoy a day of rafting on the Nantahala or French Broad River as a highlight of their week

#### ***Requirements***

All Scouts must pre-register to participate in the Adventure to Eagle program. Participants should be Star rank or above, 13 years old, third- or fourth-year campers, and still need 3 or 4 Eagle-required badges. Adventurers should have leadership potential or be current troop junior leaders. The Adventure to Eagle Crew is limited to 15 persons. First come, first served. NO EXCEPTIONS. Deposits and reservations are due by February 25, 2009, but will be accepted until space is filled. A deposit made for the ATE program is not refundable, but it is transferable to someone else taking the place of the person who cancelled. Otherwise, if one does not participate, he loses his deposit.

#### ***To Register***

Please fill out the High Adventure Registration form and include a \$40 deposit; then mail to the Scout Service Center as soon as possible. Check with the Scout Service Center for registration confirmation. All ATE participants must fill out the entire medical form including the annual physical sections!

### COI Rangers

Rangers is a great program for older Boy Scouts and Venturers. Participants will enjoy a week of exciting events such as rappelling on Glassy Mountain, canoeing on the Green River, and whitewater rafting on the French Broad or Nantahala Rivers. Although participants will stay with their units during the week, they should be prepared to spend one night camping out. This is an all day program. Participants should meet at the rappelling towers on Monday morning. The weekly schedule will be determined by the director according to weather, river level, etc. Participants will do some requirements for Climbing and Whitewater merit badges.

#### ***Climbing Instructor, BSA and Whitewater Training for Adults***

In conjunction with the Ranger program, adults may opt to complete Climbing Instructor, BSA and Whitewater training. To be accepted, adults must be at least 21 years of age, in good physical condition with a completed Class 3 medical form, and be accepted by the Director. Successful completion of this program will certify adults as a Climbing Instructor, BSA, allowing leaders to supervise their troops on Climbing/Rappelling Outings. Whitewater training will include raft guiding, whitewater canoeing, and basic rescue techniques. Space will be limited, so register early. The deposit of \$40 and the reservation form is due February 25, 2009. Deposits are transferable but not refundable. The fee will be the same as the Ranger fee. Adults will be expected to provide their own transportation.

***Requirements to Participate in Rangers***

Youth or adults who pre-register may participate in the Camp Old Indian Rangers. For the fun and safety of all involved, participants must be 14 years old (or have completed the eighth grade). Ranger crew size is limited to twenty persons. First come first served. NO EXCEPTIONS. Deposits and reservations are due by February 25, 2009, but will be accepted until spaces are filled. All deposits made for these programs are not refundable, but are transferable to someone else taking the place of the person who cancelled. Otherwise, if one does not participate, he loses his deposit.

***To Register***

Please fill out the High Adventure Registration form and include a \$40 deposit; then mail to the Scout Service Center as soon as possible. Check with the Scout Service Center for registration confirmation. The fee will include necessary equipment, transportation, and a special patch. All Ranger and Trek participants must fill out the entire medical form including the annual physical sections!



**INFORMED CONSENT AND  
HOLD-HARMLESS/RELEASE AGREEMENT**

CAMP OLD INDIAN CLIMBING/RAPPELLING PROGRAM  
BLUE RIDGE COUNCIL, BOY SCOUTS OF AMERICA

*To be filled out by the adult participant or the custodial parent, legal guardian or adult otherwise responsible for the supervision, care and safety of the participant named below.*

I understand that participation in the COI CLIMBING/RAPPELLING PROGRAM offered through the Blue Ridge Council, BSA, on \_\_\_\_\_ (dates) involves a certain degree of risk that could result in injury or death and that each participant is expected to use common sense, have proper clothing, be physically fit, be willing to follow instructions and work as a team with his unit and the program leaders, and take responsibility for his own health and safety.

In consideration of the benefits to be derived and after carefully considering the risk involved, and in view of the fact that the Boy Scouts of America is an organization in which membership is voluntary, and having full confidence that precautions will be taken to ensure the safety and well-being of my son/daughter (or myself), I have given \_\_\_\_\_(name) my consent to participate in the COI CLIMBING/RAPPELLING PROGRAM.

I do hereby release and hold harmless the Boy Scouts of America, Blue Ridge Council, Camp Old Indian, and their agents, servants, employees, and all volunteers, activity coordinators, and sponsors from all claims, liability, demands, rights and causes of action, present or future, whether known, anticipated or unanticipated, resulting from, arising out of, or incident to the above mentioned climbing/rappelling program. I further release and hold-harmless James B. Anthony individually and the Cliffs at Glassy, its affiliates, agents, servants, employees, officers, or directors from all claims, liability, demands, rights and causes of action, present or future, whether known, anticipated or unanticipated, resulting from, arising out of, or incident to the above mentioned climbing/rappelling program.

I know of no health or fitness restriction(s) that preclude participation. In the event of illness or injury occurring to my child while involved in this activity, I consent to X-ray examination, anesthesia, medical, or surgical diagnostic procedures or treatment that is considered necessary in the best judgment of the attending physical and performed under the supervision of a member of the medical staff of the hospital furnishing medical services. (It is understood that in the event of a serious illness or injury, reasonable efforts to reach me will be attempted.)

Custodial parent/legal guardian Signature:

\_\_\_\_\_ Date \_\_\_\_\_

Participant Signature:

\_\_\_\_\_ Date \_\_\_\_\_

Phone numbers where relative can be reached during activity:

Name \_\_\_\_\_ Relation \_\_\_\_\_ Phone (\_\_\_\_) \_\_\_\_\_

# 2009 COI Summer Camp Adult Leader Schedule

**Due June 17<sup>th</sup>**

Name: \_\_\_\_\_

Please mark the blocks when you will be able to attend Camp. We must have two leaders in camp at all times. (Mr. Guirl will be at camp all week.)

	Sunday June 28th	Monday June 29th	Tuesday June 30th	Wednesday July 1st	Thursday July 2nd	Friday July 3rd	Saturday July 4th
Breakfast							
Lunch							
Dinner							
Overnight							

Please check the Special Programs that you are interested in attending -

\_\_\_\_\_ Safe Swim/Safety Afloat

\_\_\_\_\_ BSA Lifeguard

\_\_\_\_\_ Mile Swim

\_\_\_\_\_ Climb on Safely

\_\_\_\_\_ Youth Protection Training

\_\_\_\_\_ Red Cross Basic First Aid

\_\_\_\_\_ CPR Instruction

\_\_\_\_\_ Pathfinder Overnighter, Monday or Tuesday

Adult's Signature: \_\_\_\_\_

# 2009 COI Summer Camp

## Merit Badge Class Schedule

*For Scouts participating in the Merit Badge Program*

**Due June 17<sup>th</sup>**

Name: \_\_\_\_\_

Please list the Merit Badge classes you wish to take.

### BREAKFAST

1st Period (9:00- 10:00) \_\_\_\_\_

2<sup>nd</sup> Period (10:00- 11:00) \_\_\_\_\_

3<sup>rd</sup> Period (11:00- 12:00) \_\_\_\_\_

### LUNCH

4<sup>th</sup> Period (2:00-3:00) \_\_\_\_\_

5<sup>th</sup> Period (3:00-4:00) \_\_\_\_\_

6<sup>th</sup> Period (4:00-5:00) \_\_\_\_\_

### DINNER

Twilight (7:00-8:00) \_\_\_\_\_

Special Programs -

\_\_\_\_\_ BSA Lifeguard

\_\_\_\_\_ CPR

Scout's Signature: \_\_\_\_\_

Parent's Signature: \_\_\_\_\_

Scoutmaster's Signature: \_\_\_\_\_

## Troop T-Shirt Order Form

At Summer Camp Troop 707 members all wear the same color “Troop 707 class B” shirt on given days. The uniform schedule is as follows: Sunday – Red, Monday – Gold, Tuesday – Grey, Wednesday – Red, Thursday – Gold, Friday – Grey, and Saturday – Red. We will wash shirts on Monday, Tuesday and Thursday so each Scout needs at least one of each color. If you have “experienced” shirts that no longer fit, don’t throw them away, another scout might be able to use them.

Name: \_\_\_\_\_

Indicate the quantity you need beside the color and size.

### T-Shirts 50/50 Poly/Cotton

<b>Small</b>	Red _____	Gold _____	Grey _____	Green _____	x \$9.00 ea.	\$ _____
<b>Med.</b>	Red _____	Gold _____	Grey _____	Green _____	x \$9.00 ea.	\$ _____
<b>Large</b>	Red _____	Gold _____	Grey _____	Green _____	x \$9.00 ea.	\$ _____
<b>X-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$9.00 ea.	\$ _____
<b>XX-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$9.50 ea.	\$ _____
<b>XXX-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$10.50 ea.	\$ _____

### 100 % Cotton

<b>Small</b>	Red _____	Gold _____	Grey _____	Green _____	x \$10.00 ea.	\$ _____
<b>Med.</b>	Red _____	Gold _____	Grey _____	Green _____	x \$10.00 ea.	\$ _____
<b>Large</b>	Red _____	Gold _____	Grey _____	Green _____	x \$10.00 ea.	\$ _____
<b>X-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$10.00 ea.	\$ _____
<b>XX-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$11.50 ea.	\$ _____
<b>XXX-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$12.00 ea.	\$ _____

### Adult Polo Shirts 50/50 Poly/Cotton

<b>Med.</b>	Red _____	Gold _____	Grey _____	Green _____	x \$14.00 ea.	\$ _____
<b>Large</b>	Red _____	Gold _____	Grey _____	Green _____	x \$14.00 ea.	\$ _____
<b>X-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$14.00 ea.	\$ _____
<b>XX-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$16.50 ea.	\$ _____
<b>XXX-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$17.50 ea.	\$ _____

### 100 % Cotton

<b>Med.</b>	Red _____	Gold _____	Grey _____	Green _____	x \$17.50 ea.	\$ _____
<b>Large</b>	Red _____	Gold _____	Grey _____	Green _____	x \$17.50 ea.	\$ _____
<b>X-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$17.50 ea.	\$ _____
<b>XX-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$19.00 ea.	\$ _____
<b>XXX-L</b>	Red _____	Gold _____	Grey _____	Green _____	x \$20.00 ea.	\$ _____

### Sweat Shirt - Forest Green with Troop Logo

Med _____	Large _____	X-L _____	x \$16.00 ea.	\$ _____
XX-L _____	XXX-L _____		x \$17.00 ea.	\$ _____

**Total** \$ \_\_\_\_\_

Please return this form by June 10th with your payment. Thank You.

2009 COI Summer Camp  
**Adult Registration Form**

*Only Adult Leaders attending Summer Camp*

**Due June 3<sup>rd</sup>**

Name: \_\_\_\_\_

Please select the ONE program in which you wish to participate.

- In-Camp Leader (Under 40yrs old) - Free  
*(NO deposit, Medical form sections I, II, III, IV, VI and back required)*
- In-Camp Leader (Over 40yrs old) - Free  
*(NO deposit, Medical form sections I through VII and back, physical exam required)*
- COI Rangers High Adventure Climbing Instructor - Fee \$210.00  
*(\$40 deposit, Medical form sections I through VII and back, physical exam required)*

Special Adult Programs -

\_\_\_\_\_ BSA Lifeguard      \_\_\_\_\_ CPR      \_\_\_\_\_ First Aid  
\_\_\_\_\_ Climb on Safely      \_\_\_\_\_ Safe Swim/Safety Afloat

Adult's Signature: \_\_\_\_\_

Scoutmaster's Signature: \_\_\_\_\_

**DEPOSIT MUST ACCOMPANY THIS FORM!**

# 2009 High Adventure Registration Form

## Camp Old Indian • Blue Ridge Council BSA

(PLEASE PRINT - Use a separate form for each person)

Troop/Crew & Number Troop 707 District/Council Blue Ridge / Southboulder  
 Name \_\_\_\_\_  
 Address \_\_\_\_\_ Home Phone \_\_\_\_\_  
 City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
 Date of Birth \_\_\_\_\_ Age you will be during camp \_\_\_\_\_  
 Rank (for youth) \_\_\_\_\_ Positions held now or past (example: PL or Asst. SM) \_\_\_\_\_

**PROGRAM FOR WHICH I AM REGISTERING**

- Camp Old Indian Rangers** (youth or adult)  
 Requirements: (1) 14 years old or completed 8<sup>th</sup> grade
- Adult Climbing Instructor, BSA and Whitewater Training** (conducted with Rangers)  
 Requirements: (1) 21 years old, (2) approval of the director
- Adventure to Eagle** (youth only)  
 Requirements: (1) Star rank, (2) 13 years old or completed 7<sup>th</sup> grade, (3) leadership potential

**Note: These three programs require an annual Class 3 physical for youth & adults of any age.**

**WHICH WEEK ARE YOU COMING TO CAMP?**

- Week 1**-Jun 14-20       **Week 2**-Jun 21-27       **Week 3**-Jun 28-July 4       **Week 4**-July 5-11  
 **Week 5**-July 12-18       **Week 6**-July 19-25       **Week 7**-July 26- Aug1

- I will be attending with my Troop or Crew.  
 I will be attending as a provisional camper. If so, attach provisional camper form.

**EXPERIENCE INFORMATION**

Rate your skill level for each of the following. Circle One:

Rappelling	No Experience	Beginner	Intermediate	Expert
Backpacking	No Experience	Beginner	Intermediate	Expert
White Water Canoeing	No Experience	Beginner	Intermediate	Expert
Flat Water Canoeing	No Experience	Beginner	Intermediate	Expert
White Water Rafting	No Experience	Beginner	Intermediate	Expert
Rock Climbing	No Experience	Beginner	Intermediate	Expert
Leadership	No Experience	New Leader	Some Experience	Much Experience

**FEES**

	<u>Blue Ridge Council</u>	<u>Out-of-Council</u>	<u>Deposit</u>
All High Adventure Programs	\$210.00	\$240.00	\$40.00

Fees attached \$ \_\_\_\_\_ (if submitting separate from *Unit Registration Form*)

# 2009 COI Summer Camp Scout Registration Form

*Required for all Scouts attending Summer Camp*

**Due February 20<sup>th</sup>**

Name: \_\_\_\_\_ Rank: \_\_\_\_\_

Age on June 28, 2009: \_\_\_\_\_ # of Years at Summer Camp: \_\_\_\_\_

Please select the ONE program in which you, wish to participate.

**Pathfinder Program - Fee \$180.00**  
*(\$20 deposit, Medical form sections I, II, III, IV, VI and back required)*  
Available to any Scout who has not yet earned the First Class Rank.

**Merit Badge Program - Fee \$180.00**  
*(\$20 deposit, Medical form sections I, II, III, IV, VI and back required)*  
Only available to Scouts who have completed all First Class requirements prior to attending Summer Camp.

**Adventure to Eagle Program - Fee \$210.00**  
*(\$40 deposit, Medical form sections I through VII and back, exam required)*  
Scouts must have received the Star rank prior to attending Summer Camp, be at least 13 years old, and be attending camp for at least the third year.

**COI Rangers High Adventure Program - Fee \$210.00**  
*(\$40 deposit, Medical form sections I through VII and back, exam required)*  
Scouts must be at least 14 years old and be attending camp for at least the third year.

Scout's Signature: \_\_\_\_\_

Parent's Signature: \_\_\_\_\_

Scoutmaster's Signature: \_\_\_\_\_

**DEPOSIT MUST ACCOMPANY THIS FORM!**