



Camp Old Indian

Troop 680 Summer Camp 2

Parents Night 2/5/04



Troop 680 Summer Camp at Camp Old Indian
Parent Night Handout

PROGRAMS	4
<i>Progressive Programming</i>	4
<i>Pathfinder Program</i>	4
<i>Adventure to Eagle Program</i>	6
<i>High Adventure Programs</i>	7
<i>Special Programs</i>	7
<i>Unit Whitewater and Tubing Trips</i>	8
CAMP FACILITIES	8
<i>Lodging</i>	8
<i>Showers/Restrooms</i>	8
<i>Field Sports Area</i>	8
<i>Scoutcraft Area</i>	8
<i>Handicraft Lodge</i>	8
<i>Nature Lodge</i>	8
<i>Waterfront</i>	8
<i>Trading Post</i>	9
<i>Health Lodge</i>	9
<i>Dining Hall</i>	9
<i>Handicap Accommodations</i>	10
CAMP POLICIES AND PROCEDURES	11
<i>Tobacco, Alcohol, and Drugs</i>	11
<i>Firearms</i>	11
<i>Adequate Leadership</i>	11
<i>Youth Protection</i>	11
<i>Dress Code</i>	11
FEE AND DEPOSIT SCHEDULE	12
TELEPHONE	13
MAIL	13
VISITORS AND GUESTS	13
HEALTH AND INSURANCE.....	14
MISCELLANEOUS	15
APPENDIX A	16
APPENDIX B	17
APPENDIX C	18
APPENDIX D	19
APPENDIX E.....	21
APPENDIX F.....	22
APPENDIX G	23

Camp Old Indian 7/24 – 8/1/2004

Where is Camp Old Indian?

Camp Old Indian, Blue Ridge Council, BSA
601 Callahan Mountain Rd
Travelers Rest, South Carolina 29690



Why go to summer camp?

- Scouts who go to summer camp stay in scouting longer.
- Scouts who go to summer camp advance farther and faster.

When are we going to summer camp?

- Depart Early Saturday 7/21/2004 from the Kister House Parking Lot (Exact Time TBD)
- Return Mid Day Sunday 8/1/2004 to the Kister House Parking Lot (Exact Time TBD)

Note: Drive Time approximately 10 to 12 Hrs

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. Pathfinder II is for Scouts who know most basic skills and only need requirements from 2nd and 1st Class.

Pathfinder I

Pathfinder I is an all-day program that allows Scouts actively to complete most requirements for the Tenderfoot, Second Class, and First Class ranks. In addition to learning the fundamental principles of the Scouting program, participants will earn their Totin' Chip and Firem'n Chit certifications. The Pathfinder experience will include hands-on activities, cooking, and an overnight trip.

Pathfinders should choose one merit badge to take during the day, either Third or Fourth period. Choices are listed below. Participants may also earn additional merit badges during the Morning or Twilight period as offered. However, Scouts are strongly encouraged to use Twilight as an opportunity to "explore" different areas of camp.

Third Period Badge-Troop A

Scouts wanting to take "wet" badges should do so during third period to allow for clothes changing. These Scouts will be assigned Troop A. Class suggestions for this time include:
- Swimming -Learn to Swim

Fourth Period Badge-Troop B

Pathfinders interested in the following classes should take them fourth period and will be assigned Troop B:

- Reptile and Amphibian Study - Indian Lore
- Art/Sculpture - Leatherwork

A complete report of the Scout's advancement will be given to the Scout's unit leader at the end of the week. The Pathfinder advancement form will provide a performance evaluation for each

Troop 680 Summer Camp at Camp Old Indian Parent Night Handout

participant based on his proficiency at skills or requirements encountered in the class. The location for classes will be announced at the Sunday Leaders' Meeting.

Overnighter and Equipment

Each Pathfinder I participant should participate in the overnight camping trip. Troops who have Scouts participating are required to provide one adult on the overnighiter. Troop A (third period MB) will go Monday night while Troop B (fourth period MBs) will go Tuesday night. Scouts will leave the Old Indian Pathfinder area in the afternoon and hike to Camp White Pines. Unit adult involvement is required.

Pathfinder participants will need to bring the following items to camp! If a Pathfinder does not have all items, have him borrow from someone in his home Troop. Troops should be sure to provide TENTS sufficient to house their overnight participants.

Scouts who have attained the Tenderfoot Rank prior to coming to camp can take Pathfinder II. These Scouts should report for instruction 1st and 2nd or 5th and 6th periods. They will work on requirements for 2nd and First Class ranks. They may take any other merit badges offered in other departments during periods 1 through 4. They will not go on the overnighiter or Old Indian hike, and they will not complete Totin' Chip or Firem'n Chit as part of the program. These may be taken at Twilight.

- Class A and B uniforms
- boots or comfortable shoes for hiking
- *Scout Handbook*
- personal first aid kit
- backpack for overnighiter
- ground cloth, pad, and sleeping bag
- canteen, mess kit, eating utensils
- pocket knife and flashlight
- small tent-one for every two Scouts (Pathfinder I).

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 preregister 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 27, 2004, 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 (Appendix A) and include a \$40 deposit; then & return to Dino Biondo no later than 2/16/04.

High Adventure Programs

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 27, 2004. 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 or Trek. 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 27, 2004, 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 (Appendix A) and include a \$40 deposit; then & return to Dino Biondo no later than 2/16/04.

Special Programs

Other special opportunities are available at Camp during the week. For adults, we may offer programs like Basic Leader Essentials, First Aid, Climb On Safely, Youth Protection, Safe Swim Defense and Safety Afloat. Scouts can look forward to Free Swim, Fishing, Overnights, Order of the Arrow Pageants, Totin Chip, Softball, Volleyball, Shotgun, Rifle, Archery, and much more.

Unit Whitewater and Tubing Trips

Whitewater Rafting

Rafting on the French Broad or Nantahala River proves to be an exciting activity for your Scouts. Camp will arrange expeditions for \$20.00/person. The raft fee includes all equipment and a bag lunch. Units not in camp will pay an additional \$5.00 for each meal provided. Troops must provide their own transportation. Merit badge instructors will work with Scouts to complete missed work if notified in advance. For more information, contact the High Adventure Director. Units that would like to plan a rafting trip the Saturday before or after their week at camp should contact the Camp Director at least two weeks in advance to make arrangements.

Inner-Tubing

Troops may elect to spend a fun-filled afternoon tubing down the Green River in Saluda, North Carolina. The river is only 30 minutes away, and tubes may be rented there for a small fee. Troops must provide their own transportation. As with all BSA aquatics activities, troops should provide life jackets and qualified aquatics supervision. Merit badge instructors will work with Scouts to complete missed work if notified in advance. For more information, contact the High Adventure Director or Camp Ranger

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 overhanging roof. Most hold four persons and their gear. Some adirondacks hold eight persons and have a built-in table shelter.

Showers/Restrooms

Latrines are located throughout camp, in or nearby all camp sites. Hot showers are available at all shower-houses.

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

Troop 680 Summer Camp at Camp Old Indian Parent Night Handout

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 feet, 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.

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.

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.

Adequate 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.

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.

Youth Protection

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.

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.

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.

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. Leaders and Advisers are responsible for insuring that youth and adults in their Troops and Crews are dressed appropriately. 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).

Fee and Deposit Schedule

Date	Amount Due
November 11, 2003	\$50 deposit due for each campsite
February 27, 2004	\$20 per person (youth and adults), \$40 per person for high adventure programs
On or before arrival	Balance due

Program	2004 Fees
<u>Regular Programs</u>	
Youth, In-council	\$145
Youth, Out-of-council	\$165
Adults	\$70
<u>High Adventure</u>	
Youth and adults, In-council	\$175
Youth and adults, Out-of-council	\$195
<u>Free Leader</u>	
Free leader, regular program only	\$0
1 free for every 8 paid boys, cannot be applied towards high adventure	

Troop 680 Summer Camp at Camp Old Indian
Parent Night Handout

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 or Leader Name Alan Jezusko (Scoutmaster) or Dino Biondo (Asst Scoutmaster)
Troop or Crew No. Troop 680 New Hoizons District (Greater St. Louis Council)
Camp Old Indian
601 Callahan Mountain Road
Travelers Rest, SC 29690

Visitors and Guests

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

LEADERS: Camp programs are designed for Scouts, leaders, and advisers. Please share the following policy with parents and adults who accompany your unit to camp: 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). Other units must provide their own accident insurance. Unit leaders must bring to camp check-in: 1.) Policy number, 2.) Claim forms, 3.) Name of insurance carrier. Camp medicals 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.

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.

(Medical Forms Can Be Found in Appendix B)

Miscellaneous

Merit Badge notes: can be found in appendix D

Merit Badge free times: can be found in appendix E

Merit Badge schedule: can be found in appendix F

Camp Schedule: can be found in appendix G

Appendix A

2004 High Adventure Registration Form Camp Old Indian • Blue Ridge Council BSA

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

Troop/Crew & Number _____ District/Council _____
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 8th 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 7th 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 13-19 **Week 2**-Jun 20-26 **Week 3**-Jun 27-July 3
 Week 4-July 4-10
 Week 5-July 11-17 **Week 6**-July 18-24 **Week 7**-July 25-31

- 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 Experience	No Experience	New Leader	Some Experience	Much

FEES

Blue Ridge Council Out-of-Council Deposit

Troop 680 Summer Camp at Camp Old Indian
Parent Night Handout

All High Adventure Programs	\$175.00	\$195.00	\$40.00
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Fees attached \$_____ (if submitting separate from *Unit Registration Form*)

Appendix B

(Insert Health info / forms PDF)

Appendix C

Camp Signup Sheet:

Scout Name: _____

Program he will be attending, please circle one:

Scouts

----- Program s -----

Pathfinder	Merit Badge Program	Adventure to Eagle	Ranger
\$20 Deposit	\$20 Deposit	\$40 Deposit	\$40 Deposit

Adults

\$20 Deposit all programs except Ranger

\$40 for Ranger Program

Total Cost:

Adult \$70 -Scout (Pathfinder and MB program) \$165 – Scout (ATE or Ranger) \$195

Deposit: _____

Remaining Balance: _____

Parent / Guardian Signature: _____

Scout Signature: _____

Please return with deposit to

Dino Biondo

1323 Remington Oaks terrace

Fenton, MO 63026

No later than 2/16/04

(ALSO if your scout is participating in the ATE or Ranger program please include the 2004 High Adventure Registration Form, which can be found in appendix A)

Troop 680 Summer Camp at Camp Old Indian
Parent Night Handout

Appendix D

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. 2 nd Class and above.	~ \$1.00
Art/Sculpture	Great for all ages. Can be completed at camp.	~ \$5.00
Astronomy	Recommended for older Scouts because of complex material. Do 1b and 2 at home. Will require some work at night.	None
Athletics	Individuals must be ready to exercise each day. Athletic shoes required.	
Basketry/Textile	Materials may be purchased at Handicraft or Trading Post.	~ \$11.00
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
Fly Fishing	Prerequisites: Fishing MB, 14 +, Star Scout. Class limited to first 12 Scouts. Overnigher required.	\$15.00
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.	~\$8.00
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.	\$3 - \$10
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 done 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 (section B under birds and section A under insects) and # 5 should be done prior to 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

Troop 680 Summer Camp at Camp Old Indian
 Parent Night Handout

Rifle Shooting Shotgun Shooting	Proficiency and experience are required. Scouts First Class or 14 yrs. and above. Will require practice during Free Shoot. Rifle Fee is \$10; Shotgun Fee is \$20; fee provides unlimited shooting during class and free shoot periods until qualification is reached.	\$10.00 or \$20.00
Snorkel BSA	Scout should have completed Swimming MB prior to camp.	None
Soil and Water	Can be completed at camp.	None
Space Exploration	Recommended for older Scouts only.	~ \$10.00
Swimming	Must pass swimmer test prior to class. 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

Appendix E

2004 FREE-TIME PROGRAMS		
	PERIOD 6 (4-5 PM)	TWILIGHT (7-8 PM*)
Aquatics	Free Swim	Free Swim Mile Swim Practice Rowing/Canoeing Snorkel BSA BSA Lifeguard
Scoutcraft	Merit Badges	Camping MB Old Indian Hike Totin' Chip Firem'n Chit
Pathfinder	Pathfinder Class	Camping Mon OR Tues
Science & Ecology	Merit Badges	Mammals MB Nature Lodge visits
Crafts & Skills	Merit Badges Craft work	Finger Printing MB American Indian craft work
Field Sports	Freeshoot: Rifle Shotgun Archery	Freeshoot: Rifle Shotgun Archery
Health & Fitness	Merit Badges	Training opportunities

Appendix F

2004 MERIT BADGE SCHEDULE—CAMP OLD INDIAN						
	AQUATICS	SCOUTCRAFT	SCIENCE & ECOLOGY	CRAFTS & SKILLS	FIELD SPORTS	HEALTH & FITNESS
9-10	Swimming *Canoeing BSA Lifeguard Rowing	Communication *Pioneering Cit in the Nation	Reptile/Amphibian *Environmental Science Bird Study	Leatherwork Indian Lore Photography	Shotgun Shooting† *Archery Fishing	Athletics Responder ‡ (includes FA and E Prep & lasts 3 hrs)
10-11	BSA Lifeguard Rowing Learn to Swim	Cit in the World Communication	Insect Study Weather	Woodcarving Art/Sculpture	S.C. Hunter's Ed. *Muzzleloading	Personal Fitness
11-12	Swimming Learn to Swim BSA Lifeguard	Public Speaking Communication Cit in the Nation Cooking	Forestry Soil and Water Cons Space Exploration	Leatherwork Indian Lore Art/Sculpture	Rifle Shooting† Fish and Wildlife	*First Aid Personal Fitness
2-3	Swimming Rowing *Lifesaving BSA Lifeguard	*Orienteering Law Cit in World	Reptile/Amphibian *Environmental Science Astronomy	Leatherwork Indian Lore Art/Sculpture	*Archery *Fly Fishing	Medicine Personal Fitness
3-4	Swimming BSA Lifeguard Learn to Swim	Cit in the Nation American Heritage/ American Cultures	Nature Oceanography	Music/Bugling Woodcarving	Fish and Wildlife	*First Aid *Emergency Prep
4-5	BSA Lifeguard	Cit in the World Wilderness Survival	Soil and Water Cons	Basketry/Textile		Golf
7-8	Snorkel BSA	Camping	Mammals	Finger Printing		

Appendix G

WEEKLY SCHEDULE • CAMP OLD INDIAN							
	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
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 and Camp Tour	Rest Period	Rest Period	Rest Period	Rest Period	Rest Period	
2:00 pm		4th Period	4th Period	4th Period	4th Period	Troop & Patrol Events - Aquatics, Scoutcraft, and Shooting Sports	
3:00 pm		5th Period	5th Period	5th Period	5th Period		
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		
5:45 pm	Waiters Call	Waiters Call	Waiters Call	Assemble in meadow at 5:30 for Retreat	Waiters Call	Waiters Call	
5:55 pm	Assembly	Assembly	Assembly	Formal Retreat Dinner or Picnic with Visitors	Assembly	Assembly	
6:00 pm	Dinner	Dinner	Dinner		Dinner	Dinner	
6:30 pm							
7:00 pm	Chapel & Leader's Mtg	Twilight Activities	Twilight Activities		Twilight Activities	Twilight Activities	
8:00 pm				OA Callout & Dance Pageant			
8:30 pm							
8:45 pm	Opening Campfire				"Tap Out" Ceremony	Closing Campfire	
9:30 pm	Crackerbarrel						
10:00 pm	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	