

**2015**

**FUN PACK WEEKEND GUIDE**  
**CAMP HINDS & CAMP BOMAZEEN**



**A GUIDE**

**FOR PARENTS AND LEADERS**

Includes 2015 Program theme information

**"TAKE FLIGHT"**





## EMERGENCY PROCEDURES FOR UNITS

### LOST CAMPER

Cubmaster must report any suspected lost camper to the camp office.

At the sound of the emergency signal, ALL Cubs and adults **MUST report immediately to the Assembly Area**, and sit quietly by Pack.



### LOST SWIMMER:

Waterfront will be cleared immediately. Some adults may be asked to assist.

At the sound of the emergency signal, ALL Cubs and adults **MUST report immediately to the Assembly Area**, and sit quietly by Pack.



### CHILD ABUSE:

If child abuse of any type is witnessed or even suspected, the Camp Director or his acting designee **MUST** be notified immediately. This information should not be shared with anyone else. The reporter's name will be kept in confidence, and the current policies of the BSA will be followed.

### FIRE--

If you discover a fire, send TWO runners immediately to the camp office with information regarding location, type, and severity of fire. Do NOT utilize vehicles. At the Sound of the fire signal, ALL Cubs and adults **MUST report immediately to the Assembly Area** and sit quietly by Pack.

### EXTREME HEAT

In case of heat emergency, the camp administration will declare a heat alert. The health officer will post "Heat Alert" signs in prominent locations around camp. Vigorous activities will be cancelled. Adults will be reminded to watch for symptoms of heat exhaustion and sunstroke. Watch your Cubs for inappropriate clothing, and for adequate fluid intake.



### LIGHTNING OR SEVERE STORM--

Waterfront will be cleared immediately. All watercraft return to shore. Cubs & adults report to their campsite unless otherwise instructed by a staff member. Avoid open fields. Any needed further instructions will be issued by the camp office.

### EARTHQUAKES, FLOODS, or other emergencies not specifically listed.

At the sound of the emergency signal, All Cubs and adults **MUST report immediately to the Assembly Area**, and sit quietly by Pack.





## **GENERAL INFORMATION FOR PARENTS AND LEADERS**

### **WHAT IS FUN PACK WEEKEND?**

Fun Pack Weekends are an exciting time for a Cub to spend time with an adult guardian in the woods at Camp Hinds in Raymond, or Camp Bomazeen in the Belgrade Lakes area.

Cubs and parents will have the use of all our facilities. They'll eat in our dining halls with all the fun of summer camp mealtime programs and songs. They'll be treated to a campfire at the woodland council ring. It's parent-and-son fun for all ages!

Each weekend begins at 8:45 AM Saturday and runs until noon Sunday. Saturday night is spent outdoors in our canvas wall tents with bunks and mattresses at Camp Hinds or in the comfort of your own tent at Camp Bomazeen.

This overnight will serve as an exciting introduction to camping for those who have never yet camped! It's great for unit leaders because parents will be there to participate with their Cubs and provide the necessary companionship for boys not yet ready to venture overnight on their own. Fun Pack Weekends are a great way for unit leaders, parents, and kids to get to know each other in a relaxing outdoor environment. Every Pack should make it one of their top priorities to attend a Fun Pack Weekend every summer. This weekend can also be used to qualify for the National Summertime Pack Award.

### **HOW TO SIGN-UP:**

Fun Pack Weekends are designed for Cub Scout Packs to come as an organized unit. Therefore the Cubmaster needs find out how many boys and adults from your pack will be attending. Collect their fees and register online or get a registration form and send payment in full with the registration form to the Council Service Center. To ensure a quality program, the number of participants will be limited to 250 at Camp Hinds and 150 at Camp Bomazeen - so register early.

### **FEES:**

Paid in Full before May 29, 2015

- \$35 (\$45 if out of council/state)
- 5% discount for multi-weekend (on 2<sup>nd</sup> weekend's fee) or 2<sup>nd</sup> sibling's camp fees.
- 5% discount if attending Camp Bomazeen.

Paid in full after May 29, 2015

- \$50 (\$60 if out of council/state)

Refunds subject to 15% administrative fee and only if requested 2 weeks prior to attending FPW. After that fees are transferrable to other participants in your pack but are not refundable.

This fee includes this year's FPW patch for each participant.

### **DATES:**

The following are the 2015 Fun Pack Weekend dates:

July 11-12 @ Camp Hinds  
July 18-19 @ Camp Hinds  
July 25-26 @ Camp Bomazeen  
Aug 1-2 @ Camp Hinds

## NEED MORE INFORMATION ?

If you have question not answered in this guide feel free to contact the camp administration:

**Dean B. Zaharis**  
FPW Director  
dzaharis@gmail.com

**Rita Loft**  
Program Director  
mombullfrog@yahoo.com  
(207) 232-4363



## Medical Forms

### MEDICAL FORMS:

In keeping with current State of Maine and Boy Scouts of America regulations, the following is Pine Tree Council's policy regarding medical certification of boys and adults attending Fun Pack Week-ends. Each participant **MUST** complete a personal health and medical history including insurance information and parental permission to treat. No physician's statement is required. Forms can be downloaded from:

[http://www.scouting.org/filestore/HealthSafety/pdf/680-001\\_AB.pdf](http://www.scouting.org/filestore/HealthSafety/pdf/680-001_AB.pdf).

We recommend that Cubmasters collect all medical forms ahead of time so that he has all medical forms in hand for check-in.

To allow the health officer to check for allergies, alert cases, special dietary needs and to prepare buddy tags, we ask that each pack complete the enclosed roster form and send a copy to camp at least two full weeks prior to your arrival. This will ultimately save you much time and trouble during check-in. Packs complying with this request will be processed through the Medical rechecks before packs that do not comply.

Camp William Hinds  
149 Plains Road  
Raymond, Maine  
04071

Camp Bomazeen  
656 Horse Point Rd  
Belgrade, ME 04917

## CHECK-IN PROCEDURE:

Each pack will be assigned a Staff Guide who will assist you with the check-in procedures and be with you until lunch.

The following is an outline of the check-in procedure:

1. Arrival - 8:45 AM
2. Cubmasters & Group Leaders meet with camp staff.  
Meet your campsite guide.  
Get vehicle pass for unloading.
3. 9:00 AM - Move into campsite.  
One vehicle used to bring in gear.  
Other participants walk into campsite.
4. Pick out a tent or setup tent - settle in.  
Change into bathing suit.  
With footgear on your feet and towel in hand go to the health Lodge.
5. Medical re-checks:  
Get buddy tags needed for swimming and boating
6. Waterfront Orientation
7. Swim classification
8. Return to campsite to change into dry clothing
9. Tour of camp lead by your campsite guide
10. Arrive at dining hall by 11:45 AM for lunch

### ARRIVAL:

Participants for the Fun Pack Weekend should plan their arrival for 8:45 AM. Please try to arrive promptly, but not early. Participants will not be allowed into camp until the completion of the Cubmaster's meeting. This will allow the staff adequate time to prepare for your arrival. Passenger vehicles will be asked to park in the parking lot. Packs are encouraged to put all their gear into one or two vehicles. One vehicle at a time from each pack may be driven along the camp road for unloading, but must be moved immediately afterwards to the designated parking area. Unloading passes will be issued at the 8:45am Cubmaster meeting. Please co-operate with this effort to make check-in as smooth as possible. Exceptions to these rules may be made through the Camp Director only.

## **CUBMASTER MEETING:**

Camp Cubmasters and Group Leaders (1 for every 25 participants) are expected to attend the Pre-Camp meeting which will be held at 8:45 AM Saturday morning prior to the 9:00 AM check-in. The Camp Cubmaster is the adult who will have the primary responsibility for the pack in camp. Agenda will include: Introduction to your campsite guide, review of the program schedule, group assignments, camp rules, emergency procedures, distribution of vehicle passes, as well as a question and answer session. Please bring your completed copy of your pack roster and this manual to the meeting.

## **MEDICAL RE-CHECKS:**

All participants (Cubs and adults) must check-in with the Health Officer after moving into your campsite. Anyone having medication must turn it into the Health Officer at the medical re-check. The Health Officer will issue the buddy tags required for swimming and boating. Make sure you bring the buddy tags to the waterfront when you go.

### **IF YOU SENT IN A ROSTER AHEAD OF TIME:**

- 1) The Cubmaster needs to get the buddy tags from the Health Officer's assistant.
- 2) Have all participants line up in alphabetical order according to last name. Give each person his/her own medical form and buddy tags.
- 3) As a group, proceed to the Health Officer. The Health Officer will validate the buddy tags as he/she checks each participant.

### **IF YOU DIDN'T SEND A ROSTER FORMS:**

- 1) Have all participants line up in alphabetical order according to last name. Each person must have his medical form in hand.
- 2) Proceed to the buddy tag table where a staff member will prepare buddy tags for your group.
- 3) After all members of your group have buddy tags prepared, proceed as a group to the Health Officer. Note that the Health Officer will process Packs which sent in roster forms before those who did not. The Health Officer will validate the buddy tags as he/she checks each participant.



## **SWIM CLASSIFICATION:**

At the medical re-check you will be issued a small round tag known as a "buddy tag". This is your ticket to waterfront activities (swimming and boating). Following the med-check you will proceed to the waterfront to be classified. The waterfront is divided into three swimming areas. Starting from the shore going out, they are:

- Learner Area 0-3 feet deep
- Beginners Area 3-6 feet deep
- Swimmers Area 6-9 feet deep

To ensure the safety of all, each participant must be re-classified each year when they come to camp. Tags from last year or from another camp may not be used.

### **LEARNER:**

Skill required: Get wet in water waist deep.

Participants classified as a learner may:

- \* Swim with a buddy in the Learner area only.
- \* Go in a rowboat when accompanied by an adult buddy who is classified as a swimmer.
- \* May NOT go in a canoe.

### **BEGINNER:**

Skill required: Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before and return to the starting place.

Participants classified as a beginner may:

- \* Choose to swim in either the Learner or the beginners area with a buddy.
- \* May use a rowboat with a buddy.
- \* May NOT go out in a canoe.

### **SWIMMER:**

Skill required: Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy, resting backstroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating.

A participant classified as a swimmer may:

- \* choose to swim with a buddy in either the Learner, Beginners, or Swimmers area.
- \* May go out in either a rowboat or canoe with a buddy.

### **CHECK-OUT:**

The program will officially end after the 12:00 flag ceremony on Sunday morning. Vehicles may enter camp to pick-up gear using the same procedure as during check-in.



## **VEHICLES & PARKING:**

All vehicles must be stored in the designated visitor's parking lot. Only commercial delivery vehicles will be allowed beyond the parking lot except that one designated pack vehicle will be allowed to load and unload along the camp road. Vehicles will absolutely not be allowed in the campsites. The purpose of this policy is to ensure camper safety and to protect an already abused environment. Exceptions for disabled persons may be arranged in advance through the Camp Director.

No passengers are to be transported in the beds of trucks, trailers, or campers. A seat belt is to be worn by the driver and passengers in all vehicles in camp.

Persons under the age of 18 may not have vehicles in camp without prior written permission of the Camp Director. Persons under the age of 18 may not transport passengers under the age of 18.



## **TRADING POST:**

Both camps maintain a well stocked camp store to serve everyone who is staying or just visiting camp. Stock items include Cub Scouting literature, camp T-shirts, patches, neckerchiefs, mugs, uniform parts, cold drinks, and snacks.

## **THE BUDDY SYSTEM:**

Cubs are required to use the buddy system at all times. A Cub should never leave his campsite alone.

## **VISITORS AND LEAVING CAMP:**

It is imperative that visitors check-in at the Camp Office. Participants who arrive late or leave early MUST sign-in/sign-out in the logbook located on the table outside of the camp office door.

## **MARK ALL GEAR:**

Each Cub should put his name on every item he brings to camp. Each year there are many items lost and unclaimed. A Scout is thrifty - and if all items are clearly marked with owner's name and unit number, thrift can be practiced.



## **WHAT TO PACK:**

In addition to your smile you should pack:

### **Personal Gear:**

Scout uniform (extra parts)  
Extra pants & socks & shirts  
Extra underwear, Extra towels  
Extra shoes, Rain gear, Pillow  
Sleeping bag or blankets, Swim suit  
Flashlight with extra batteries  
Jacket or sweater  
toilet articles (No sprays please)  
pajamas

### **Camp Bomazeen Only**

Tent, poles, pegs, ropes  
Sleeping pad

### **Optional Personal Gear:**

Camera, Watch, Camp chair  
Money for Trading Post,  
Insect repellent (NO sprays Please),  
Drinking cup, Laundry bag  
Fishing gear, Sun tan lotion  
Bible or prayer book

## **LEAVE AT HOME:**

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios, tape players, CD players, televisions, walkmans, electronic games, squirt guns, alcoholic beverages and illegal drugs are not permitted in camp. Other valuables should be left at home. Persons under 18 may not have vehicles in camp without prior written approval of the Camp Director.



## **ADULT LEADERSHIP:**

B.S.A. policy requires that each campsite have a minimum of TWO adults present in camp at all times when cubs are present.

## **INITIATIONS, HAZINGS, & PRACTICAL JOKES:**

This does not belong in a Scout Camp. Under B.S.A. policy, these situations may be regarded as child abuse, and will be dealt with as such.

## **YOUTH PROTECTION:**

Unit leaders are responsible for knowing and adhering to the Youth Protection guidelines of the Boy Scouts of America. These are explained in more detail on page 10.

## **CAMP EVALUATION:**

At the end of the weekend Cubmasters will be asked to complete a "Camp Evaluation" form. Cubmasters are asked to meet with their packs and fill out the form. The information on these forms is very important to us, we use this as a basis for making changes (if needed), adding programs, or refining procedures for future weekends or next year. In response to Cubmaster's suggestions expressed on previous year's Evaluation Forms we have made several changes in camp and its program. A copy of the form is included in this booklet.

## **CAMP PROPERTY:**

Damage to camp property will be billed to the pack, likewise any tools or equipment signed out to the pack or member of the pack and not returned will be billed to the pack.



## **DUTY TO GOD:**

There will be a brief non-denominational service during each weekend, on Saturday evening just before the campfire program. All Cubs and parents are strongly encouraged to attend.

## **TELEPHONE:**

### **Camp Hinds:**

The camp telephone number for in-coming calls is: (207) 655-4878. There is a pay phone available for adults on the outside of the Rec Hall building near the Trading Post.

### **Camp Bomazeen:**

The camp telephone number for administration and emergencies is (207) 465-7719

## **MESSAGES:**

Non-emergency telephone messages will be posted on the message board in the office. Messages not picked up, will be delivered to the unit leader at the next dining hall meal.

## **LIQUOR/DRUGS:**

Persons possessing or drinking alcoholic beverages will be asked to leave camp immediately. Persons in possession of illegal drugs will be reported to the State Police.

## **SMOKING:**

We would prefer that there be **NO SMOKING** in camp. If adults must smoke, please use designated areas only. The Dining Hall, Trading Post, Program Areas, the center of camp, and Tents are off limits! Smoking by youth is prohibited. Please field strip all butts. Aid us in setting the example and maintaining fire safety.



## CONSERVATION:

Please be careful of trees in camp. Please do not permit Cubs to cut live trees. Trees can be pruned of dead branches. Leave wild animals and birds alone - don't try to catch them. Prevent erosion - leaves, needles, and plants should be left where they are. Don't sweep or rake the ground in your campsite except around your fire pit.

## FIRE PREVENTION:

Care should be exercised around the campsite in the use of matches and fuels. No flames of any type are permitted inside tents. Two fire buckets filled with clean water must be near your fire pit when you have a fire. Extra fire buckets are available at the camproom.



## LIQUID FUELS:

Liquid fuel or propane stoves and lanterns may be used by Scouts only when under the direct supervision of a knowledgeable adult. This is a National Regulation. All unattached fuel containers must be stored in the flammable liquid locker. Do not place empty containers in the dumpsters. The use of liquid fuels for starting any type of fire is prohibited. This includes damp wood, charcoal, and ceremonial campfires. Solid-type starters are just as effective, are easier to store and carry, and are much safer to use for this purpose.

## HEALTH AND SAFETY:

Everyone in camp has the responsibility to protect the health and safety of everyone else. All accidents and illnesses are to be reported to and treated by the Camp Health Officer.

## SHOES/FOOTWEAR

....All Cubs, parents, and staff are required to wear closed toe shoes at all time except in your tent and at the waterfront. Roots, rocks, and other objects can cause serious foot injury.

## HEALTH AND SAFETY:

Everyone in camp has the responsibility to protect the health and safety of everyone else. All accidents and illnesses are to be reported to and treated by the Camp Health Officer.

## MEDICATIONS:

Pine Tree Council makes a concerted effort to comply with State of Maine laws and B.S.A. regulations on this subject. With that in mind, all medications brought to camp by campers, leaders, and staff MUST be given to the camp health officer upon arrival at camp. This includes prescription and non-prescription items. The health officer is available 24-hours a day to administer medications as needed. This is not optional.

## LOST AND FOUND:

A lost and found box will be maintained at the Trading Post.

## UNIFORM:

The Cub Scout Uniform, correctly worn, is proper any time, but required (with exception of boys that don't own a uniform) for the evening meal and retreat. Some Cubs do not have a uniform through no fault of their own, and it should be noted that a uniform is not a prerequisite for attending camp. Leaders are encouraged to be in uniform as well. Adequate footwear must be worn at all times as a matter of safety. Wet bathing suits should be changed immediately, and will not be permitted in the Dining Hall. A costume consistent with the theme is suggested for the campfire.







## **WATERFRONT RULES:**

These are posted at the Aquatic Areas for everyone's protection and must be strictly adhered to. Aquatic Facilities are for the use of Registered Cub Scouts, parent participants, and Leaders. All participants (youth & adult) must have a signed medical form and take the swimming classification test. As a Scout camp we use the 8-point defense plan. 1) Qualified Supervision, 2) Physical Fitness, 3) Safe area, 4) Lifeguards on duty, 5) Lookout, 6) Ability groups, 7) Buddy system, and 8) Good discipline.

## **SWIMMING & WADING**

The fenced in waterfront area near the parade grounds and West Beach at Camp Hinds are the only locations where anyone is allowed to swim or wade. Cubs, parents, and leaders must not be in the water elsewhere.

## **FISHING:**

Cubs and parents may fish from rowboats during their scheduled boating period or during the open time after dinner. Fishing is not allowed in the swimming area, the boating area, or off the bridge. Wading into the water while fishing is not permitted.

## **SWIMMING RULES:**

1. All participants must use their own buddy tags. Tags are colored to reflect your swimming ability and the areas you may use.
2. For all swimming (and boating) activities each participant must have a buddy. A buddy is a person who will stay with you during the course of the swim and will serve as your personal lifeguard.

3. When you are ready, remove your shoes in the changing area and line-up with your buddy at your side near the waterfront gate. Wait for further instruction.

4. Once the lifeguards are in place, they will let one pair of buddies into the area at a time. Your tags will be placed on the board under the corresponding ability area. For example, if you are going into the beginner's area, the tags belonging to you and your buddy will be placed side-by-side on the Beginners Board.

5. Proceed to the correct swimming area. You and your buddy must stay within 10 feet of each other during the entire swim. You must remain in the area that matches the placement of your tags.

6. Buddy checks are held every 10 minutes. When you hear the bell ring twice or the Aquatics Director yells "Buddy-up", move to the closest dock if you can not touch the bottom. Hold your buddy's hand up high in the air and be quiet. The waterfront staff will then take a count. The sooner this is completed, the sooner the swim will continue. The bell system used at camp is:

- 2 bells - buddy-up (hold buddy's hand up and be quiet)

- 1 bell - continue swimming

- 3 bells - check-out of the swimming area

7. When the swim is over, 3 bells will be rung. Move to the nearest ladder and get out of the water as quickly as possible. With your buddy at your side, move to the buddy boards. The buddy tags belonging to you and your buddy must be removed at the same time. Now leave the area through the gateway.

8. You may now wash, dry, and dress your feet in the changing area. Remember, you must always wear something on your feet while in camp.



Some Aquatics Directors prefer to use a whistle rather than a bell for the safety signals.



## BOATING:

1. All participants must use their own buddy tags. Tags are colored to reflect your swimming abilities and the type of boats that you may use.

- \* Learner - One learner can go in a rowboat with an adult buddy who is classified as a swimmer.
- \* Beginner - May go out in a rowboat with a buddy.
- \* Swimmer - May go in a rowboat with a buddy. May go in a canoe with a adult buddy who is classified as a swimmer.

2. Each person must have a buddy. No one can take out a boat or canoe without a buddy. Two people may go out in a canoe; two or three people may go out in a rowboat. Each Cub should have an adult buddy.

3. Before entering the area, select a suitable sized PFD and put it on securely. Line-up with your buddy at your side near the entrance to the boating area. Wait for further instructions.

4. When the staff is ready, they will let you in one pair of buddies at a time. Your buddy tag will be placed on the board on the same rowboat or canoe symbol as your buddy's. Obtain properly sized paddles or oars - the staff will assist you with this. Once in the water, boats and canoes must stay within the designated area. As the end of the boating period approaches, the staff will ring the boating bell. When you hear the bell ring, you must return to the boating area immediately.

5. After putting your boat and paddles or oars away, go with your buddy to the board and remove your tags. Thanks for hanging the PFD's back where they belong.



## BASIC SCHEDULE:

### SATURDAY

8:45am	Arrival (at designated parking lot)
8:45-9:00	Cubmaster meeting Meeting your campsite guide.
9:00-11:30	Move into Campsites Medical re-checks Waterfront Orientation Swim Classification Tour of camp
11:45-12:00	Arrival at Dining Hall Table Assignments Move to Assigned Tables
12:00-1:00	Lunch & Dining Hall Program
1:15-5:40	Program Areas by group
6:00-6:45	Dinner and Dining Hall Program
7:00-7:45	Open Areas
8:00	Retreat (Flag Ceremony)
8:15	Duty to God Service
8:30-9:30	Campfire at Council Ring
9:45	Taps (Lights out & quiet)

### SUNDAY

7:00	Reveille (Rise and Shine)
7:30	Breakfast & Dining Hall Program
8:30-11:30	Program Areas by group
11:30-12:00	Pack-up and clean-up campsite
12:00	Closing Ceremony
12:15	Have a safe trip home

## PROGRAM GROUPS / GROUP LEADERS

For the Saturday afternoon and Sunday morning program times, the camp will be divided into groups with about 25 participants in each group. If you have less than 25 participants in your pack, you can expect that you will be joined by participants from another Pack to make a group of about 25. If you have more than 25 participants from your Pack, you can expect that your Pack will be split into two or more groups.

Each group of 25 must have a Group Leader. The Group Leaders should attend the 8:45 AM Pre-camp meeting along with the Cubmasters on Saturday morning. If you have more than 25 participants, the Cubmaster should not be a Group Leader. The duties of the Group Leader include: 1) keeping the group together and taking a head count often, 2) keeping track of the group's schedule, and 3) making sure everyone in the group is having fun.



**CAMP WILLIAM HINDS - 2015 - FUN PACK WEEKEND SAMPLE SCHEDULE**

**SATURDAY**

8:45 AM Arrival at Parking Lot									
8:45-9:00 AM Cubmaster Meeting with Program Director & Campsite Guides at Tabor Retreat									
9:00-11:30 AM Move into Campsites Medical Screening at Health Lodge Waterfront Orientation and Swim Classification Tour of Camp with Campsite Guide									
11:45 AM Arrival at Dining Hall - Table Assignments - Move to Assigned Tables									
12:00-1:00 PM Lunch and Dining Hall Program									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J
1:30 - 2:30 Swimming	1:30 - 2:30 Swimming	1:15-1:55 Challenge	1:15-1:55 Scout Skills	1:15 - 1:55 B-B Range	1:15 - 1:55 Archery	1:15 - 2:20 Boating	1:15 - 2:20 Boating	1:15 - 1:55 Nature	1:15 - 1:55 Craftshop
		2:00 - 2:40 Scout Skills	2:00 - 2:40 Challenge	2:00 - 2:40 Archery	2:00 - 2:40 B-B Range			2:00 - 2:40 Craftshop	2:00 - 2:40 Nature
2:50 - 3:30 Nature	2:50 - 3:30 Craftshop	3:00 - 4:00 Swimming	3:00 - 4:00 Swimming	2:50 - 3:30 Challenge	2:50 - 3:30 Scout Skills	2:40 - 3:20 B-B Range	2:40 - 3:20 Archery	2:50 - 3:55 Boating	2:50 - 3:55 Boating
3:35 - 4:15 Craftshop	3:35 - 4:15 Nature			3:35 - 4:15 Scout Skills	3:35 - 4:15 Challenge	3:25 - 4:05 Archery	3:25 - 4:05 B-B Range		
4:25 - 5:30 Boating	4:25 - 5:30 Boating	4:15 - 4:55 Nature	4:15 - 4:55 Craftshop	4:35 - 5:35 Swimming	4:35 - 5:35 Swimming	4:15 - 4:55 Challenge	4:15 - 4:55 Scout Skills	4:15 - 4:55 B-B Range	4:15 - 4:55 Archery
		5:00-5:40 Craftshop	5:00-5:40 Nature			5:00 - 5:40 Scout Skills	Challenge	5:00 - 5:40 Archery	5:00 - 5:40 B-B Range
6:00 - 6:45 PM Dinner and Dining Hall Program									
7:00 - 7:45 PM Open Areas (Swimming, Boating, Craftshop, Archery, and B-B are open)									
8:00 PM Retreat (Flag Ceremony at Waterfront)									
8:15 PM Duty to God Service at Council Ring									
8:30 - 9:30 PM Campfire at Council Ring									
9:45 PM Taps (Lights Out & Quiet)									

**SUNDAY**

7:00 AM Reveille (Rise and Shine)									
7:30 - 8:15 AM Breakfast and Dining Hall Program									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J
8:30 - 9:10 B-B Range	8:30 - 9:10 Archery	8:30 - 9:35 Boating	8:30 - 9:35 Boating	8:30 - 9:10 Nature	8:30 - 9:10 Craftshop	8:45 - 9:45 Swimming	8:45 - 9:45 Swimming	8:30 - 9:10 Challenge	8:30 - 9:10 Scout Skills
9:15 - 9:55 Archery	9:15 - 9:55 B-B Range			9:15 - 9:55 Craftshop	9:15 - 9:55 Nature			9:15 - 9:55 Scout Skills	9:15 - 9:55 Challenge
10:05 - 10:45 Challenge	10:05 - 10:45 Scout Skills	9:55 - 10:35 B-B Range	9:55 - 10:35 Archery	10:05 - 10:50 Boating	10:05 - 10:50 Boating	10:05 - 10:45 Nature	10:05 - 10:45 Craftshop	10:15 - 11:15 Swimming	10:15 - 11:15 Swimming
10:50 - 11:30 Scout Skills	10:50 - 11:30 Challenge	10:40 - 11:20 Archery	10:40 - 11:20 B-B Range			10:50 - 11:30 Craftshop	10:50 - 11:30 Nature		
11:30 - 12:00 Pack-up & Clean-up Campsite									
12:00 PM Closing Ceremony at Waterfront									
12:15 PM Have a Safe Trip Home									

**CAMP BOMAZEEN - 2015 - FUN PACK WEEKEND SAMPLE SCHEDULE**

**SATURDAY**

8:45 AM Arrival at Parking Lot									
8:45-9:00 AM Cubmaster Meeting with Program Director & Campsite Guides									
9:00-11:30 AM Move into Campsites Medical Screening at Health Lodge Waterfront Orientation and Swim Classification Tour of Camp with Campsite Guide									
11:45 AM Arrival at Dining Hall - Table Assignments - Move to Assigned Tables									
12:00-1:00 PM Lunch and Dining Hall Program									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J
1:30 - 2:30 Swimming	1:30 - 2:30 Swimming	1:15-1:55 Nature	1:15-1:55 Archery	1:15 - 1:55 B-B Range	1:15 - 1:55 Crafts	1:15 - 2:20 Boating	1:15 - 2:20 Boating	1:15 - 1:55 Scout Skills	1:15 - 1:55 Challenge
		2:00 - 2:40 Archery	2:00 - 2:40 Nature	2:00 - 2:40 Crafts	2:00 - 2:40 B-B Range			2:00 - 2:40 Challenge	2:00 - 2:40 Scout Skills
2:50 - 3:30 Scout Skills	2:50 - 3:30 Challenge	3:00 - 4:00 Swimming	3:00 - 4:00 Swimming	2:50 - 3:30 Nature	2:50 - 3:30 Archery	2:40 - 3:20 B-B Range	2:40 - 3:20 Crafts	2:50 - 3:55 Boating	2:50 - 3:55 Boating
3:35 - 4:15 Challenge	3:35 - 4:15 Scout Skills			3:35 - 4:15 Archery	3:35 - 4:15 Nature	3:25 - 4:05 Crafts	3:25 - 4:05 B-B Range		
4:25 - 5:30 Boating	4:25 - 5:30 Boating	4:15 - 4:55 Scout Skills	4:15 - 4:55 Challenge	4:35 - 5:35 Swimming	4:35 - 5:35 Swimming	4:15 - 4:55 Nature	4:15 - 4:55 Archery	4:15 - 4:55 B-B Range	4:15 - 4:55 Crafts
		5:00-5:40 Challenge	5:00-5:40 Scout Skills			5:00 - 5:40 Archery	Nature	5:00 - 5:40 Crafts	5:00 - 5:40 B-B Range
6:00 - 6:45 PM Dinner and Dining Hall Program									
7:00 - 7:45 PM Open Areas (Swimming, Boating, Craftshop, Archery, and B-B are open)									
8:00 PM Retreat (Flag Ceremony at Waterfront)									
8:15 PM Duty to God Service at Council Ring									
8:30 - 9:30 PM Campfire at Council Ring									
9:45 PM Taps (Lights Out & Quiet)									

**SUNDAY**

7:00 AM Reveille (Rise and Shine)									
7:30 - 8:15 AM Breakfast and Dining Hall Program									
GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F	GROUP G	GROUP H	GROUP I	GROUP J
8:30 - 9:10 B-B Range	8:30 - 9:10 Crafts	8:30 - 9:35 Boating	8:30 - 9:35 Boating	8:30 - 9:10 Scout Skills	8:30 - 9:10 Challenge	8:45 - 9:45 Swimming	8:45 - 9:45 Swimming	8:30 - 9:10 Nature	8:30 - 9:10 Archery
9:15 - 9:55 Crafts	9:15 - 9:55 B-B Range			9:15 - 9:55 Challenge	9:15 - 9:55 Scout Skills			9:15 - 9:55 Archery	9:15 - 9:55 Nature
10:05 - 10:45 Nature	10:05 - 10:45 Archery	9:55 - 10:35 B-B Range	9:55 - 10:35 Crafts	10:05 - 10:50 Boating	10:05 - 10:50 Boating	10:05 - 10:45 Scout Skills	10:05 - 10:45 Challenge	10:15 - 11:15 Swimming	10:15 - 11:15 Swimming
10:50 - 11:30 Archery	10:50 - 11:30 Nature	10:40 - 11:20 Crafts	10:40 - 11:20 B-B Range			10:50 - 11:30 Challenge	10:50 - 11:30 Scout Skills		
11:30 - 12:00 Pack-up & Clean-up Campsite									
12:00 PM Closing Ceremony at Waterfront									
12:15 PM Have a Safe Trip Home									





## **DINING HALL:**

On Saturday morning while you are doing your swim classification, your pack will be assigned to tables in the dining hall. This assignment is made by the camp administration based on your pack roster. It is extremely important that your roster is as accurate as possible. Eight people will generally be assigned to each table, generally consisting of four parent-son pairs. Some tables will also have one camp staff member. In many cases, one of your tables will be shared with another pack

Please have the Cubs use the latrine before they come to meals since there is no latrine at or near the dining hall.

Packs should arrive at the dining hall at 11:45 AM for table assignments. The staff and the Cubmasters will be asked to enter the dining hall first. After initial instructions, each Cubmaster will be asked to bring in his/her pack filling in the assigned tables. Staff members will be distributed amongst the packs.

Once everyone has a place at a table, we will be asking everyone to stand for grace. Please ask Cubs and parents to sit at the same table for all three meals and to remain standing until after grace. This will speed-up the process of entering the dining hall.

Each table is to select a waiter (Cub) and an assistant waiter (parent). They are the only ones to go to the kitchen during the meal to get dishes, food, drinks, seconds or dessert. The waiter and his assistant then stay after the meal to clear the table and sweep the floor. For each meal there should be a different parent-son team serving as waiter.

When the table is set, the plates are stacked in front of the staff member, who serves as host. The host is responsible for dishing out the food and making sure that everyone gets a helping of everything. The host gets served last.

There is a red and green light system in use in the dining hall. When the red light is on, everyone **MUST** remain at their tables. When the light is green, waiters and assistant waiters may go to the kitchen and one adult may go to the coffee machine.

Following each meal there will be a brief program. Please ask Cubs and parents to stay in the dining hall until they are dismissed by one of our special "order of dismissals".

## **MENU:**

### **Saturday Lunch**

Hamburgers with buns with tomato, lettuce, onion, mustard, relish, ketchup, etc.

Potato Puffs

Dessert

Punch & Milk

### **Saturday Dinner**

Pepperoni Pizza

Potato Chips

Tossed Salad

Dessert

Punch & Milk

### **Sunday Breakfast**

Cold Cereal

French Toast with

syrup

Sausage

Fruit juice

Milk



## **SPECIAL DIETS:**

Any participant who has special dietary needs for medical or religious reasons should contact the camp cook at least one week prior to arrival so that plans can be made to meet those needs. Although there may be a notation on the medical form and pack roster, direct contact with the cook will give us a better understanding of your needs.



## **YOUTH PROTECTION:**

The following policies have been adopted by the BSA to provide security for the youth in our program. In addition they serve to protect adult leadership from situations in which they are vulnerable to allegations of abuse.

### **TWO-DEEP LEADERSHIP.**

Two registered adult leaders or one registered leader and a parent of a participant, or other adult, 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 personal conferences, such as a Scoutmaster's conference, the meeting is to be conducted in view of other adults and youths.

### **RESPECT OF PRIVACY.**

Adult leaders must respect the privacy of youth members in situations such as changing clothes and taking showers at camp, and intrude only to the extent that health and safety require. Adults must protect their own privacy in similar situations.

### **CAMERAS, IMAGING, AND DIGITAL DEVICES.**

While most campers and leaders use cameras and other imaging devices responsibly, it has become very easy to invade the privacy of individuals. It is inappropriate to use any device capable of recording or transmitting visual images in shower houses, restrooms, or other areas where privacy is expected by participants.

### **NO SECRET ORGANIZATIONS.**

The Boy Scouts of America does not recognize any secret organizations as part of its program. All aspects of the Scouting program are open to observation by parents and leaders.

## **SEPARATE ACCOMMODATIONS.**

When camping, no youth is permitted to sleep in the tent of an adult other than his own parent or guardian. Councils are strongly encouraged to have separate shower and latrine facilities for females. When separate facilities are not available, separate times for male and female use should be scheduled and posted for showers.

### **APPROPRIATE ATTIRE.**

Proper clothing for activities is required. For example, skinny-dipping is not appropriate as part of Scouting.

### **PROPER PREPARATION FOR HIGH-ADVENTURE ACTIVITIES.**

Activities with elements of risk should never be undertaken without proper preparation, equipment, clothing, supervision, and safety measures.

### **CONSTRUCTIVE DISCIPLINE.**

Discipline used in Scouting should be constructive and reflect Scouting's values. Corporal punishment is never permitted.

### **HAZING PROHIBITED.**

Physical hazing and initiations are prohibited and may not be included as part of any Scouting activity.

### **JUNIOR LEADER TRAINING AND SUPERVISION.**

Adult leaders must monitor and guide the leadership techniques used by junior leaders and ensure that BSA policies are followed.

### **MEMBER RESPONSIBILITIES.**

All members of the Boy Scouts of America are expected to conduct themselves in accordance with the principles set forth in the Scout Oath and Law. Physical violence, hazing, bullying, theft, verbal insults, drugs, and alcohol have no place in the Scouting program and may result in the revocation of a Scout's membership in the unit.

### **UNIT RESPONSIBILITIES.**

The head of the chartered organization or chartered organization representative and the local council must approve the registration of the unit's adult leader. Adult leaders of Scouting units are responsible for monitoring the behavior of youth members and interceding when necessary. Parents of youth members who misbehave should be informed and asked for assistance in dealing with it.



# 2015 THEME - TAKE FLIGHT

The Wright Brothers had a lot of courage to accomplish their dream of flying. We are going to bring to life the courage that the Wright brothers needed to reach their dream. We are going to learn how and why things fly and what forces are needed for flight success. We are going to take flight in our imagination and more.

## PROGRAM AREAS:

During your one night two day stay at flight school we are going to be exploring the meaning of thrust, drag, gravity and lift and more terms than we can list. You are going to experience eight major program areas: Archery, BB gun shooting, Boating, Scout Skills, Crafts, Nature, Challenge, and Swimming. All groups will have the opportunity to take part in all program areas. Be assured that you will have ample time at each program area to learn skills needed to fly by the end of your stay.



### **AIR PLANES (POWERED FLIGHT) @ SCOUT SKILLS**

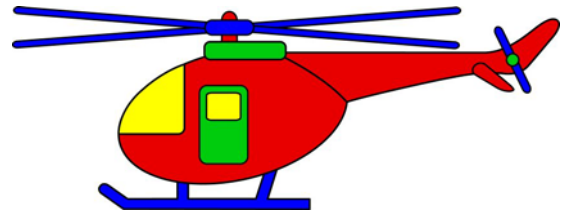
In December of 1903 in North Carolina the Wright Brothers succeeded with the first pilot steered flying machine. Many tried before but were unsuccessful. An airplane is a powered fixed wing air craft which is propelled forward by thrust from a jet engine. They come in many shapes and sizes. Most airplanes are flown by a pilot on board the air craft while others are controlled by computers.

Area: Scout Skill is where you can learn about rope work, outdoor cooking and camping skills.



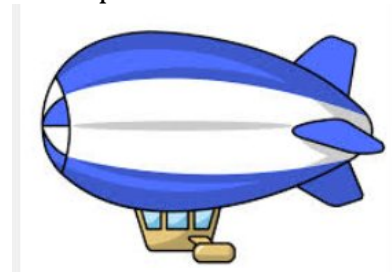
### **GLIDERS (AIRCRAFTS) @ BB RANGE**

1884 was the start of heavier than air aircraft supported in flight by air against its lifting surfaces (no engine). These gliders were used for air sports like hang gliding and paragliding. In 1920 hang-gliding became popular. Paper airplanes and balsa wood gliders are in this category.



### **HELICOPTERS (ROTORCRAFT) @ ARCHERY RANGE**

This is flying machine where lift and thrust are supplied by rotors. This allows helicopters to take off and land vertically, to hover, and to fly forward, backward and sideways. The first helicopter was made in 1936. Long bow is the name of a helicopter.



### **BLIMPS (NON-RIGID AIRCRAFT) @ BOATING**

From 1914 this is an aircraft without an internal structural framework or keel. Blimps rely on pressure of the lifting gas, usually helium, to help maintain its shape. Do not get this confused with moored balloons they are not the same. Moored balloons have no propulsion and are tethered to the ground.



## **PARACHUTES @ CRAFTS**

This is a device that slows the object a person or package, by creating drag. **Parachutes** are usually made of light, strong cloth, originally silk,

now most communally nylon.

Area: You will receive your camp patch here and will make a holder for your patch and coup beads. In the evening you will be able to make a craft project that has the theme of take flight.

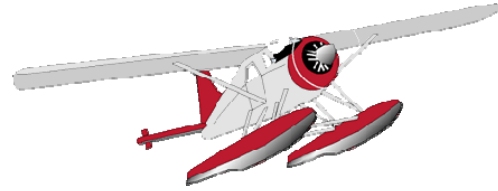
## **HOT AIR BALLOONS @ NATURE**

**Hot Air Balloons** are the oldest human carrying flight technology. The first untethered manned balloon was in 1783 at Paris France lasting about 10 minutes. The bag of the hot air balloon is called the envelope. The basket is called a gondola. Hot air makes the balloon rise.



## **SPACE CRAFT @ CHALLENGE**

A **spacecraft** is a vehicle, or machine designed to fly in outer space. Spacecraft are used for a variety of purposes, including communications, earth observation, meteorology, navigation, space colonization, planetary exploration, and transportation of humans and cargo.



## **FLOAT PLANES @ SWIMMING**

A **floatplane** (float plane or pontoon plane) is a type of seaplane, with one or more slender pontoons (known as "floats") mounted under the fuselage to provide buoyancy. By contrast, a flying boat uses its fuselage for buoyancy. Either type of seaplane may also have landing gear suitable for land.

Area: Make sure to bring your buddy tags and towels. You are reminded to wear your shoes when traveling to and from the waterfront area. Changing time is built into the schedule so that you can change before and after swimming.



## **AIRPORT HANGER @ TRADING POST**

The trading post will be open throughout the day. It will be supplied with Boy Scout and Cub Scout merchandise. It will also have some snack food and drinks.

## **FUEL DEPOT @ DINING HALL:**

The Fuel Depot will be open for Lunch and supper on Saturday and breakfast on Sunday. All scouts and leaders are requested to wear Class A Uniform for dinner. Boys and parents will have a chance to be waiters at each meal.

## **CONTROL CENTRAL @ COUNCIL RING:**

This is the area that will be soaring with excitement.



**COUP BEADS:**

Coup beads will be issued to Cubs to recognize their participation in the various activities on camp. These beads will be issued:

- Purple - Swimming
- Green - Nature
- White - Challenge
- Dark Blue - Boating
- Yellow - Craftshop
- Brown - Scoutcraft
- Red - B-B Range
- Orange - Archery Range
- Black - Waiter
- Light blue - Costume at Campfire

Coup beads will be given to all Cub Scouts who participate and to any adult who requests them. We reserve the right to substitute different color beads when certain colors are not available.



**CAMPFIRE:**

The highlight of the weekend will be the Saturday night campfire. Enjoy all the action of all the skits, songs, cheers, and stories assembled for your involvement and entertainment. Packs should come as a group to the council ring at 8:15. Adults should bring their flashlights. Packs who desire to do a skit or lead a song at the campfire should make arrangements with the program director for an audition. All skits and songs must be well rehearsed and must be approved well in advance.



**COSTUMES:**

To go along with the theme, all participants are encouraged to bring a costume and wear it to the campfire. Each Pack should judge the Cubs for the best costume. One Cub from each Pack will be recognized at the campfire for having the best costume. All participants wearing a costume to the campfire will receive a coup bead.



**STAFF OPPORTUNITIES:**

We are still looking for several adults to serve as staff members for the Fun Pack Weekend program. Adult area directors, 21 years of age or older, will receive a salary of \$250.00 plus room and board for the four weekends. Adults between 18 and 20 will receive salaries based on their age and experience. We are also seeking adults and youth who are willing to be volunteer helpers for a weekend or two. For an application form call the Council Service Center at (207) 797-5252 or contact the FPW Director - Dean Zaharis - at dzaharis@gmail.com.



# CAMP SPECIFIC INFORMATION

## CAMP BOMAZEEN

### Locations:

**Parking:** Main Parking Lot  
**Cubmaster Meeting:** TBA  
**Check-in:** Main Parking Lot  
**Medical Re-checks:** Health Lodge  
**Vespers:** Council Ring  
**Trading Post:** Dining Hall Basement

### EMERGENCIES:

Emergency Signal: siren  
Assembly Location: Parade Field

### CONTACT INFORMATION

Camp Bomazeen  
656 Horse Point Rd  
Belgrade, ME 04917  
(207) 465-7719

### TENTS

At Camp Bomazeen, packs need to bring their own tents.



## CAMP HINDS

### Locations:

**Parking:** Main Parking Lot  
**Cubmaster Meeting:** Tabor Retreat  
**Check-in:** Main Parking Lot  
**Medical Re-checks:** Health Lodge  
**Vespers:** Council Ring  
**Trading Post:** Rec Hall

### EMERGENCIES:

Emergency Signal: siren  
Assembly Location: Council Ring

### CONTACT INFORMATION

Camp William Hinds  
149 Plains Road  
Raymond, Maine 04071  
(207) 655-4878

# Directions to Camp Bomazeen

## 656 Horsepoint Road, North Belgrade, Maine

### From Route I-95

- Take exit 112B onto Route 8 North (Routes 8/11/27)
- Follow Route 8 for 13.8 miles
  - Travel 8.7 miles on Routes 8/11/27 then turn slight right
  - Travel 3.1 miles on Routes 8/11 then turn left at “Welcome to North Belgrade” sign
  - Travel 2.0 miles on Route 8 (Smithfield Rd)
- Turn left onto Horse Point Road
- Camp Bomazeen is at the end of Horse Point Road – 2.7 miles to check-in



Watch for the “Welcome to North Belgrade” sign at the junction of Route 8 & 11



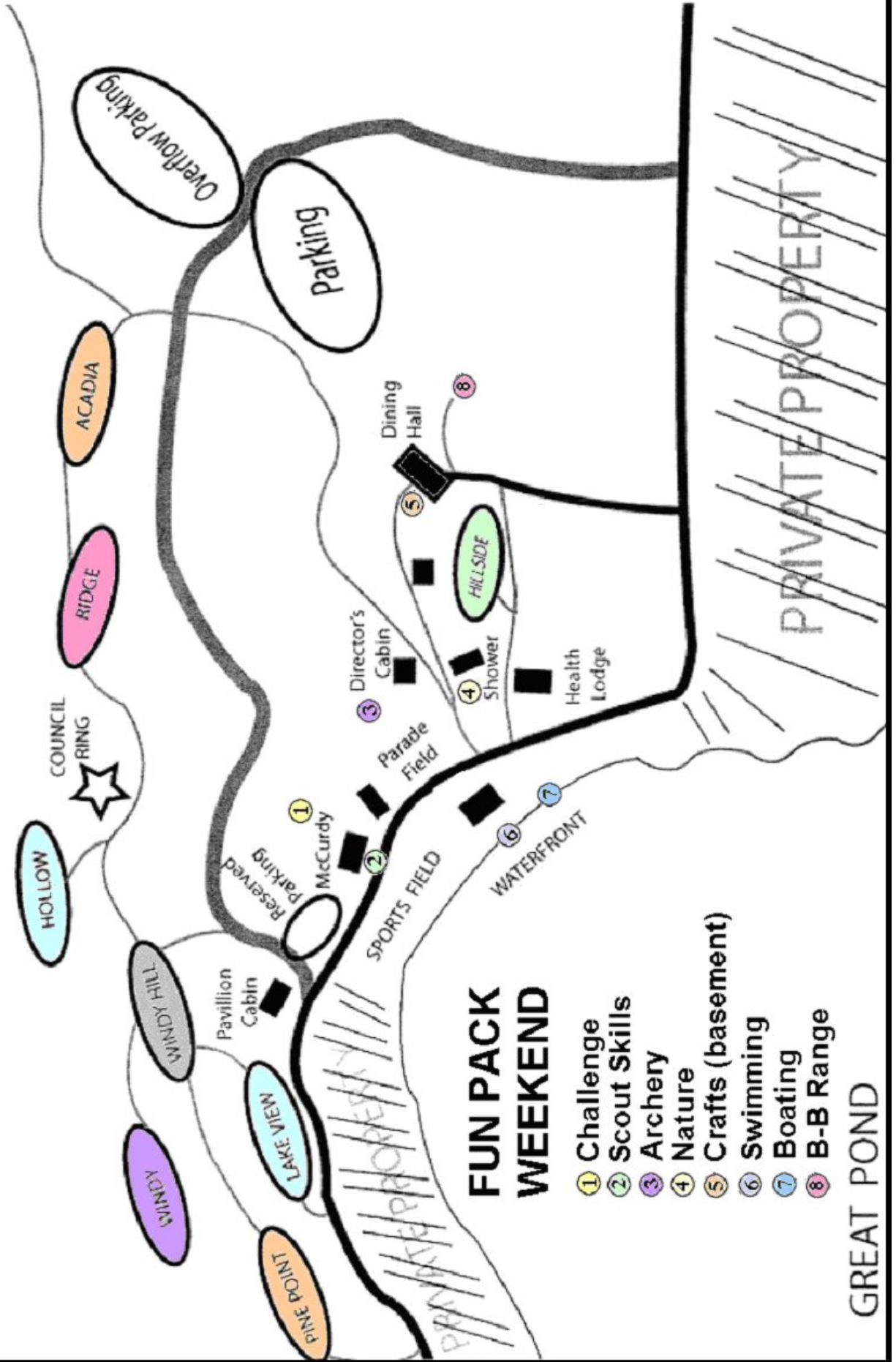
Watch for the Camp Bomazeen sign on the right side of Route 8



From Route 8 turn left on to Horse Point Road - (just before the former convenience store)

# CAMP BOMAZEEN Belgrade, Maine

PINE TREE COUNCIL, BSA





# Directions to Camp William Hinds

146 Plains Road  
Raymond, ME 04071

Plains Road is between Routes 85 and 121, both of which intersect Routes 302 and 11.

## From the South:

Take Exit 48 (To Routes 25, 302: Riverside St., Larrabee Rd.) off the Maine Turnpike.

Turn Right onto Riverside Street.

Turn Left onto Route 302 West.

Go 15 miles and turn Right onto Route 85.

Go 6 miles on Route 85; past the Jordan Small School.

Turn Left onto Plains Road at the bottom of the hill.

Camp is 0.5 miles on Left.

## From the North:

Take Exit 63 (To Routes 202, 115, 4, 26: Gray/New Gloucester) off the Maine Turnpike.

Turn Left onto Route 202.

Go 0.5 miles and turn Right onto Route 26A.

Go 3 miles and turn Left onto North Raymond Road.

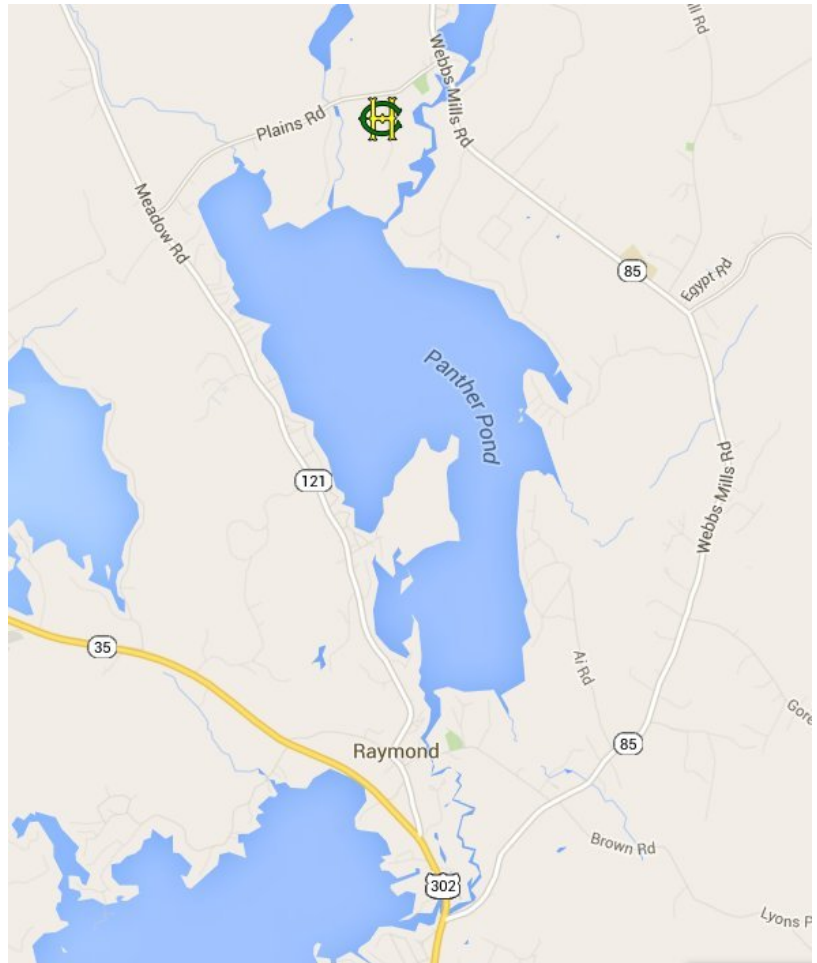
Go 1 mile and turn Left onto Egypt Road.

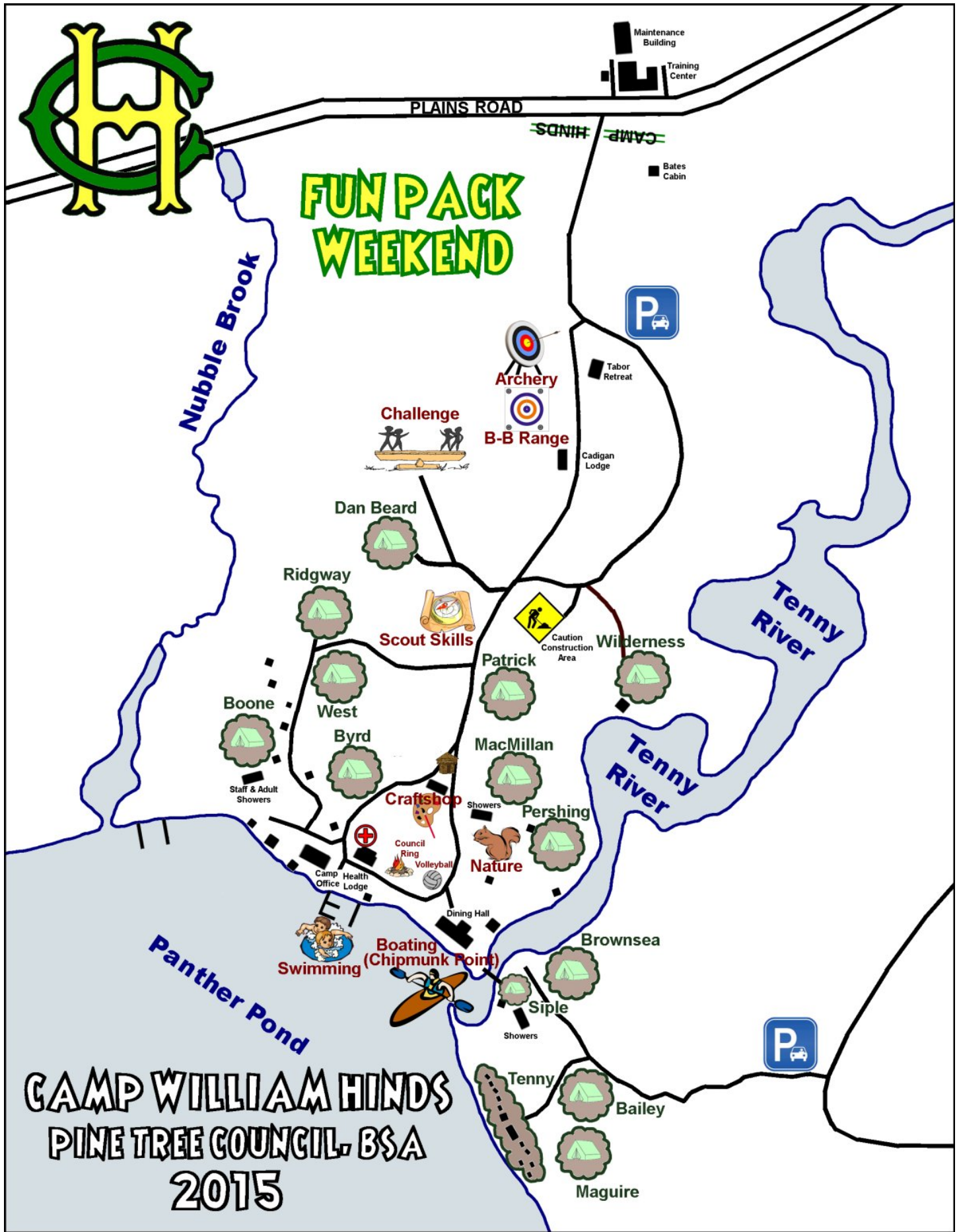
At the end of Egypt Road, turn Right onto Route 85.

Go 1.8 miles on Route 85; past the Jordan Small School.

Turn Left onto Plains Road at the bottom of the hill.

Camp is 0.5 miles on Left.





# FUN PACK WEEKEND EVALUATION

Pack \_\_\_\_\_ Community \_\_\_\_\_ Campsite(s) \_\_\_\_\_ Weekend \_\_\_\_\_

Please indicate in one or two sentences your impressions favorable and/or critical of each area of camp listed below and rate them on a scale from 1 to 5. Positive statements about individual staff members will be appreciated.

					<b>Archery Range</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>B-B Range</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Boating</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Challenge</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Crafts (Craftshop)</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Nature</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Scout Skills</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Swimming</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Use of Theme</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	



					<b>Check-in and Parking</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Food Service</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Health Lodge Services</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Trading Post and Hours</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Helpfulness &amp; Courtesy of the Staff</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Camp Administration</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Fun Pack Weekend Leader's Guide</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Campfire Program</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	
					<b>Other</b>
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	
Poor	Fair	Good	Great	Super	

# FUN PACK WEEKEND ROSTER

Pack # \_\_\_\_\_ Community \_\_\_\_\_ Camp Cubmaster \_\_\_\_\_

Campsites \_\_\_\_\_ Weekend \_\_\_\_\_

Total Cubs: \_\_\_\_\_ Total Adults: \_\_\_\_\_

CUB SCOUT NAMES	Allergies, Medical concerns, Special Dietary Needs	PARENT NAMES	Allergies, Medical concerns, Special Dietary Needs

Please mail a preliminary roster to camp at least two weeks prior to your arrival so we can prepare buddy tags and be aware of allergies, medical concerns, and special dietary needs.  
 Please bring an updated final roster to the Cubmaster meeting at 8:45am on Saturday morning. Thanks.

# FUN PACK WEEKEND ROSTER

CUB SCOUT NAMES

PARENT NAMES

	Allergies, Medical concerns, Special Dietary Needs		Allergies, Medical concerns, Special Dietary Needs



# Cub Scout Camping Deputy Staff

## Who:

The Deputy Staff is a volunteer program for Registered Scouts between the ages of 13 and 18.

## Purpose:

The purpose of the Deputy Program is two-fold:

- To help the Cub Camping Program in the council
- To benefit the Scout volunteer.



## Advantages to the volunteer:

- Provides training in Cub Scout Camp operation – both Day Camp and Family Camp (Fun Pack Weekend)
- Service hours for rank and school
- Is a great first step on your path to the CIT program or full-time summer camp staff

## Duties:

- Your help is needed at both Cub Scout Day Camps and Fun Pack Weekends.
- You will be assigned to an adult leader or leaders to help them and carry out camp organization and program. This may include a variety of things. You must be ready and willing to help where needed, even if it means a reassignment of duties.
- You must be a good role model for Cub Scouts and demonstrate the Scout Law and Oath at all times.

## Requirements:

- Must complete a Deputy Staff Volunteer Application.
- Must be a registered Scout at between 13 and 18 years of age.
- Preference will be given to those Scouts who are First Class or above.
- Must be available for an interview as needed.
- You must attend and complete deputy staff training.

## Positions:

- Den Chief – Prefer Scouts who have completed Den Chief training
- Station/Activity Deputy – Prefer Scouts who have earned merit badges related to the area
- Range Deputy – Prefer Scouts with Rifle Shooting MB, Shotgun Shooting MB, or Archery MB
- Boating & Swimming – Prefer Scouts with BSA Lifeguard. Must be a swimmer.
- Kitchen Deputy – Prefer Scouts with Cooking MB

## Benefits:

### Time Spent Volunteering:

- 1 Fun Pack Weekend or 2 days of Day Camp
- 2 Fun Pack Weekends or 1 week of Day Camp
- 4 Fun Pack Weekends and 1 week of Day Camp

### Reward

- Patch
- Patch & T-shirt
- \$100.00 discount from one of the following for 2016:
  - CIT Program
  - NYLT
  - Week at summer camp
  - Week at winter camp

# 2015 CUB SCOUT CAMPING DEPUTY STAFF APPLICATION

(Please PRINT or Type – if we can't read your email address you will not hear from us)

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Tel \_\_\_\_\_ E-Mail \_\_\_\_\_  
Troop \_\_\_\_\_ Rank \_\_\_\_\_ Leadership Position \_\_\_\_\_  
Age on June 1, 2015 \_\_\_\_\_ Date of Birth \_\_\_\_\_  
Reference:  
Scoutmaster \_\_\_\_\_ SM Phone \_\_\_\_\_  
Scoutmaster E-Mail \_\_\_\_\_

Please rank your top 5 areas of camps in which you are interested in volunteering: 1 being your 1<sup>st</sup> choice. Not all camps have all areas.

- |   |                                       |
|---|---------------------------------------|
| <input type="checkbox"/> Archery Range    | <input type="checkbox"/> Nature       |
| <input type="checkbox"/> Boating          | <input type="checkbox"/> Office       |
| <input type="checkbox"/> B-B Range        | <input type="checkbox"/> Ranger       |
| <input type="checkbox"/> Challenge        | <input type="checkbox"/> Science      |
| <input type="checkbox"/> Cooking          | <input type="checkbox"/> Scout Skills |
| <input type="checkbox"/> Craftshop/Crafts | <input type="checkbox"/> Sports       |
| <input type="checkbox"/> Den Chief        | <input type="checkbox"/> Swimming     |
| <input type="checkbox"/> Dining Hall      | <input type="checkbox"/> Technology   |
| <input type="checkbox"/> Kitchen          | <input type="checkbox"/> Trading Post |

Please Indicate the camps you are able to volunteer for:

## Day Camps

- |  |
|--|
| <input type="checkbox"/> Camp Nutter 6/29-7/3    |
| <input type="checkbox"/> Camp Hinds 7/6-7/10     |
| <input type="checkbox"/> Camp Bomazeen 7/27-7/31 |
| <input type="checkbox"/> Camp Gustin 8/3-8/7     |
| <input type="checkbox"/> Winslow Park 8/3-8/7    |

## Fun Pack Weekends

- |  |
|--|
| <input type="checkbox"/> Camp Hinds 7/10-7/11    |
| <input type="checkbox"/> Camp Hinds 7/18-7/19    |
| <input type="checkbox"/> Camp Bomazeen 7/25-7/26 |
| <input type="checkbox"/> Camp Hinds 8/1-8/2      |

## Camping Experience:

Cub Scout Day Camp	# of years _____	Where _____
Fun Pack Weekend (Family Camp)	# of years _____	Where _____
Fly First Class	# of years _____	Where _____
Boy Scout Summer Camp	# of years _____	Where _____
Winter Camp as Camper	# of years _____	Where _____
NYLT	# of years _____	Where _____
Counselor in Training	# of years _____	Where _____

State why you would like to be a deputy staff: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

List leadership experiences \_\_\_\_\_  
\_\_\_\_\_

Applicant Signature: \_\_\_\_\_ Date \_\_\_\_\_

Parent Signature: \_\_\_\_\_

## Return applications to:

Pine Tree Council, BSA  
c/o Council Program Director  
146 Plains Rd.  
Raymond, ME 04071

Or Scan and email to: [matt.randall@scouting.org](mailto:matt.randall@scouting.org)

## Part A: Informed Consent, Release Agreement, and Authorization

Full name: \_\_\_\_\_  
DOB: \_\_\_\_\_

**High-adventure base participants:**  
Expedition/crew No.: \_\_\_\_\_  
or staff position: \_\_\_\_\_

### Informed Consent, Release Agreement, and Authorization

I understand that participation in Scouting activities involves the risk of personal injury, including death, due to the physical, mental, and emotional challenges in the activities offered. Information about those activities may be obtained from the venue, activity coordinators, or your local council. I also understand that participation in these activities is entirely voluntary and requires participants to follow instructions and abide by all applicable rules and the standards of conduct.

In case of an emergency involving me or my child, I understand that efforts will be made to contact the individual listed as the emergency contact person by the medical provider and/or adult leader. In the event that this person cannot be reached, permission is hereby given to the medical provider selected by the adult leader in charge to secure proper treatment, including hospitalization, anesthesia, surgery, or injections of medication for me or my child. Medical providers are authorized to disclose protected health information to the adult in charge, camp medical staff, camp management, and/or any physician or health-care provider involved in providing medical care to the participant. Protected Health Information/Confidential Health Information (PHI/CHI) under the Standards for Privacy of Individually Identifiable Health Information, 45 C.F.R. §§160.103, 164.501, etc. seq., as amended from time to time, includes examination findings, test results, and treatment provided for purposes of medical evaluation of the participant, follow-up and communication with the participant's parents or guardian, and/or determination of the participant's ability to continue in the program activities.

(If applicable) I have carefully considered the risk involved and hereby give my informed consent for my child to participate in all activities offered in the program. I further authorize the sharing of the information on this form with any BSA volunteers or professionals who need to know of medical conditions that may require special consideration in conducting Scouting activities.

With appreciation of the dangers and risks associated with programs and activities, on my own behalf and/or on behalf of my child, I hereby fully and completely release and waive any and all claims for personal injury, death, or loss that may arise against the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with any program or activity.

I also hereby assign and grant to the local council and the Boy Scouts of America, as well as their authorized representatives, the right and permission to use and publish the photographs/film/videotapes/electronic representations and/or sound recordings made of me or my child at all Scouting activities, and I hereby release the Boy Scouts of America, the local council, the activity coordinators, and all employees, volunteers, related parties, or other organizations associated with the activity from any and all liability from such use and publication. I further authorize the reproduction, sale, copyright, exhibit, broadcast, electronic storage, and/or distribution of said photographs/film/videotapes/electronic representations and/or sound recordings without limitation at the discretion of the BSA, and I specifically waive any right to any compensation I may have for any of the foregoing.



**NOTE: Due to the nature of programs and activities, the Boy Scouts of America and local councils cannot continually monitor compliance of program participants or any limitations imposed upon them by parents or medical providers. However, so that leaders can be as familiar as possible with any limitations, list any restrictions imposed on a child participant in connection with programs or activities below.**



List participant restrictions, if any:  None

\_\_\_\_\_

I understand that, if any information I/we have provided is found to be inaccurate, it may limit and/or eliminate the opportunity for participation in any event or activity. If I am participating at Philmont, Philmont Training Center, Northern Tier, Florida Sea Base, or the Summit Bechtel Reserve, I have also read and understand the supplemental risk advisories, including height and weight requirements and restrictions, and understand that the participant will not be allowed to participate in applicable high-adventure programs if those requirements are not met. The participant has permission to engage in all high-adventure activities described, except as specifically noted by me or the health-care provider. If the participant is under the age of 18, a parent or guardian's signature is required.

Participant's signature: \_\_\_\_\_ Date: \_\_\_\_\_

Parent/guardian signature for youth: \_\_\_\_\_ Date: \_\_\_\_\_

(If participant is under the age of 18)

Second parent/guardian signature for youth: \_\_\_\_\_ Date: \_\_\_\_\_

(If required; for example, California)

### Complete this section for youth participants only:

#### Adults Authorized to Take to and From Events:

You must designate at least one adult. Please include a telephone number.

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

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

Telephone: \_\_\_\_\_

Telephone: \_\_\_\_\_

#### Adults NOT Authorized to Take Youth To and From Events:

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

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

Telephone: \_\_\_\_\_

Telephone: \_\_\_\_\_





## Part B: General Information/Health History

**Full name:** \_\_\_\_\_

**High-adventure base participants:**

Expedition/crew No.: \_\_\_\_\_

or staff position: \_\_\_\_\_

**DOB:** \_\_\_\_\_

Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Height (inches): \_\_\_\_\_ Weight (lbs.): \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP code: \_\_\_\_\_ Telephone: \_\_\_\_\_

Unit leader: \_\_\_\_\_ Mobile phone: \_\_\_\_\_

Council Name/No.: \_\_\_\_\_ Unit No.: \_\_\_\_\_

Health/Accident Insurance Company: \_\_\_\_\_ Policy No.: \_\_\_\_\_



**Please attach a photocopy of both sides of the insurance card. If you do not have medical insurance, enter "none" above.**



**In case of emergency, notify the person below:**

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

Address: \_\_\_\_\_ Home phone: \_\_\_\_\_ Other phone: \_\_\_\_\_

Alternate contact name: \_\_\_\_\_ Alternate's phone: \_\_\_\_\_

### Health History

Do you currently have or have you ever been treated for any of the following?

Yes	No	Condition	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Diabetes	<b>Last HbA1c percentage and date:</b>
<input type="checkbox"/>	<input type="checkbox"/>	Hypertension (high blood pressure)	
<input type="checkbox"/>	<input type="checkbox"/>	Adult or congenital heart disease/heart attack/chest pain (angina)/heart murmur/coronary artery disease. Any heart surgery or procedure. Explain all "yes" answers.	
<input type="checkbox"/>	<input type="checkbox"/>	Family history of heart disease or any sudden heart-related death of a family member before age 50.	
<input type="checkbox"/>	<input type="checkbox"/>	Stroke/TIA	
<input type="checkbox"/>	<input type="checkbox"/>	Asthma	<b>Last attack date:</b>
<input type="checkbox"/>	<input type="checkbox"/>	Lung/respiratory disease	
<input type="checkbox"/>	<input type="checkbox"/>	COPD	
<input type="checkbox"/>	<input type="checkbox"/>	Ear/eyes/nose/sinus problems	
<input type="checkbox"/>	<input type="checkbox"/>	Muscular/skeletal condition/muscle or bone issues	
<input type="checkbox"/>	<input type="checkbox"/>	Head injury/concussion	
<input type="checkbox"/>	<input type="checkbox"/>	Altitude sickness	
<input type="checkbox"/>	<input type="checkbox"/>	Psychiatric/psychological or emotional difficulties	
<input type="checkbox"/>	<input type="checkbox"/>	Behavioral/neurological disorders	
<input type="checkbox"/>	<input type="checkbox"/>	Blood disorders/sickle cell disease	
<input type="checkbox"/>	<input type="checkbox"/>	Fainting spells and dizziness	
<input type="checkbox"/>	<input type="checkbox"/>	Kidney disease	
<input type="checkbox"/>	<input type="checkbox"/>	Seizures	<b>Last seizure date:</b>
<input type="checkbox"/>	<input type="checkbox"/>	Abdominal/stomach/digestive problems	
<input type="checkbox"/>	<input type="checkbox"/>	Thyroid disease	
<input type="checkbox"/>	<input type="checkbox"/>	Excessive fatigue	
<input type="checkbox"/>	<input type="checkbox"/>	Obstructive sleep apnea/sleep disorders	<b>CPAP: Yes</b> <input type="checkbox"/> <b>No</b> <input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	List all surgeries and hospitalizations	<b>Last surgery date:</b>
<input type="checkbox"/>	<input type="checkbox"/>	List any other medical conditions not covered above	



## Part B: General Information/Health History

Full name: \_\_\_\_\_  
 DOB: \_\_\_\_\_

**High-adventure base participants:**  
 Expedition/crew No.: \_\_\_\_\_  
 or staff position: \_\_\_\_\_

### Allergies/Medications

Are you allergic to or do you have any adverse reaction to any of the following?

Yes	No	Allergies or Reactions	Explain	Yes	No	Allergies or Reactions	Explain
<input type="checkbox"/>	<input type="checkbox"/>	Medication		<input type="checkbox"/>	<input type="checkbox"/>	Plants	
<input type="checkbox"/>	<input type="checkbox"/>	Food		<input type="checkbox"/>	<input type="checkbox"/>	Insect bites/stings	

List all medications currently used, including any over-the-counter medications.

CHECK HERE IF NO MEDICATIONS ARE ROUTINELY TAKEN.  IF ADDITIONAL SPACE IS NEEDED, PLEASE INDICATE ON A SEPARATE SHEET AND ATTACH.

Medication	Dose	Frequency	Reason

YES  NO Non-prescription medication administration is authorized with these exceptions: \_\_\_\_\_

Administration of the above medications is approved for youth by:

\_\_\_\_\_/\_\_\_\_\_  
 Parent/guardian signature MD/DO, NP, or PA signature (if your state requires signature)

!

**Bring enough medications in sufficient quantities and in the original containers. Make sure that they are NOT expired, including inhalers and EpiPens. You SHOULD NOT STOP taking any maintenance medication unless instructed to do so by your doctor.**

!

### Immunization

The following immunizations are recommended by the BSA. Tetanus immunization is required and must have been received within the last 10 years. If you had the disease, check the disease column and list the date. If immunized, check yes and provide the year received.

Yes	No	Had Disease	Immunization	Date(s)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tetanus	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pertussis	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Diphtheria	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Measles/mumps/rubella	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Polio	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Chicken Pox	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis A	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hepatitis B	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Meningitis	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Influenza	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Other (i.e., HIB)	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Exemption to immunizations (form required)	

**Please list any additional information about your medical history:**

**DO NOT WRITE IN THIS BOX**  
 Review for camp or special activity.

Reviewed by: \_\_\_\_\_

Date: \_\_\_\_\_

Further approval required:  Yes  No

Reason: \_\_\_\_\_

Approved by: \_\_\_\_\_

Date: \_\_\_\_\_

**PLEASE BRING THIS  
GUIDE TO CAMP  
WITH YOU.**

**PACKS ARE ASKED TO  
DUPLICATE THIS GUIDE  
FOR EACH FAMILY.**