

# PROGRESSIVE PROGRAMS

## **What is 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. 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 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 overnighter. 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.

### **Pathfinder II**

Scouts who have attained the Tenderfoot Rank prior to coming to camp can take Pathfinder II. These Scouts should report for instruction either 1st and 2nd or 5th and 6th periods only. They will work on 2nd and 1st Class rank requirements only. They may take any other merit badges offered in other departments other periods of the day. They will not go on the overnighter 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.

### **Required Equipment for All**

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



## Skills Covered in Pathfinder Program

### Citizenship

T6-flag display and handling  
S4-service project

### Knots and Lashing

T4a-whipping, fusing  
T4b-two half hitches, tautline  
F7a-use of lashings  
F7b-hitches and lashing  
F7c-camp gadget

### Outdoors

T1-dress for campout  
T2-overnighter  
S2b-sleep in tent  
T5-safe hiking, if you're lost  
T9-buddy system  
T11-poisonous plants  
T3-meal preparation

### First Aid

T12a-Heimlich maneuver  
T12b-first aid skills  
S6a-hurry cases  
S6b-personal first aid kit  
S6c-first aid skills  
F8a-rescue use of bowline  
F8b-bandages  
F8c-carries  
F8d-heart attack, CPR

### Fitness

T10a-record your best

### Map/Compass

S1a,b-compass, map, symbols  
F1-direction day and night  
F2-orienteeering course

### Fire Building

S2d-tinder, kindling, fuel for fire  
S2c-knife, ax, saw  
S2e,f-cooking stove

### Nature

S5-ten wild animals  
F6-ten plants

### Scout Skills

T7-Scout Oath and Law  
T8-patrols

### Swimming

S7a-safe swim  
S7c-water rescue  
F9a-safety afloat  
F9d-ring buoy tosses

## Pathfinder Schedules

### Pathfinder I Schedule

	Monday	Tuesday	Wednesday	Thursday	Friday
1 <sup>st</sup> per.	Instruction	Instruction	Instruction	Troop B	Troop B
2 <sup>nd</sup> per.				Old Indian	at waterfront
3 <sup>rd</sup> per.				hike	
4 <sup>th</sup> per.				Troop A	
5 <sup>th</sup> per.	Troop A	Troop B	Troop A	Old Indian	No class
6 <sup>th</sup> per.	Overnighter	Overnighter	at waterfront	hike	
Twilight				free	free

Note: Any changes will be announced

### Pathfinder II Schedule (Scouts attend morning OR afternoon.)

	Monday	Tuesday	Wednesday	Thursday	Friday
1 <sup>st</sup> per.	Instruction	Old Indian	Instruction	Instruction	Instruction
2 <sup>nd</sup> per.		hike			
3 <sup>rd</sup> per.					
4 <sup>th</sup> per.					
5 <sup>th</sup> per.	Instruction	Old Indian	Instruction	Instruction	Instruction
6 <sup>th</sup> per.		hike			



**O** rder of the Arrow candidates build trails as one of their work projects on Friday. The back page of this Guide shows all the COI Trails that are available to be hiked.

### **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.

#### **Location of Classes**

<u>Department</u>	<u>Class Location</u>	<u>Department</u>	<u>Class Location</u>
Aquatics	Waterfront Area	Crafts/Skills	Handicraft Lodge
Scoutcraft	Scoutcraft Area	Field Sports	Ranges
Science/Ecology	Nature Lodge	Health/Fitness	Health Lodge

## **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.

### **Program Features**

#### ***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 an 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 rappell 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 enclosed *High Adventure Registration Form* and include a \$40 deposit for all those planning to attend the Adventure to Eagle program; 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 Adventure to Eagle patch.

*A Typical Day might look like this:*

#### *Morning*

*-MB work on Citizenship and Personal Mgmt.  
-Eagle requirements discussion.*

#### *Afternoon*

*-Team games.  
-Learn to Rappell or Canoeing on the Green River.*

## 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		

\* **Two Hour Merit Badges:** 1.) Lifesaving, 2.) Canoeing, 3.) Orienteering, 4.) First Aid, 5.) Emergency Preparedness, 6.) Archery, 7.) Muzzleloading, 8.) Environmental Science, 9.) Pioneering, and 9.) Fly Fishing.

**Notes:** †Rifle Shooting 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. Snorkel BSA requires attendance 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. 2 <sup>nd</sup> 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
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

**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.

## 2004 FREE-TIME PROGRAMS

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

\* Twilight is not offered Wednesday.