

**Camp William Hinds
Leader's Guide
2017
90th Anniversary**



Welcome from the Camp Administration

We are excited to have you as a guest at Camp William Hinds this coming summer. We are planning an exciting fun-filled program with lots of merit badges and new experiences. Our goal at Camp Hinds is to help each young scout grow mentally and physically, and to assist them along the Trail to Eagle. Summer camp works for many different reasons: talented staff, fun activities, the outdoor setting, and the unique spirit of Camp Hinds to name a few. However, the most important reason summer camp becomes one of the most memorable experiences in a young person's life is because of the dedicated leaders who guide them throughout the year. You are all appreciated! Remember the journey is often more important than the destination. All of us at Camp Hinds stand ready to support you and your scouts on their Scouting journey.

Camp Hinds is located on over 300 acres of land on Panther Pond in Raymond, Maine. Less than an hour outside of Portland, Panther Pond is part of the Sebago Lakes Region of Maine. Camp Hinds is owned and maintained by the Pine Tree Council, Boy Scouts of America.

The camp was founded in 1927, and over the years has grown to include a number of summer and winter facilities and buildings including a 300+ seat Dining Hall (new one under construction and due to be complete in 2017 along with a new STEM NOVA center), Health Lodge, Recreation Hall, Trading Post, Craft Shop, Messer Training Center, eighteen new High and Low Ropes Course elements and three waterfront areas. Several buildings are used for year-round camping but Hinds is used primarily as a traditional resident summer camp. When not serving as a summer camp, various Scout units from the area can be found utilizing its many camp sites and buildings throughout the fall, winter, and spring months.

Camp Hinds has a trained staff of approximately 60 Scouts and Scouters, who are all registered members of the Boy Scouts of America. Since its inception the staff at Camp Hinds dedicates itself to promoting the aims, values, and methods of Boy Scouting, while ensuring a quality program for every youth who attends.

Our camp operation is overseen by a trained and certified Camp Administration team comprising of a Camp Director, Program Director, Head Commissioner and Camp Ranger. Each of our program and support areas are overseen by an Area Director, many of whom have attended the National Camping School program for training specific to their job. Camp Hinds is inspected yearly and meets the standards set down by the B.S.A. National Office for an Accredited Boy Scout Summer Camp. Our staff is trained to provide the highest level of customer service possible and will assist and work to accommodate your needs in every way possible. Please do not hesitate to ask for assistance. Occasionally, it may be necessary to shift or rearrange program plans or campsites to accommodate everyone, but this will only be done when no other alternative is possible and when it is in the best interest of the Scouts and the program.

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ATTENTION Scoutmasters!

11 Day Out Meetings

On Wednesday 7:00pm, 11 days before you are to arrive at camp, we hold a meeting in our new dining hall's scoutmaster lounge. This meeting is intended to give you the opportunity to bring in all paperwork for camp ahead of time. This includes Med forms and Troop rotation forms. This is your opportunity to sign up for your troop rotations prior to arrival at camp. We will provide you with any new programs that we added after the guide was posted, any changes to policy, and we will answer any questions you may have.

One new policy we will discuss at this meeting is our new Medication Distribution Policy.

We will be providing snacks and a tour of your new dining facility.

Scoutmaster Coffees and Leaders Meeting

Don't miss your chance to sit back with the Program Director and Camp Director and learn from other Scoutmasters. Meetings will be held Tuesday and Thursday mornings at 9:30 a.m. A closing informational meeting will be held on Friday morning to confirm check out and departure procedures.

Arrival Time

Arrival on Sunday will begin at 2PM.

On arrival Units will meet their Guides to begin check in and must present their guide with a current updated roster for all those attending camp.

Leaders should also ensure they have extra copies of medical forms to ensure a smooth check in.

Scoutmaster Dinner

Tuesday Night at 6pm at Tabor Pavillion

This is a chance to find out what new things are planned for next year. Camp staff and council representatives will be there to hear any concerns you might have. Please understand we need your help to make sure all of our scouts have a great camp experience.

2017CAMP DATES & PROGRAMS

2017 SEASON HIGHLIGHTS

WEEK 1: July 2– July 7

- Traditional Summer Camp for Troops & Provisional Scouts
- CIT Session 1: Week 1 of 3

WEEK 2: July 9 – July 14

- Traditional Summer Camp for Troops & Provisional Scouts
- CIT Session 1: Week 2 of 3
- 50 Mile Backpacking Trek

WEEK 3: July 16 – July 21

- Traditional Summer Camp for Troops & Provisional Scouts
- SCUBA Week with NAUI Certification
- CIT Session 1: Week 3 of 3
- Sea Kayak Trek Casco Bay

WEEK 4: July 23– July 28

- Traditional Summer Camp for Troops & Provisional Scouts
- SCUBA Week with NAUI Certification
- CIT Session 2: Week 1 of 3

WEEK 5: July 30 – August 4

- Traditional Summer Camp for Troops and Provisional Scouts
- SCUBA Week with NAUI Certification
- CIT Session 2: Week 2 of 3
- 50 Mile Backpacking Trek

WEEK 6: August 6 – August 11

- Traditional Summer Camp for Troops and Provisional Scouts
- Shooting Sports Specialty Week
- CIT Session 2: Week 3 of 3
- Sea Kayak Trek Casco Bay

WEEK 7: August 16 – August 19

- Boy Scouts Enabled Camp for Troops and Provisional Scouts

- **New Dining Hall**
- **New STEAM Center**
- **Improved online registration platform through 24/7 Scouting**
- **Trail To Eagle Program offered every week**
- **BSA Lifeguard training offered every week for older boys and adults**
- **Training opportunities offered for leaders each week in camp**
- **Rouse Island Adventures - a sea kayak adventure that you can add to your week at camp**
- **50 Mile Treks for older scouts and ad**

Online Camp Registration & Merit Badge & activity Signup

Please register and pay for your scouts and leaders by visiting us online at www.pinetreebsa.org and clicking on the <SIGN UP FOR ADVENTURE> button. Once registered you'll be able to sign up your scouts for Merit Badges, older boy activities, and troop rotations. Parents and scouts will also be able to access their schedules and pay via the parent portal. Call us for assistance at 207-797-5252 ext 10 if you have any questions.

PROGRAM GUIDE

The heart of Camp William Hinds is the quality, once-in-a-lifetime program we offer each week during the summer. Our program is diverse with something to challenge every Scout of any age and interest.

For our First year Scouts (those who have just crossed over) we have the POLARIS program which will provide a wonderful beginning to their Scouting journey. This exciting program will introduce the new Scout to the skills of Scouting and will allow new Scouts to complete many Tenderfoot to First Class rank requirements as well as earning their first merit badges. Highlights include an ice cream social, overnight, and a hike up scenic Rattlesnake Mountain!

For returning Scouts, our Traditional Summer Camp Program will provide a multitude of opportunities. These Scouts who are in the middle of their Scouting career can earn merit badges, gain leadership skills, build troop unity and develop advanced Scouting skills and experiences.

For the Older Scout, we have made several additions to our selection of badges and afternoon programming. Older boys can choose from opportunities such as:

- COPE Program (Challenging Outdoor Personal Experience) learning teamwork and advanced leadership skills while getting to experience a high adventure thrill on our high ropes course!
- Pistol Program where older Scouts will learn safe, competitive pistol shooting.
- Motor Boating Merit Badge where older Scouts will learn how to safely operate and care for motorized watercrafts
- Trail To Eagle Program where older Scouts can work on many Eagle required merit badges, learn the process for becoming an Eagle Scout, and most importantly what it means to become an Eagle Scout
- The SCUBA and BSA Lifeguard program will keep them on or below the waves all week.
- Our 50 mile Treks will challenge any scout. Have an older scout that is bored with Summer camp? See if they are interested in this challenge. This is a provisional program so scouts can do this without leaders.
- Have a scout that you would hold up as an example to your troop? Have a scout that loves to lead the way and teach younger scouts? The Counselor in Training (CIT) program is likely a great fit. In this 3 week program a scout will get to attend camp for a week as part of the provisional CIT troop. Week 2 will be spent learning to teach and lead younger scouts while mastering some new skills. Week 3 will be a week of internship and mentoring spent with the Camp Hinds staff. This is a great opportunity for aspiring staffers and an amazing value for 3 weeks of camp.

MERIT BADGE OFFERINGS AND SELECTION

For 2017, we are offering over 50 different merit badges and additional classes in our traditional program. Scouts and Scoutmasters should have a meeting to decide the right badges for their Scouts. It is important that badge selection is carefully thought through; a Scout may have the impression that they may want to take a certain badge but it may not be the right fit for that year.

Age Restrictions and Prerequisites

Many of the badges in our directory have age restrictions that have been placed on them to make sure that the maturity level and educational skill are appropriate for the material that comes with the badge. **Many merit badges have pre-requisites that need to be completed prior to camp.** It is important to look over the prerequisites in this guide and make sure that Scouts have the appropriate qualifications and materials needed to successfully complete the badge at camp.

Registration

Our preferred method of registration is through our online portal located at <http://www.pinetreebsa.org>. This can be done as soon as you register your troop. If you are not ready at that time you may log back in to sign scouts up for specific merit badges at a later date. Scoutmasters and Scouts in Provisional will be able to log in and add individuals to the roster, sign Scouts up for merit badges, select afternoon activities and sign older Scouts up for older boy programs. Registration is a first come – first serve system and those who register early online will be given preference. If internet access is an issue, please contact Council or camp (when in season).

If registration must be done via mail, it is strongly suggested to send registrations in to Council no later than two weeks prior to camp. Please note that registrations mailed in will not be addressed until staff arrives at the end of June. Forms received late will be handled on your Sunday arrival day or Monday morning.

Scouts Daily Schedule Confirmation

The office staff will provide you with master and individual schedule printouts for Adult Leaders and Scouts by the Sunday Night Campfire. If you find problems with Scout schedules, please come to the camp office.

Merit Badge/ Class	Minimum Age	Requirements	Pework / Preparation	Additional Info
Animation MB	none		none	
Archaeology MB	none		none	
Archery MB	none		none	
Art MB	none		Requirement #6 visit a museum, et al	
Astronomy MB	none		Requirement #8 complete one option	Will require a stargazing session on a clear night while at camp
Athletics MB	none		none	
Basketry MB	none		none	Might require out of class time to complete
BSA Lifeguard	15	Swimming MB Lifesaving MB First Aid MB	Must show current cert in FA or WFA and CPR/AED for the professional rescuer or equivalent	Class meets all day every day
BSA Paddleboard	none		none	
Camping MB	13		none	
Canoeing MB	none	must be classified as a swimmer	none	bring footwear that can get wet for rescues
Chess MB	none		none	Evening Merit Badge
Citizenship in the Community MB	12		#2 bring community map, #3 attend meeting and be ready to discuss, #4b interview, #7c volunteer at least 8 hours, #8 bring info to complete	
Citizenship in the Nation MB	13		#2 visit two national historic places	
Citizenship in the World MB	13		3a come prepared to discuss	
Climbing MB	13			need long sleeve shirt, long pants and flexible closed toe shoes
Communication MB	13		court of honor or et al	
Cooking MB	none		#5 & #7 complete at home and bring all paperwork	
Emergency Preparedness MB	none		none	
Environmental Science MB	13	First Aid MB	#2c family plan #8abc troop mobilization #9 ab or c family safety	
Fingerprinting MB	none		none	Must have MB Book
Fire Safety MB	none		none	
First Aid MB	none		#1 first aid skills through First Class Rank requirements #2d make a first aid kit for your home and bring a picture to discuss	
Fish and Wildlife Management MB	none		none	
Fishing MB	none		requirement #9 bring picture or documentation or expect to spend free time fishing	Personal fishing gear is welcome
Forestry MB	none		none	
Geocaching MB	none		none	Personal GPS is welcome
Geology MB	none		none	
Golf MB	none		none	

Indian Lore MB	none		#1 be prepared to give a history of one Native American tribe	
Kayaking MB	none	must be classified as a swimmer	none	bring footwear that can get wet for rescues
Leatherwork MB	none		#4 recondition or show that you can take care of a leather item	
Lifesaving MB	none	Swimming MB	must be classified as a swimmer and have swimming requirements through first class	participate in CPR or have a CPR cert
Metalwork MB	none		none	
Model Design and Building MB	none		#4 complete one option #5 start working on this requirement	
Motorboating MB	13	boating MB	must be classified as a swimmer	
Music MB	none		#3 if you have participated in a chorus or band please bring a note or program showing your participation	
Nature MB	none		#4 start working on this	
Orienteering MB	none		map and compass requirements completed through first class	personal orienteering compass welcome
Personal Fitness MB	none		1ab complete prior to camp	complete #7&8 after camp
Personal Management MB	13		#2 takes 13 weeks. Requirements#1,8 are family based requirements that must be done at home	Merit Badge Book required.
Photography MB	none		none	Digital camera required (not a phone)
Pioneering MB	none		complete rope related requirements through first class	
Pistol Experience	14		none	
Programming MB	none		none	
Radio MB	none		none	
Rifle Shooting MB	none		none	Double period class
Rowing MB	none	must be classified as a swimmer	none	bring footwear that can get wet for rescues
SCUBA MB	14	as a swimmer	See SCUBA description page	See SCUBA description page
Shotgun Shooting MB	13		none	
Small Boat Sailing MB	none	as a swimmer.	none	
Soil and Water Conservation MB	none		none	
Sports MB	none		none	
Swimming Instruction	none		none	
Swimming MB	none	as a swimmer	none	
Welding MB	13		none	long sleeve shirts long pants boots
Wilderness Survival MB	none		none	bring supplies for #5 small survival kit. Scouts will sleep in shelters they construct
Woodcarving MB	none	Totin Chip	none	

CAMP HINDS - DAILY PROGRAM SCHEDULE – 2017

Camp William Hinds, BS

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Leader's Guide

6:30	Polar Bear Swim				
7:00	Reveille				
7:10	Waiter's Call				
7:30	Breakfast in Dining Hall				
8:00	Campsite Cleanup & Camp Good Turns				
	Venturing Day	Theme Day	Council Camping	OA Day	Visitor's Day
	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
8:30-9:20	MERIT BADGE 1	MERIT BADGE 1	MERIT BADGE 1	MERIT BADGE 1	MERIT BADGE 1
9:30-10:20	MERIT BADGE 2	MERIT BADGE 2	MERIT BADGE 2	MERIT BADGE 2	MERIT BADGE 2
10:30-11:20	MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 3	MERIT BADGE 3
11:45-12:45	Cafeteria Style Lunch		Cooking MB	Cooking MB	
12:00	Mile Swim				Waiter's Call 12:10
12:30	SPL Meeting at Rec Hall				Lunch in Dining Hall 12:30
1:00-2:00	Siesta				Troop Time (Prep CWE) 1:30-2:30
2:15-3:00	Troop Activity Period Older Boy Programs 2nd & 1st Class Swim	Troop Activity Period Older Boy Programs 2nd & 1st Class Swim	Troop Activity Period Older Boy Programs	Troop Activity Period Older Boy Programs	Themed Campwide Event 2:30-4:30
3:10-3:55	Troop Activity Period Older Boy Programs 2nd & 1st Class Swim	Troop Activity Period Older Boy Programs 2nd & 1st Class Swim	Troop Activity Period Older Boy Programs	Troop Activity Period Older Boy Programs	
4:05-4:50	Troop Activity Period Older Boy Programs	Troop Activity Period Older Boy Programs	Troop Activity Period Older Boy Programs	Troop Activity Period Older Boy Programs	
5:00	Staff & Leader Swim				TroopTime (Cleanup & Pack) 4:30-5:30
5:40	Waiter's Call				
5:45	Retreat	Theme night			Retreat 5:45
6:00	Dinner in Dining Hall	Scoutmaster Dinner I			Family BBQ 6:00
7:00		Duty to God Service		OA Service Hour	
7:00-8:30	Evening Merit Badges Open Areas Area Special Events				CLOSING CAMPFIRE 7:30
8:30	First Year Ice Cream Social	Scoutmaster's Splash	Polaris Overnight Scoutcraft Overnight	OA Ice Cream Social	
9:00	Call to Quarters				
9:25	Tattoo				
9:30	Taps				

CAMP WILLIAM HINDS - 2016 - INDIVIDUAL ACTIVITIES BY AREA

	Aquatics	Craftshop	Nature	Scoutcraft	Shooting Sports
All Day	BSA Lifeguard				
6:30	Polar Bear Swim				
Period 1 8:30-9:20	Kayaking MB Lifesaving MB Motor boating MB Rowing MB Swimming MB SCUBA (1-3)	Basketry MB Woodcarving M Art MB	EV Science MB (1+2) Fishing MB Forestry MB	Emergency Preparedness Fire Safety MB Orienteering MB	Archery (1+2) Rifle MB 1+2 Shot Gun MB (1+2) Pistol (1+2)
Period 2 9:30-10:20	Canoeing MB Kayaking MB Lifesaving MB Motor boating MB Swimming Instruction SCUBA (1-3) Swimming MB	Indian Lore MB Leatherwork MB Metalwork MB	EV Science MB (1+2) EV Science MB (2+3) Weather MB	Cooking MB Pioneering MB Wilderness Survival MB	Archery MB (1+2) Archery MB (2+3) Rifle MB (1+2) Rifle MB (2+3) Shotgun MB (1+2) Shotgun MB (2+3) Pistol (1+2) Pistol (2+3)
Period 3 10:30-11:20	Canoeing MB Motor boating MB Rowing MB Swimming Instruction Swimming MB SCUBA (1-3)	Leatherwork MB Welding MB Woodcarving MB	EV Science MB(2+3) Geology MB Soil & Water Cons MB	Cooking MB Emergency Preparedness Wilderness Survival MB	Archery MB (2+3) Rifle MB (2+3) Shotgun MB (2+3) Pistol (2+3)
Noon	Mile Swim			Cooking MB meals	
Period 4-6 Older Boy Activities 2:15-4:50	Sailing Experience (4-6 MT or 4-6 WR) Paddleboard (4-6 MT or 4-6 WR) 1 st and 2 nd Class Swim Instruction	Survival Bracelets Craft Strips Leather Projects Duct Tape Projects	Swamp Romp Nature Hike Scavenger Hunt	Tomahawk Throwing Totin Chit or Fireman Chip (5 M or T) (6 M or T) Map and Compass Skills GPS Use	Rifle Troop Shoot Archery Troop Shoot
Evening 7:00-Dusk	Small Boat Sailing MB (Wed)	Welding MB (M to R) Fingerprinting MB (M or T)	Astronomy MB (M->R)	Geocaching course	Merit Badge Partial (M)

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Leader's Guide Page-

CAMP WILLIAM HINDS - 2016 - INDIVIDUAL ACTIVITIES BY AREA

	Polaris	COPE & Climbing	Athletics	STEAM	Trail to Eagle	Campwide
All Day						
Morning						
Period 1 8:30-9:20	Polaris 1+2	Climbing MB 1+2	Cycling MB 1+2 Sports MB	Programming MB Geocaching MB Engineering MB	Citizen in the Community MB Communications MB	
Period 2 9:30-10:20	Polaris 1+2	Climbing MB 1+2	Cycling MB 1+2 Athletics MB	Model Design and Building (2+3) MB Animation MB Photography MB	Citizen in the Nation MB Citizen in the World MB	
Period 3 10:30-11:20	NatureMB Camping MB	Personal Fitness MB	Golf MB (3-6) Personal Fitness MB	Model Design and Building (2+3) MB Archaeology MB Electricity MB	Citizen in the World MB Personal Management MB	
Noon						
Period 4-6 Older Boy Activities 2:15-4:50	Camping MB (4-6) Camping MB (4-6)	C.O.P.E. (4-6 M->R)	Troop Team Sport Challenges Golf MB (3-6) Ultimate Frisbee Disc Golf	Crime Scene Investigation Team 4-6 MT or 4-6 WR Boy Scout NOVA Award 4-6 M-R (SHOOT! projectiles and space) Mystery Challenge 4-6 Spaghetti Bridges 4-6 Lego Derby 2 periods Great Egg Drop 1 period Sneak a peek 1 period	Citizen in the Community (4>6) Citizen in the Nation (4>6) Communications	
Evening 7:00-Dusk		Climb on Safely (For Leaders)	Ultimate Frisbee Disc Golf	Astronomy MB	Chess MB (M->R)	Music MB (MWR)

Class Operation

When leaders receive their proof copies on Sunday, they may notice blank and moved slots in Scouts schedules. While we do what is possible to accommodate your Scouts' requests, they may not always get what they signed up for. Some classes have size limits that are dependent on equipment; other cannot operate when there are too few people because of youth protection guidelines. Scouts may need to be moved to a different time slot of a particular activity to offset large differences in class sizes.

Additional Equipment

Some merit badges require special equipment (fishing reel, musical instrument, etc.) While the camp has some equipment, a Scout will increase his learning opportunities by bringing his own from home. Please bring a way to secure and label any items brought from home. The camp is not be responsible for lost or damaged items.

Merit badge pamphlets may be required for a class. We recommend that Scouts utilize their troop library or purchase them from the Pine Tree Scout Shop ahead of time. There is a selection of merit badge pamphlets at the Trading Post, but only in limited quantities <http://pinetrebsa.org/pine-tree-scout-shop/>.

Paperwork

Camp Hinds uses a camp version of the blue cards to record all work done in camp. Leaders will be able to pick up copies of the Camp Hinds merit badge sheets or access their scouts Merit Badge information electronically on Friday afternoon after 3pm.

Completed merit badges will be recorded and kept in the records at Camp Hinds. If you are missing paperwork, please contact the camp office before August 21st. After camp please contact the Pine Tree Council Offices at 207 797 5252 ext. 10 to request any copies of missing merit badge paperwork from the summer.

Prerequisites

Many merit badges, including most of the Eagle required ones, have requirements that Scouts **must complete before** attending summer camp. If those requirements are not completed or the Scout does not bring documentation that the requirements were completed, the Scout will go home with a partial. See the chart starting on page 13 for details.

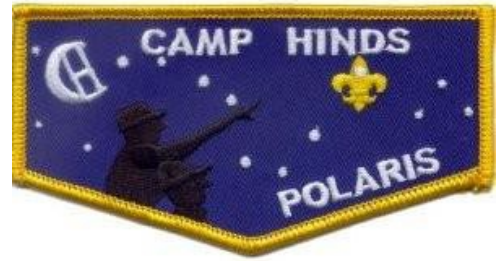
Partials

Partials are given when a Scout does not complete the pre-requisites before camp, is absent from class, their work is not passed in, or the work is not up to expectations. Staff will try to inform Leaders if their Scouts are having trouble completing the required work. It is important for Leaders to check with Scouts throughout the week to make sure their assignments in and out of class are being completed. Staff is prepared to work with a Scout in the afternoon or evening if they need extra time or extra help. If the week is over and requirements are left undone the paper work will reflect a partial. They they may complete what was not finished with a local Merit Badge Counselor or at another week or season of camp.

If a Scout does take advantage of another week or comes back for another season they must bring a copy of the paperwork that was released at the end of their original week to the makeup counselor.

Polaris Program First Year Campers

Offered Every Week



Polaris is our First Year Camper Experience, which will introduce your new Scout to new skills, provide an opportunity to advance, and experience unique summer activities in one action packed program. This program is ideal for new Scouts as each Scout will get...

- A great energetic, caring and knowledgeable staff all week long!
- Completion of many requirements for the ranks of
 - Tenderfoot
 - 2nd Class
 - First Class
- To visit and participate in activities in every area in camp!
- Tons of Scout spirit, work as a team, and develop their leadership skills!
- The Polaris patch to wear on your uniform!
- A supportive environment and will be grouped with other Scouts just like them!
- To make new friends
- To learn the patrol method and how it forms the basis of Scouting.

The Polaris group will have an over-night on Wednesday night. They will then hike Rattlesnake Mountain together on Thursday!

The Polaris program runs for the first two periods of the morning session, the third session is open for Scouts to earn their first merit badge in a topic of their interest like swimming, crafts, or nature. Scouts can also get some tutoring in swimming provided by our great aquatics staff and work towards swimming skills needed for rank advancement.

TRADITIONAL SCOUT PROGRAM For Second Year Campers

Offered Every Week

PROGRAM OVERVIEW:

The traditional program is the best option for returning and older Scouts that want to take merit badges. It encompasses a week of activity that is good for advancement, involves time for popular summer favorites and allows Scouts to enjoy some free time to spend with their unit to do some troop-led activities.

In the morning following breakfast, Scouts can attend up to three merit badges or specialized skill classes offered in several different topics like aquatics, crafts, nature, shooting, and more. The morning program is designed to help in advancement and to expand Scout skills and new interests.

In the afternoon, Troops will work together in activities all over camp helping to build teamwork. On Friday we will have the Camp Wide Event, which is a challenge-based program where Troop members are encouraged to work together to gain points or race against the clock in order to beat the other Troops staying in camp. Each afternoon will end with some open area time where Scouts can return to a favorite activity or try something new!

Evenings at Camp Hinds include merit badges, specialty program and events, campfires and open areas. With different activities every night, Scouts have plenty to do or they might choose to play a game of chess or hang at their campsite!

Most of our special programs like SCUBA are limited to specific weeks. We recommend Scouts who want to participate in these activities to join Camp Hinds Troop H, the provisional troop, if their troop is not coming on the specific week of a

SPECIALTY PROGRAMS

Troop H (Provisional Troop)

Offered Every Week

Not all Scout troops can go to summer camp and some Scouts would like to stay at camp longer than the troop does. So here is a way for Scouts to enjoy Camp Hinds for as many weeks as they would like. The camp will provide the leadership by having a qualified trained Scoutmaster and assistants serve as your boy's leaders for the week. Each Scout will join the provisional troop in Wilderness campsite which is made up of Scouts from different troop throughout the area and even out of state. He will be entitled to participate in all camp activities as any other Scout would. Only he will have the added excitement of meeting and making friends from around the council.

This program is a great way for boys to spend an extra week at camp. It will extend the fun and adventure of summer camp. In addition to taking part in the individual advancement program, the provisional campsite will be organized like a troop and will participate as a group in camp activities. Each week will be filled with hikes, games, campfires, and competitions as well as some other activities available only to provisional campers.

Pistol Program

Full Week Program | Age 14+

Offered Every Week

Camp Hinds is excited to announce that we have been selected to continue the pistol program in 2017! We are the only camp in New England to offer this program and we look forward to showing Scouts the excitement and *responsibility* of handgun marksmanship. The pistol program is a double period class.

You will need to sign up for and attend one of the sessions for the entire week. Space is **limited to 8 Scouts per session, Venture crew application or affiliation and written parental permission required.**

SCUBA BSA, SCUBA Diving MB & NAUI Certification

Full Week-Afternoon Program | Age 13+ and Adults Weeks 3, 4, and 5

Want to explore the world beneath the waves? The SCUBA program at Hinds will take any Scout or adult to new depths in a new experience that will give them several rewards including the Scuba BSA Award, Scuba Diving Merit Badge and the NAUI Certification.

What is the NAUI Certification? The NAUI Certification is an international certification that will accredit adults and Scouts (with limitations until 18) with the ability to Scuba dive in open waters. Once you have finished this week and all other required material you will be able to independently go on voyages with a group or buddy and have your own underwater adventures anywhere around the world.

How does this work into my Schedule? This is an afternoon only program instructed by ~~Bernd~~ Skin Diver's Paradise (www.skindiversparadise.com), Scouts will be able to take additional merit badges in addition to this program.

Expense: Cost for this Experience is the camp fee (early bird or late depending on when the Scout registers) plus the **\$405.00** Scuba fee for the week. This includes your weeks stay, instruction from Skin Diver's Paradise, NAUI Certification fees and education materials, and SCUBA equipment use*.

Requirements:

- » Must meet the age requirement
- » Scouts must be strong swimmers with pre-requisites of Swimming MB.
- » Will require some online classwork starting in June
- » Medical Clearance will be required – Scouts must provide a completed copy of the medical form provided by Skin Diver's Paradise. Can be downloaded from www.camphinds.org

How to Register: Registration will be done online. Please be advised that space is very limited due to instructor ratios. Homework will be required and there will be a certification test administered to receive the NAUI credentials.

*Students wanting to purchase their own personal equipment (snorkel mask & fins) can do so at a discounted rate through Skin Diver's Paradise.

BSA Lifeguard
Full Week-All Day Program | Age 15+ (and adults)
Offered Every Week

BSA Lifeguard is an intensive program lead by our aquatics team at Hinds. Its greatest purpose is to educate older Scouts and adults giving them the skills necessary to be a certified lifeguard for BSA activities. The outcome of this program will give them a certification that is good for 3 years that will enable them to operate as a lifeguard at Scouting Camps and Aquatic Events, but can also be accepted by some public/private beaches, camps and YMCA's.

Prerequisites: Scouts and Adults in this program must be outstanding swimmers; a little boating experience is preferred but not required. Youth need to have Swimming, Lifesaving and First Aid merit badges. Adults will need to contact Hinds prior to sign up for approval for this program, additionally they will be charged the "extra leader" fee of **\$110.00** as they will not be available to oversee their troop.

Space is limited so applicants that send in registration will be accepted first. This program is open to Scouts and leaders staying with their own troop or staying with our provisional unit.

Program Overview: This is an intensive program that will run all week and involve the candidate for most of the camp week, including evenings. Scouts will learn multiple rescue techniques including rescue from a watercraft, swimming extension rescue, active drowning rescue, passive drowning rescue, and submerged victim rescue. Course also covers long shallow diving, stride jumping, compact jump and defense, grip escapes, and back boarding procedures. Students will need to pass a written exam on theory and knowledge showing an understanding of aquatics program and emergency management skills. Scouts will serve as a lifeguard at 2 or more aquatic events during the week.

COUNSELOR IN TRAINING PROGRAM

Three Full Weeks | Recommended Age 15
& 16 Session 1 (week 1-3)
Session 2 (week 4-6)

What is it?

Have a Scout in your unit with an interest in the dynamics of camp life as a staff member? Then the Counselor in Training (CIT) Program is the perfect fit for them. Scouts who apply for this program will spend three weeks working alongside our staff learning and experiencing the perks of being a Hinds Staffer, building leadership and communication skills and getting an early start in some work experience.

Benefits of this program:

There are an infinite number of benefits that come from the CIT program. During the 1st week CIT's will engage in the traditional program at Hinds taking merit badges, building relationships with other CIT's in the group, and participating in summer camp highlights like swimming, boating, shooting and crafts just like a Scout visiting for a normal week. Week 2 finds our CITs taking limited merit badges while doing observations and some limited assisting in many different areas throughout camp. It is our goal to introduce our CITs to all the programs at camp, including COPE. Week 3 they will experience life as a camp staff – assisting in some merit badge instruction, helping with troop afternoon activities and evening activities at camp, including our campfires.

Cost:

The CIT program is a great value. Scouts who participate will pay for one week but get three! This includes a t-shirt, food and living arrangements. CIT's will be required to follow the same staff uniform policies, meaning in addition to their Class A shirt they will need to have a week's worth of Staff Class B uniform which includes any Scouting shirt, Scout shorts, centennial green crew socks, and a belt. A complete supply list will be provided upon acceptance to the program.

Sign Up:

The CIT Program uses an application process, where Scouts interested in participating should download, fill out, and send in the application from www.camphinds.org. Applications should be sent in by May 2nd. Late applications will be accepted but will only be considered as space is available. A short interview will be done with the scout in the month of May. If accepted into the program there will be a CIT & Parent meeting in June.

We are offering two sessions of the program. CITs will be dismissed from each week of camp at around 9 p.m. on Friday, (and will need to be picked up) have Saturday off, and will need to be back to camp on Sunday at 11:29 a.m. (we can make accommodations for church services).

OLDER BOY PROGRAMS

If your Scout is 13 years or older, they can participate in unique afternoon programs that are focused on a specific subject like water, sports or recreational challenges. Space is limited for all programs. Scouts should plan on attending every day that their activity is offered.

COPE (Challenging Outdoor Personal Experience)

(4 days) Monday, Tuesday, Wednesday, and Thursday

Our "Challenging Outdoor Personal Experience" program is designed to challenge you both mentally and physically. The program consists of teambuilding activities on the ground, the low course (elements 6ft in height) and the high course (elements 20ft in height). Based upon the values of teamwork and "challenge by choice", no one is forced to do a task they do not wish to undertake. Participants will earn the COPE "knot" after completion of the course.

Sailing Experience

(2 days) Monday & Tuesday or Wednesday & Thursday

Love to sail or looking to refine your skills? How about an afternoon of sailing on Panther Pond? Participants must be Swimmers, but do not need to have priorsailing experience. Course will vary according to the experience of participants. For Scouts interested in earning the merit badge there will be an extra session on Wednesday evening to cover the non-sailing requirements.

Pistol Experience

10 hours

If you are 14 or older (and entering or in high school), join us in our newest shooting sport- the Pilot Pistol Program. Participants will work closely with range officers to learn safe handling, and proper pistol shooting techniques. We will be offering a session period 1 and 2 in the mornings during the week (Monday through Friday). More information is in the Specialty Program section.

SCUBA

Full Week-Afternoon Program Weeks 3, 4, and 5

Want to explore the world beneath the waves? The SCUBA program at Hinds will take any Scout or adult to new depths in a new experience that will give them several rewards including the Scuba BSA Award, Scuba Diving Merit Badge and the NAUI Certification. More information is in the Specialty Program section.

AFTERNOON TROOP ROTATIONS

Make the most of your afternoons at camp this year with our new afternoon schedule. Following an hour siesta the afternoon program opens up to allow Scouts to experience summer fun as a troop. On Monday through Thursday, Camp Hinds offers 12 activities periods (three each day) for troops to experience all the areas of camp. Most activities are 45 minute sessions but some are longer. It is our hope that each troop will try to schedule at least one activity in each of our 12 program areas.

- Please attend activities as a group, encourage all Scouts to come and try the activity. All troops must have an adult present at the activity.
- If you opt for a troop time and want to visit a program area please ask them ahead of time.
- We will try to accommodate your requests however we may have to move one of your selections to another period or have to cancel an activity due to weather or staff limitations
- If you end up not going to a scheduled session please let the office or the area know! Realize that you may be sharing an area with another troop!
- Never invite yourself into a program area that is not staffed!

To Register: Registration for afternoon activities should be done [at the leaders 11 day out meeting](#). Many sessions have restricted sizes or certain days of operation so preference will be given to those who register at the 11 day out meeting prior to camp, all others will be put into the system Sunday afternoon following check-in.

The following is a description of the available activities organized by program areas.

Boating

Tenny River Run (3 Periods) Grab a canoe or kayak and head on a scenic adventure down the Tenny River to Crescent Lake. The perfect activity for a troop of swimmers—the unit will be expected to provide the proper leadership for this trip, including one with Safe Swim Defense and Safety Afloat Training (training available for leaders online or Monday at camp).

Troop Boating (1 Period)

Enjoy a little time on the water in a rowboat, canoe or kayak.

Camp Wide

CPR Practical (1 Period offered Periods 4-6)

This session will educate Scouts in how to do the basics of CPR and the Heimlich. This is not a certification course but it does satisfy the CPR requirement for aquatic merit badges, First Aid, and Emergency Prep.

Camp Improvement Project (1 to 3 Periods) See Camp Ranger

This type of project will be designated by the commissioner or ranger. You may be asked to do brush cleanup, move a fence, clean up an area, build or put something together.

Campsite Improvement (1 to 3 Periods) See Camp Ranger

Earn some extra inspection points by coming up with a project to improve your site. Please communicate your ideas with the commissioner or ranger before acting, material may be provided if project is approved.

COPE & Climbing

Team Building Games (1 Period, offered Period 4-6)

Learn to listen, see things differently, jump into a situation and talk your way out of anything! Don't miss this chance for some team building super fun activities with your troop.

COPE Preview (1 Period) See Program Director

Is your troop interested in learning what C.O.P.E is all about? Your troop will need to work together as a group to complete the challenge of one or more of our new C.O.P.E. low elements.

Troop Climb (2 Periods) See Program Director

Reach new heights with your troop. Join our staff at the climbing wall and see if this is your new favorite sport.

Craftshop

Survival Bracelets (1 Period, offered Periods 4-6)

“Be Prepared” for anything while wearing a paracord bracelet that you made yourself.

Craftstrip projects (1 Period, offered Periods 4-6)

Craftstrip has been a popular craft with the Boy Scouts since its introduction at the Third World Jamboree in 1929. Your troop will have the chance to work with craftstrip (gimp). Make a lanyard, neckerchief slide, bracelet, and more. Learn how to do lacing, make a round braid or a spiral braid for your project.

Leather Projects (1 Period, offered Period 4-6)

Use some of our patterns or design your own to make some useful leather project. Learn how to punch, lace, and stitch leather, tooling techniques and more.

Duck Tape Projects (1 Period, offered Periods 4-6)

What kind of useful and decorative project can you make using only duct tape? These projects include a neckerchief slide, watch band, toy, laptop case, pouch, wallet, or patrol flag. Do you have a favorite decorative duct tape? then bring it along.

Nature Area

Swamp Romp (1 Period, offered period 4 and evening upon request)

A Camp Hinds tradition since 1986! Now you can join our Nature staff for a romp in our swamp. Be prepared to forge through the swampy areas of camp and maybe learn something about aquatic wildlife while you are there. Shoes required for all participants. Wear footwear and clothing that can get wet and muddy.

Conservation Project (1 Period) See Camp Ranger

Join our Nature Staff to help camp preserve its greatest resource, Nature. In this project you may work on clearing or moving a trail, creating erosion control, or improving wildlife habitats.

Nature Hike (1 Period, offered Period 4-6)

Guided by one of our nature staff, hike along one of our nature trails and learn to identify some of the common ground cover, shrubs, and trees of the area. Keep your eye out for animal signs and your ears open for bird calls.

Nature Scavenger Hunt (1 Period, offered Period 4-6)

Compete in a nature scavenger hunt pitting patrols against each other. Which patrol can find the most items on the list. As well as the list, each patrol will be given resources to help them identify what they find.

Polaris area

Rattle Snake Mountain Hike (3 periods, begins period 4)

Meet at Polaris for a brief introduction. Maps of the trails will be provided. Your unit will be expected to provide the proper two-deep leadership and take the afternoon and enjoy the wonderful views up Rattlesnake Mountain.

Blindfolded Tent Pitching (1 Period, offered Periods 4-6)

Every good Scout knows how to pitch a tent. But, could you do it blindfolded? Try this for some great intra-troop patrol competition. All Scouts will be blindfolded and have to pitch a tent following the directions of the patrol leader who can see but not help. Which patrol can get it done the quickest? Which patrol has the best looking tent?

Knot Relay (1 Period, offered Periods 4-6)

This session will begin with a review of how to tie some basic knots (square, overhand, two half hitches, tautline, bowline, sheet bend, and clove hitch). The end of the session will be a knot tying relay race of between patrols.

Technology area

Mystery Challenge (3 periods, offered Period 4-6)

This will be in the same vein as the great egg drop challenge (see below) but these activities will be much more involved. The actual challenge given to the patrols (or small groups) will be a surprise. Patrols will be given supplies and a challenge to complete before the end of the time period. Can your patrol successfully complete the challenge?

Spaghetti Bridges (3 periods, Periods 4-6)

Civil engineers design structures such as buildings, dams, highways and bridges. Scout teams or patrols explore the field of engineering by making bridges using spaghetti as their primary building material. Then they test their bridges to see how much weight they can carry before breaking.

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Troop Time (1 Period)

Take a break in the afternoon and play some board games under the humid weather, work on your troop plaque, play a sport, conduct your own units program - it's up to you!

Scoutcraft

Tomahawk Throwing (1 Period, offered Periods 4-6)

Try your hand at learning the skill of tomahawk throwing. Practice this old time Scouting skill with your troop

How to Use GPS (1 Period, offered Period 4-6)

The compass cannot be replaced, but understanding how to use electronic orienteering devices is an important skill for people who enjoy the wilderness.

Geocache Course (2 hrs, offered evenings)

Go on a modern treasure hunt, on a quest to use a GPS and your know-how to locate a series of caches throughout Camp Hinds.

Totin' Chip & Firem'n Chit

Monday or Tuesday, (4:05pm-4:50pm) (No signup*Required)*

- **Totin' Chip Period 5** - This certification grants a Scout the right to carry and use woods tools. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

Firem'n Chit Period 6 - This certification grants a Scout the right to carry matches and build campfires. The Scout must show his Scout leader, or someone designated by his leader, that he understands his responsibility.

Shooting Sports

Rifle Shooting – Troop Shoot (1 Period, offered Periods 4-6)

Shoot with our knowledgeable and extremely accurate shooting sports staff!

Archery – Troop Shoot (1 Period, offered Periods 4-6)

Try your skill at the archery range and see if you can out score your friends!

Sports area

Team Sports

Divide your troop into two teams or challenge another troop in a game of ultimate frisbee, volleyball, croquet, kickball.

Disc Golf

Sign out the discs at the camp office and see how well you stack up on this weeks course

Swimming area

Basic Rescue Skills (1 Period, offered Period 4-6)

Learn and practice reaching rescues using such things as arms, legs, branches, towels, poles and paddles. Also practice using items that can be thrown such as lines, ring buoys, and free floating supports.

Instructional Swim (1 Period)

Get swimming lessons from our fine staff and improve your strokes such as the side stroke, elementary backstroke, Trudgen, crawl, and breast stroke. Also get help with floating, treading water, or surface diving.

Safe Swim (1 Period, offered Periods 1-3)

Receive instruction and practice on running your own troop swim in a primitive setting. Set up the area, post lifeguards, and run a safe swim without docks, lemon lines, and buddy boards, etc. Meet at West Beach.

Troop Swim (1 Period, offered Periods 4-6)

Get wet and enjoy the water.

Water Games (1 Period, offered Period 4-6)

Play water polo, water basketball, water volleyball, or water tag against another troop. The specific game you play can be picked when you arrive.

Rank Swim Tutorial

Monday or Tuesday, Periods 4-5 (2:15pm-3:55pm)

(No signup required)

Come by West Beach and complete the second and first class swim requirements!

Second Class Requirements:

8a. Tell what precautions must be taken for a safe swim

8b. Demonstrate your ability to jump feet first into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, return to starting place.

8c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

First Class Requirements:

9c. With a helper and a practice victim, show a line rescue both as tender and as rescuer.

The Camp William Hinds Mafeking Challenge

Rescue Baden Powell

GENERAL CALL OUT TO ALL SCOUTS!

You have been inducted into the Mafeking Cadet Corps to support the campaign against our adversary. The Royal Court charges you to form a patrol, gather provisions, and report to the Camp Commanding Officer. There you will be given orders to take your journey toward Mafeking, seek out Lieutenant Colonel Baden Powell, and present him with orders to return.

The journey will be difficult and filled with arduous tasks, enemies, and hardship. Lieutenant Colonel Baden Powell is surrounded, outgunned, and outmanned 8 to 1. You will form patrols of 8 cadets, there is strength in numbers. Your patrol will need to be mentally prepared, and properly equipped. Each cadet must carry a pack with the following gear, (keep in mind that during intense situations a pack could be lost).

1. One food source to eat or lure hungry lions away
2. One scout book or first aid book in a water tight container
3. One waterfilled bottle to fight dehydration
4. One pair of extra socks
5. One compass
6. One neckerchief or triangular bandage
7. 10' of rope appropriate for lashing

Each cadet must have a walking staff strong enough to be used as a stretcher pole

Each patrol will have at least 1 blanket or tarp to be used as a stretcher

Each patrol will create a patrol flag and carry it throughout the journey. This flag will be on a pole and must contain a drawing of a butterfly. Lieutenant Colonel Baden Powell used drawings of butterflies and other images to hide details of troop installations and movement. The patrol's drawing must contain some hidden message to be explained to your superior officer.

This is a highly classified mission and we need you to give it your all, speed is of the essence and focus on overcoming all obstacles to attain victory.

Good luck cadets.

EVENING PROGRAM

There is something for everyone in the evenings at Camp Hinds. Scouts may choose to take a merit badge and work on advancement. Areas will be open for additional merit badge help or to stop by and do a favorite activity. Scouts may come and go from one area to another with a buddy. Areas open at 7:00 pm and close at 8:30 pm or dusk, depending on the area. Each area will have special programs that they will be offering. Check with your Senior Patrol Leader for more information.

WEEKLY ACTIVITIES

Waterfront Orientation

A brief, but mandatory, waterfront orientation for all campers and leaders will be held at the waterfront directly after dinner on Sunday night. Everyone in camp must attend.

Polar Bear Dip

Are you an early riser? Say "hello" to the day – and our aquatics staff – by jumping into chilly water every morning for the Polar Bear Dip. If you need a pick-me-up that coffee can't supply, or are up for a crazy challenge, report to the waterfront at 6:30 am Monday through Friday where you will plunge, splash, or dip into Panther Pond. For those brave enough to attend four mornings, the honor of being able to purchase the Polar Bear Dip patch will be theirs.

Mile Swim, BSA

This is a rugged swimming challenge for all campers and leaders who want to test their endurance. Swimmers swim Monday – Thursday at 12:00 pm. Participants must attend ALL the mile swim sessions. Completion cards will be given to all who complete the challenge and a patch can be purchased at the Trading Post with proof of completion.

Fishing

Scouts may go fishing with a buddy during open areas. A favorite spot is along Tenny Point or try our fishing docks! Want to fish from a boat? Scouts may only fish from rowboats during troop boating or open boating times. Fishing is not allowed off the Tenny Bridge or in the swimming or boating areas. Wading is not allowed while fishing at any time.

Sports

Want to challenge the staff to a friendly game of Frisbee or play water polo with another troop? Volleyball, soccer, basketball, baseball, badminton, ultimate Frisbee or your troop's favorite sport are available to participate in during your week at camp. Stop at the camp office to check on availability of equipment.

Zombie Run!

The zombies of 2016 are still lingering around camp! Join us for a morning run to escape the brain eaters!

Chess and Cribbage

See if you are the best at Camp in these games or make a tournament of your own. Stop by the Office to sign up. Tournament playoff rules will be posted at Camp. Campers will need to coordinate a time to play during open areas and report the results to the Office.

Duty to God Service

A Duty to God Scout Service will be held on Tuesday evening following dinner in the council ring. Troops may join one of our offered services or plan something for their own troop. If you would like to reserve a camp spot for your service, please stop by the Office. All Camp Offices and Areas will be closed during the Service and we ask that all Scouts observe this quiet time at camp.

First Year Ice Cream Social

If this is your first year at Camp, as a Scout or Leader, don't miss the sweetest Camp Hinds tradition ever. Join us for some ice cream and a chance to meet the Polaris Staff on Monday evening following merit badge sessions at the dining hall.

Scoutmaster Splash Competition:

Can you handle pain? Have a distinct style or a big cannon-ball splash? Please join us for the Scoutmaster splash competition. Always a popular event and back by demand! Don't miss the fun this year - and bring a crowd to cheer you on!!

SPL Daily Meetings

A brief meeting will be held daily with the Program Director for all Senior Patrol Leaders. Please send a Troop representative to this informative meeting if your SPL is not available. Meetings are at 12:30 pm daily at the Rec Hall.

Madockawanda Lodge - Order of the Arrow Thursday is OA Day!

Members are encouraged to wear their sashes to Retreat and Dinner. Madockawanda Lodge has several programs planned.

Service Hour:

Members of the Order of the Arrow will have the opportunity to participate in the OA Service Hour each week. On Thursday evenings, members of the OA will join with the OA staff members for a service project at camp. Your participation will earn your troop points in the campsite inspections and all workers will receive a specially designed patch after their "cheerful service."

Brotherhood Conversions

A brotherhood conversion ceremony will take place on Thursday nights starting at 7pm. To be eligible, the Ordeal Member must have over 10 months of tenure as well as be a member in good standing (dues paid in full). There will be a small fee attached to cover the cost of the Brotherhood sash.

Venturing Day

Tuesdays at Camp Hinds will be dedicated to Scouting's older youth co-ed program called Venturing. We encourage all Ventures attending camp to wearing their favorite Class "B" venturing shirt and their venturing uniform to retreat and dinner. Camp will host a special event in the evening to talk about the exciting program opportunities that Venturing offers.

AWARDS AND RECOGNITIONS

At Camp Hinds we want to encourage all Campers and Scoutmasters to do their best, live the Scout Law and fully participate in everything that Camp Hinds has to offer. To encourage individual Scouts, Scoutmasters, troops, and outstanding staff, we have the following awards. Award winners will be recognized at the closing campfire on Friday.

Best Troop Award

Show us what your troop can do! Many things will combine to help us decide on the honor troop of the week! Camp inspections, participation in special events like the Zombie Disco theme, Scoutmaster Splash, and your score earned in the Camp Wide Event will all combine to earn you this coveted award! More information will be given out at the Scoutmaster meeting.

Honor Camper Award

At the conclusion of the week, each troop should vote for the Scout that they feel has best lived up to the Scout Oath and Law during their week at camp. Honor campers will be recognized during a meal time as well as at the Friday Campfire.

Honor Scoutmaster Award

Camp Hinds wants to recognize outstanding Scoutmasters who fully participate and enjoy their week at Camp Hinds. Information will be given out at the Sunday Scoutmaster meeting. Do you have what it takes?

Honor Staff Member Award

Troops can recognize outstanding service in our staff by nominating a favorite staff member at the end of the week. Keep your eyes open for some quality service!

Baden Powell Award

Can you work as a team during your week at camp? Every patrol in camp is eligible to work towards this award which includes patrol spirit, advancement, service and living the Scout Law all week.

Paul Bunyan, Totin' Chit and Firem'n Chit

All three of these awards are available at Camp for individuals or as a patrol activity. Contact the Scoutcraft Director for open times to earn the Totin' and Firem'n Chits at Camp this year.

World Conservation Award

Scouts can earn the World Conservation Award by completing the following merit badges: Environmental Science, Fish and Wildlife Management; or Soil and Water Conservation and Citizenship in the World.

ADULT PROGRAMS

Adult Leader Training

For Scoutmasters and adult volunteers at camp. While your Scouts are in merit badge sessions, you can attend Leaders Essential and Scoutmaster training. All training will be provided from our Council Training staff. No need to pre-register. More information will be given at camp. YPT will also be offered.

Climb on Safely Training

Climb on Safely training will be held for any interested adults. This training is important for any troop leaders wishing to have their youth participate in climbing activities outside of a Boy Scout camp. The training is focused on making leaders aware of BSA climbing policies and procedures so that this information can be passed to facilitators not familiar with the BSA program. This training is also available on-line.

Leave No Trace

Leave No Trace is the Boy Scouts training on how to perform successful low-impact camping excursions. The training takes 30-45 minutes and will be offered for all interested campers and leaders. Participants will receive a card verifying their training at the end of the session.

Safety Afloat and Safe Swim Defense

This training is required for troops wanting to do aquatics based activities at camp, including the Tenny River Run. Adults are encouraged to attend this important training at 12:00 on Monday at the waterfront. No swimming is involved. You can also take this training prior to camp online at www.pinetreetsa.org. Please bring proof of training to camp.

Check the complete schedule for times, dates and locations for all leadership trainings or stop by the Office for more information.

CAMPERSHIPS AND CAMPER FEES

Pine Tree Council Camperships

Application deadline is **April 1st**! Limited financial assistance, usually a portion of the camp fee, is available on an individual basis for Scouts who could not attend camp without assistance. Applications must be submitted and approved by the unit leader and the Pine Tree Council Campership Committee. Applications are available through Pine Tree Council at (207) 797-5252 or at www.pinetreetsa.org!

Note on Camperships to Scoutmasters

Camperships should be reserved for those that truly need financial assistance. Scoutmasters need to sign off on the campership forms and must be submitted entirely completed.

Order of the Arrow Campership!

Madockawanda Lodge offers two camperships to deserving Scouts through the Lenny Niman Memorial Campership Program. Applications are due May 1st and are available in this guide or your OA Chapter.

Camp Hinds Alumni and Friends

This group offers two camperships for Scouts wishing to return for a second week. Scouts interested should write a short essay as to why they should go to camp for a second week and mail it to: 35 Longmeadow Road, Scarborough, ME 04074.

Youth Fees Paid Before April 29th Early Bird Youth Fees:

The Early Bird Fee for Camp Hinds is **\$365.00** per week for Pine Tree Council Scouts. The cost for *Out of Council Scouts* is **\$415.00**

Second Week Discount:

If you are coming for a 2nd week of camp, your first week is the price above and your second week is at a \$35 discount (whether it's with your troop or provisional) .

Sibling Discount:

Have a second son coming to camp? The first Scout pays the price above and the second sibling gets a \$20 discount.

Youth Fees Paid After April 30th

The regular fee for Camp Hinds is **\$405.00** per week for Pine Tree Council Scouts and **\$455.00** per week for *Out of Council Scouts*.

Adult Leader Fees

Two adults are free with the first eight (8) boys! One additional adult goes free for each additional eight boys. Extra adult leaders are charge **\$110.00** per week.

Reservation Policy

To reserve a troop campsite, the reservation fee is \$10.00 per Scout. This fee is to reserve your space not a particular campsite. Total camp fees are due by April 29 to receive the early bird discount. Reservations can be made through the Pine Tree Council at 207-797-5252 ext 10 or online at PTCBSA.org. Camp space is limited so reserve early!

Refund Policy

Individuals or groups that cancel a program reservation 30 days prior to the date of the event will receive a refund, less 15% administrative charge. No refunds will be made after the 30-day cancellation period. No exceptions to this policy will be made.

ARRIVAL AND DEPARTURE

Sunday Arrival

- **2pm** Scouts should arrive at the Camp Hinds parking lot located part way down the camp Hinds Rd
- At the parking lot, troops will be greeted by their campsite guide, who will accompany the boys, parents and leaders to their campsite.
- A vehicle pass will be given to each troop to enable all gear to be brought to the campsite. Vehicles without a pass will not be allowed into camp.
 - Once gear is unloaded, all vehicles need to be moved back to the parking lot.
 - Each troop is allowed a trailer with gear to remain in the campsite.
- After unloading is complete the campsite guide will lead the scouts on a tour of camp and to the Dining Hall for meal orientation.
- Next stop will be at the Med Lodge for Medical Check in.
 - All medications must be checked in at the Health Lodge at this time.
 - Leaders will have copies of all medical forms.
 - Once medical check-in is complete everyone will receive identifying armbands that they are to wear for the duration of their week stay.
- Following the medical checks, Swim tests will be administered at Main Beach.
- 7:15 is a mandatory waterfront orientation and a scoutmaster programming meeting at the council ring.
- One leader from each troop must attend the program meeting at the Council Ring

Friday Departure

- After Breakfast each troop will be issued one vehicle pass to load gear from the campsites.
- At Lunch there is the traditional plaque hanging ceremony in the dining hall.
- After lunch pack and clean the campsites
- 2:15 Mafeking Challenge starts at the Blockhouse
- 5pm Parents, guardians, and family arrive to join us for our closing retreat, BBQ & Friday Night Campfire! Bring the family for an evening of fun for all!
- 8:30 pm leave to go home.

DINING HALL AND FOOD SERVICE

Meals are prepared by our kitchen staff and served in the dining hall. The camp menu has been dietician approved to ensure that properly balanced meals are being served to the growing young men that visit Camp Hinds each summer. A copy of the camp menu will be posted in the dining hall. Meals will be served cafeteria style. Scouts will gather on the parade ground outside the dining hall by unit. After announcements, The dining hall steward will open the doors and scouts will proceed through the line and fill tables as directed by the steward.

The Waiter System

- Each troop needs to assign two waiters for every meal
- All waiters are responsible for arriving at the dining hall 15 minutes before mealtime.
- The Dining Hall Steward will instruct waiters on their duties for the meal being served.
- Waiters are also responsible for staying after the meal to clear the tables and sweep the floor.
- The Dining Hall Steward will dismiss them from their duties when he or she feels the hall has been properly cleaned.

Troop Cooking

All troops will be cooking Wednesday night dinner in their campsites!

- The kitchen will provide the following ingredients per person
 - o Apple
 - o 1/4 lb ground beef
 - o 1/8 lb onion
 - o 1/4 lb potatoes
 - o 1/8 lb carrots
 - o 2 tbsp butter
 - o 3 pieces of foil
 - o 1 banana
 - o 1/8 cup chocolate chips
 - o 1/8 cup marshmallows
 - o drink mix
- Troops can cook according to their own personal taste and cooking techniques.
- Troops can supplement their meal or replace it at their cost
- Troops will need to provide:
 - o Cookware
 - o Container for mixing drink
 - o Mess kits
 - o Tools needed for cooking on an open fire if doing foil dinners.

Special Diets

Arrangements can be made with the cook for those with special dietary concerns (religious or health based).

Please contact the camp at least one week prior to your arrival at camp for special diets so that arrangements can be made and food can be ordered.

These meals will be individually prepared for each scout

It will be the scouts responsibility when proceeding through the cafeteria line to request his meal. Scouts (and their leaders) who do not request their meal will be asked to explain why at the end of the meal by the Dining Hall Steward.

Friday BBQ and Parents Night

Parents and Family are invited to attend the Friday evening activities, including retreat, BBQ, and closing campfire. Flag ceremony and retreat begin at 5:45 p.m followed by dinner at 6 p.m. Please stay and attend the Friday closing campfire with your Scout! It's the culmination for what is the highlight of their summer! The staff, and even some Scouts, will be putting on a show for all of our visitors that your Scout will not want to miss!

- Guest BBQ Tickets are available for purchase at the Trading Post for \$5.00.
- Tickets must be purchased by noon on Tuesday to allow time for ordering food.
- The meal will be hamburgers, hot dogs and all the fixings (Vegetarian options will be available)!

TROOP LEADERSHIP IN CAMP

Every troop is required to have a MINIMUM of TWO ADULT LEADERS IN CAMP AT ALL TIMES! One MUST be 21 Years or Older . If your troop is having problems securing two-deep leadership for your week at camp, you should consider sharing a campsite with another troop or provisional Troop H. Arrangements for this can be done through Camp Director.

The troop is responsible for providing adult leadership for its Scouts. Discipline is the responsibility of the Troop leadership, with help from the camp administration when necessary. Feel free to contact the Camp Director with any concerns while in camp. Leaders are responsible for making sure their Scouts receive their medications and follow dietary restrictions.

SPL Council

All SPL's will meet daily with the Program Director at 12:30 pm inside the Rec Hall. If the SPL is not available, please send a representative.

HEALTH AND SAFETY

CAMP RULES

The following rules and policies have been established by the Pine Tree Council Camp Administration for the health, safety and protection of all Campers and leaders in camp.

- **No alcohol or illegal drugs** are permitted in camp at any time!
- **No firearms, ammunition, fireworks, hand held weapons** (swords, nightsticks, butterfly knives, etc.) or **archery equipment** may be brought into camp. Due to our liability insurance, youth may only use the equipment provided by the camp.
- **No privately owned watercraft** are allowed in camp.
- **No flames in tents!** Troops may only use self-contained stoves and lanterns in their campsites, under the direction of knowledgeable adults.
- **No liquid fuels may be used to start fires or charcoal.**
- **No running in camp**, except in an athletic field or sporting event. In an emergency, you may move quickly without running.
- **No pets** allowed by campers or visitors.
- **Closed Toe Shoes** are required at all times when not swimming.
- **The buddy system** for Scouts is required for **all** activities in camp!
- **Smoking is only allowed in designated signed smoking areas, by 18+ year old adults.** These areas will be selected by the camp administration.
- **All vehicles**, not necessary for the operation of camp, **will be kept in the parking lot.** The no vehicle policy is for the safety of our Scouts, leaders and guests.
 - Exceptions to the vehicle rule will be made and monitored for those with a physical handicap through arrangements with the Camp Director.
- **Youth protection guidelines**, as established by the BSA, **are to be enforced at all times.** Any physical, emotional, sexual or neglectful abuse must be reported to the Camp Director immediately so the proper steps can be taken to protect the Scout.
- **Scouts, Leaders, and Guests leaving/entering camp at any time must sign in and out at the camp office.** No Scout shall be released from camp without the permission of his parent or guardian.
- **Valuables should be left at home!** Please encourage Scouts to leave all electronic or expensive equipment at home. Advise your Scouts not to leave valuable items unlocked in their campsites. Camp is not responsible for damaged or lost items during your stay.

Medical Supervision

Dr. Donald Burgess oversees the camp medical staff. A licensed health officer is in camp, on duty at all times, to handle all medical emergencies. If the injury or illness is serious, the person is brought to a local health care facility. Written agreements are in place between Camp Hinds and local health care providers to care for our campers, staff and guests. All medical illnesses or injuries must be reported to the health officers in camp - no matter how minor the incident.

Medical Forms

All Campers and Leaders attending camp must have a completed BSA medical form on file with the camp health office while at camp. Scouts and Leaders must have a valid physical within 12 months of camp. The height and weight restrictions are only guidelines for summer camp. Remember, for the section labeled "Adults Authorized to Take Youth to and From Events," we are recommending that under the "designate" portion you have parents/guardians write "Licensed Driver over the age of 18 with permission of the Scoutmaster." Then, be sure to have parents/guardians include any adults NOT authorized in the next section.

It is a regulation of the Boy Scouts of America that anyone who does not have a completed and signed medical form at the check-in time at camp will not be allowed to participate in camp activities until their med form is received. NO exceptions will be made. Camp Leaders should collect all medical forms and check them to make sure they are complete prior to leaving for camp. Please mail a copy of each person's health form to Camp Hinds at least two weeks prior to your stay in camp or deliver them at the 11 day out meeting.. The health officers will review the forms before your arrival to help provide your troop with a smooth check-in once camp begins. Please make two copies of your medical forms; one for camp and one for your records.

Medical Recheck & Medications

Upon arrival in camp, all Campers and Leaders will go through a medical recheck at the Camp Health Lodge. Pine Tree Council and Camp Hinds must comply with all State of Maine laws and BSA politics concerning medication in camp.

ALL medications brought to camp by campers, leaders and staff MUST be given to the Health Officer upon arrival in camp. This includes prescription and non-prescription medicine. This medication will be put into a box for each

troop. The adult leader in charge of the troop medication will check the box in and out with medical staff at the beginning and end of each day.

Exceptions will be made for a limited amount of medications to be carried by the Scouts or adult for life-threatening conditions including; bee-sting kits, nitroglycerin, inhalers and medication specifically prescribed "to be carried at all times" by a physician. Camp supplies any over-the-counter medications and first aid supplies that your Scout may need during his week at camp.

Emergency Medication Plan

The State of Maine requires that All Campers that are going to carry a rescue inhaler or Epi-pens, provide the camp with an Emergency Medication Plan. Additionally, each camper must have their parent's and physician's approval to carry the inhaler and indicate that the camper is able to use the inhaler. At the time of check in, the camp health staff must also evaluate the camper's ability to use the inhaler. Please be sure to complete the Emergency Medication Plan with the physician and send it to camp with the health form. A copy of their school asthma plan will be acceptable as well.

Peanut Free Zone

Due to the increase in campers having peanut allergies, some which are life threatening, we have decided to make the Camp Hinds dining hall a peanut free zone. This means no foods with peanuts, peanut oil or peanut butter will be used in the kitchen or dining hall.

Any parents, who have a camper with food allergies, still need to list the allergies on the campers health form and notify the camp at least two weeks in advance.

Many campers love a peanut butter sandwich, and this can be a great snack! Troops may still choose to have peanut butter in their campsites as long as the Scouts in their campsites don't have a peanut allergy. Our Trading Post will still carry individually wrapped candy bars that may have peanuts or peanut butter in them.

Handicapped Information

Camp Hinds aims to make our program available to All Campers. If you have a person with a disability that may require special attention, auxiliary aids or any reasonable accommodations, please contact the Camp Director at least two weeks prior to your stay at Camp Hinds.

EMERGENCY PROCEDURES

Camp Hinds has long established procedures recommended by the BSA for lost campers, lost swimmers, fires and severe storms. We use a siren as a warning device if and when it becomes necessary to call the camp together. When you hear the siren, all campers, leaders, and guests are to report immediately to the council ring. Please move quickly, but no running. The Scoutmaster needs to take a head count and report "Troop# all present" or "Troop# is missing # Scouts" as the Camp Director takes a Troop roll call. The staff may have different roles depending on the nature of the emergency.

In lieu of the many recent mass shooting events around the country, Camp Hinds has added an active shooter/disperse drill to our emergency procedures. This is a different response to the alarm described above and being mindful of the difference is vital. You will receive official emergency procedure when you enter camp, they are posted on your campsite board. We will have a drill within the first 24 hours and at that time we will discuss the two types of alarms

*gather and *disperse and listen to both so that leaders and boys can differentiate between the two. Staff will be well informed as to how to respond to these drills and what action to take to ensure the safety of all.

In the case of a severe storm warning staff will be informed via the camp radio system. At the sound of air horns, all Scouts, leaders, and staff will seek a designated shelter in the Rec Hall, the Dining Hall, Cadigan Lodge, Bates Cabin, or the Training Center depending on their location. A roll call will be taken. The camp will be dismissed once an all clear has been given.

Camp Hinds has written agreements with local fire, police and medical departments to provide Camp Hinds with the necessary coverage for any emergency.

CAMPSITE INFORMATION

Each troop site has two-man tents or shelters on platforms for all of our Scouts and Leaders. Bunks with mattresses or cots, picnic tables with tarps, water buckets, a flagpole and a bulletin board are also provided in each campsite.

Troops are encouraged to spruce up their campsite with troop flags or banners, cooking equipment and lanterns. Troops may want to bring along sports equipment, paper products, water jugs and campsite games.

Campsite Etiquette & Quiet Hours

Getting enough sleep can make a difference between having a great or poor week at camp! Camp Leaders should see that their Scouts are in the campsite by 9pm and that quiet hours are observed from 9:30pm-7am. A siesta is scheduled for rest time everyday directly following lunch. Everyone should show respect for others within the campsites, by following the quiet hours, assisting with campsites and general camp cleanliness by following the Scout Law.

Campsite Inspection

Camp Commissioners will inspect each campsite on a daily basis for cleanliness, safety, conservation, organization and Scout spirit! Troop Inspection Sheets are posted in each campsite. Can your Troop have the best site in camp? The top troops will be recognized in front of their peers!

Campsite Supplies & Fire Protection

A broom, shovel, rake, fire buckets and a water hose will be kept in each campsite. Commissioners will check daily to see if the camp equipment is there. Equipment that is lost or broken due to misuse will be charged to the unit. There is no need to bring this equipment back to the camp room at the end of the week.

Please use care around the campfires in your sites. Only established campfire rings may be used in camp for fires. No liquid fuel may be used to start any fires. No open flames, of any type, are permitted around or in any tent. Full fire buckets are required around your campfire ring. Troops need to fill out and follow the posted Troop Fire Guard Plan found on the bulletin board in your campsite.

Bath Facilities

Hot showers, with individual shower stalls, are available for all campers and leaders. Latrines with toilets and hand- washing facilities are found in each campsite.

The Camp Room

The camp room is located next to the camp office. Toilet paper, cleaning supplies and extra fire buckets are available at the camp room. A limited supply of cooking equipment and American Flags are also available for units to check out. The camp room will be open daily at 8:00am. Please try to send a representative of your campsite during this time. If supplies are needed in an emergency basis, please check with the camp office.

Camp Good Turns

A Scout is helpful and clean! Each day troops are asked to assist in keeping camp clean with a rotating schedule of good turns. Good turns should be done directly after breakfast. Schedules of good turns are posted on your campsite bulletin board!

Donations & Camp Projects

We encourage troops to contact the Camp Director during the off-season, in order to find out what the camp needs for help and equipment. Troops are always welcome to perform a small service project for camp such as building erosion walls and brush removal! There will be a list and supplies available for all units who wish to complete a service project during their camp stay.

UNIFORMS, TROOP PHOTOS AND TRADING POST

Uniforms

Camp Hinds has a long established tradition of wearing uniforms in camp. Our staff is in uniform at all times, unless their job requires something else. We encourage all of our Scouts and Leaders to proudly wear the Class A Scout Uniform every evening for retreat and the dinner meal. The 2015 camp T-shirt, hats, etc. will be available in the Trading Post for those that would like to purchase them.

Troop Photos & Photo Release Form

A photographer will be in camp on Sunday to take troop photos between 4 and 5:30 before evening retreat for those units wanting them. Photos are color 8x10's. The cost for each photograph will be \$10.00. A troop photo order form will be given to each troop at camp. Money needs to be collected and turned in with the order form to the Trading Post by noon on Tuesday. Troops will receive their photos with their advancement packet after 4:00 on Friday.

Pictures may be taken in camp to be used by Pine Tree Council for advertising, marketing or to highlight our programs.

The Trading Post

Camp Hinds operates a trading post, like a general store. The trading post offers camp T-shirt, hats, sweatshirts, postcards and stamps, souvenir items, candy, soda and toiletries. We also offer camping equipment like flashlights, insect repellent, knives and much more! The amount of money that each Scout brings is an individual matter and should be determined by the Scout and his parents. Generally speaking, \$40.00 is plenty for a week's stay.

\$5.00 Guest BBQ Tickets are available for purchase at the Trading Post starting on Sunday. Tickets must be purchased by noon on Tuesday to allow time for ordering food.

PACKING FOR CAMP

The following items should be packed in a locked footlocker, tote or dufflebag:

Personal Gear

Scout Uniform (and extra parts)
Scout hat
Extra pants, shirts, socks
Extra underwear
towel
Extra shoes
Rain gear
Water bottle
Pillow
Sleeping bag or blankets
Swim suit
Mess kit with knife, fork, spoon
Flashlight with extra batteries
Jacket or sweater
Toilet articles (No sprays please)
Photocopy of medical form
Scout handbook
Paper & pens/pencils for MB work

Optional Personal Gear

Backpack for hikes or overnights
OA sash
Knife
Camera
Songbook
Watch
Money for trading post
Insect repellent (NO sprays please)
Laundry bag
Fishing gear
Sunscreen
Stationery
Stamps
Pajamas
Bible
Prayer book
Musical Instrument
Sports equipment
See Merit Badge Prerequisites for other items needed for your merit badges

Leave at Home:

Pets, fireworks, firearms, ammunition, bows & arrows, radios, CD players, televisions, tablets, electronic games, cell phones, squirt guns, alcoholic beverages, and illegal drugs. Valuables should be left at home. Persons under 18 may not have vehicles in camp without prior written approval of the Camp Director.

Troop Gear

Pots and pans,
dutch oven, chef kit (for Wednesday Dinner)
Troop flags,
Patrol flags
Dependable alarm clock
Brooms
Photocopies of all medical forms

Optional Troop Gear

Lanterns
Cook stove
Wooden tools
Paper/plastic plates, cups, utensils
Wheel barrow or garden cart
Sports equipment

CONTACT INFORMATION

146 Plains Road
Raymond, ME 04071

Council Office Phone (prior to July 1st) : 207-797-5252

Camp Phone (July 1, 2016 – August 19, 2016 (Business and Emergency Use)) : 207-

655-6766 Camp Director, Jack Waite Jr. (cell) : 207-894-4011

Remember, there is no phone next to your son's tent, so parents should only use this number in case of emergency.

We strongly encourage parents to keep their Scout's cell phone at home & all leaders to keep their Scouts away from phones during the week. Experience has taught us that this really helps with homesickness. We also encourage parents to get the cell phone number of your troop's leaders in case you need to get in touch.

Scouts enjoy receiving mail from home during their stay at camp! We encourage you to write, but be sure to write early in the week as even though mail is delivered daily, sometimes it can take a day or two for mail to reach camp depending on your location. Each campsite has a mailbox in the Trading Post for mail and non-emergency messages! Leaders, please check your mailbox a couple of times each day for incoming mail and messages. All emergency messages received in the camp office will be delivered immediately to the adult leadership of the Scout by the camp staff.

Mailing Address:

**Scout's Name
Scout's Troop # and
Campsite Camp Hinds
146 Plains Road
Raymond, ME 04071**

Visitors & Siblings

Visitors are welcome in camp, but please understand that everybody is on a busy schedule and Scouts prone to homesickness may do better without visitors. All visitors must sign in and out at the camp office. Remember that the camp facilities are primarily for the use of campers and leaders. Visitors must purchase tickets for meals, which are available in the trading post. Visitors should limit their visits to dinner & "open area" time immediately following dinner. We ask that all visitors sign out and leave before 9pm.

Due to insurance issues, limited space requirements and program needs, younger or older siblings of Scouts are not allowed to stay overnight in camp, even if their parents are Scout leaders in the campsite. They may come as an occasional guest to visit during the week. Program activities are open for Scouts and leaders only unless advertised as a family event - such as the Friday night Campfire & BBQ. Please be aware, there may be some children of the staff that live in the camp for the summer.

DIRECTIONS TO CAMP HINDS

146 Plains Road Raymond, ME 04071

Plains Road connects 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

